



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



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CNTRLS



HINTS

## Welcome to GEX online Help

For information about a particular topic, click a button on the remote control and this screen will display information.

Soon you will become so well informed that your own mother won't recognize you. *Maybe we've hidden cool stuff in online Help. Maybe not. I'm not telling.*



Gex online Help is cleaner, brighter, and sanitarily wrapped for your protection.

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Hints

Yeah, right, as if you really need hints to play this game.

- Compliments of Rez ... flying TVs! If you whack these aerial bombs with a tail whip, they start a countdown. Don't be in the way when they explode.
- Find the tricks in each world to overcome tough spots, such as slapping the floating skulls with a tail whip to knock Rez's TV.
- Switch on movie cameras with a tail whip to activate a special mechanism. Then look around to see what's changed, like a bridge falling into place or a door opening.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Hints (continued)

- Ride the rafts across shooting geysers. Jump, duck, and tail whip from your safe flotation device, but 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.
- Find a remote controller in each world and whack it with a tail attack to gain ownership. Use the remote to escape to the next level. For more information, see [Remote control](#).
- The Media Dimension has other surprises in store, such as deadly pools of liquid Rez and secret levels. Find 'em, Dano.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Hints (continued)

- Each world's boss is rough and tough to beat. Each one 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.
- Tail whip the rotating question mark symbols and you'll get a tip in how to kick serious tail.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Keyboard moves

You can change these default key controls in the Settings dialog box.



<u>To</u>	<u>Press</u>
Tail whip	Z
Tongue lash/Hurl	C
Run	V
Jump	X
Move left	←
Move right	→
Duck (Coil Tail, if airborne)	↓
Look up (Stick up, if airborne)	↑
Wall stick	X+ ↑, ←, or →
Help	F1
New game	F2

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Keyboard moves (continued)

<u>To</u>	<u>Press</u>
Pause game	F3
Full screen/windowed view	F4
320 × 224 window view	F5
640 × 480 window view	F6
Skip video	ESC, SPACEBAR, or ENTER
Start game	ENTER
Pause/unpause game	PAUSE, F3
End game	ESC
Exit GEX	ALT+F4
Access menus	ALT
Display the Remote map	TAB

For information on customizing keyboard functions,  
see [Customizing keyboard moves](#).

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Customizing keyboard moves

You can change the keys that control GEX's movements.

### To change your keyboard configuration

- 1 On the Options menu, click Keyboard.
- 2 In the Configure Keys option group, click the name of the control you are using.
- 3 Click each function box and then press the key you want to control that function.

BACK



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

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You can change the keys that control GEX's movements.

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- 3 Click each function box and then press the button you want to control that function.

BACK



## Joystick moves

You can change these default controls in the Settings dialog box.

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

**Note** The throttle and hat switch are not used in GEX.

For information on customizing joystick functions, see [Customizing game pad and joystick controls](#).

BACK

Genuine  
Simulated  
Woodgrain



### Joystick moves

You can change these default controls in the Settings dialog box.

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

**Note** The throttle and hat switch are not used in GEX.

For information on customizing joystick functions, see [Customizing game pad and joystick controls](#).



Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Customizing game pad and joystick moves

You can change the settings that control GEX's movements.

### To change your game pad or joystick configuration

- 1 On the Options menu, click Controller.
- 2 In the Configuration option group, click the name of the control you are using.
- 3 Click each function box, and then press the button you want to control that function.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

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BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Game pad moves

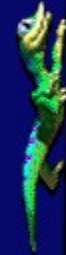
You can change these default button controls in the Controller dialog box.

### To

Move right/left, Squat,  
and Look up  
Tongue lash/Hurl  
Jump  
Tail whip  
no action  
no action  
no action  
Run  
no action  
no action

### Use

Directional pad movement  
Button A  
Button B  
Button C  
Button X  
Button Y  
Button Z  
LEFT SHIFT  
RIGHT SHIFT  
MODE



BACK

MORE

Genuine  
Simulated  
Woodgrain



## Game pad moves (continued)

You can change these default button controls in the Controller dialog box.

<u>To</u>	<u>Use</u>
Displays Remote map	SELECT (mimics TAB)
Initiates action from the selected field	START (mimics ENTER)

For information on customizing game pad functions, see [Customizing game pad and joystick moves](#).

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

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BACK



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Game moves

Jane, how do you control this crazy thing!?!

Depending on your hardware, you have three options: your keyboard, joystick, or game pad. Click one and I'll describe how it works.

Keyboard moves

Game pad moves

Joystick moves



BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Customizing the game

Hey kids!

Be the first on your block to customize your GEX game. To learn how to do this, click one of the topics below to find out how to customize it.

[Customizing keyboard moves](#)

[Customizing game pad moves](#)

[Customizing joystick moves](#)

[Customizing display controls](#)

[Customizing sound, voice, and music controls](#)

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Display controls

GEX looks best when viewed in High Color (16-bit) mode.

### To change your color depth

- 1 Click the Start button.
- 2 Point to Settings, and then click Control Panel.
- 3 Double-click the Display icon, and then click the Settings tab.
- 4 Select High Color (16-bit) from the Color Palette option.

### To change your screen size

- 1 On the Options menu, click Display.
  - 2 Click the screen size you want.
- Danger, Will Robinson! The larger the screen size, the slower the game speed.

BACK

MORE

Genuine  
Simulated  
Woodgrain



### Display controls (continued)

**Tip** If you continue having display problems after following the previous instructions, ask the nine-year old kid next door.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Display controls

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BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



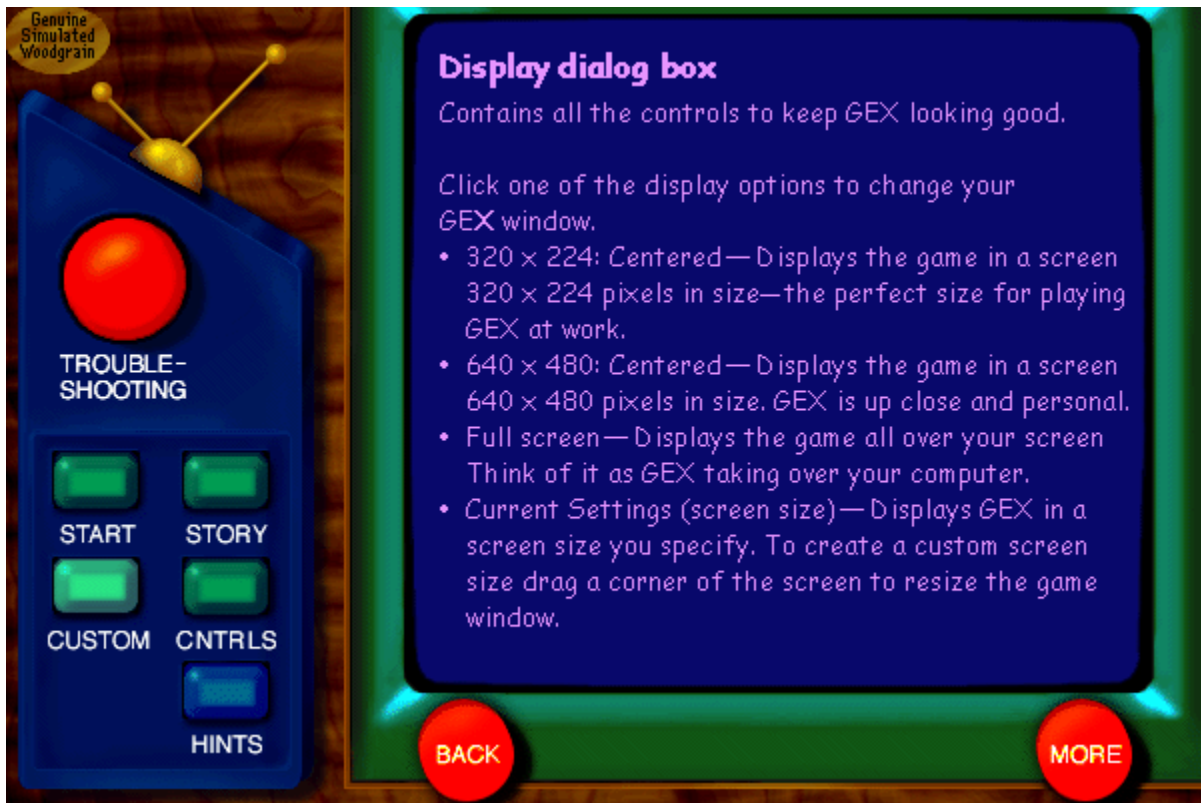
HINTS

## Display controls (continued)

**Tip** If you continue having display problems after following the previous instructions, ask the nine-year old kid next door.



BACK



Genuine  
Simulated  
Woodgrain

### Display dialog box

Contains all the controls to keep GEX looking good.

Click one of the display options to change your GEX window.

- 320 × 224: Centered— Displays the game in a screen 320 × 224 pixels in size—the perfect size for playing GEX at work.
- 640 × 480: Centered— Displays the game in a screen 640 × 480 pixels in size. GEX is up close and personal.
- Full screen— Displays the game all over your screen. Think of it as GEX taking over your computer.
- Current Settings (screen size)— Displays GEX in a screen size you specify. To create a custom screen size drag a corner of the screen to resize the game window.

BACK

MORE



Genuine Simulated Woodgrain

### Display dialog box (continued)

To change your customized settings to the default settings

Set Default button — Click to reset your screen size to the default size (Full Screen).

TROUBLE-SHOOTING

START

STORY

CUSTOM

CNTRLS

HINTS

BACK





### Sound dialog box

Contains all the controls to play GEX really LOUD.

#### To change sound and music options

Click a check box to turn a type of sound on or off. Move the slider up or down to adjust a sound's volume.

- Music — Plays background music during the game.
- Sound Effects — Plays the sound effects during the game.
- Voice — Plays GEX's comments.

#### To change your customized settings to the default settings

Set Defaults button — Click to reset the game's sounds to their default settings (all sounds on).



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Controller dialog box

Select the control you want to use as your primary game control—for example, keyboard, joystick, or game pad. Then customize your primary game control by selecting which buttons or keys control which GEX function.

### To select a primary game control

Enable Controller check box—Click the check box to use a joystick or game pad as your primary game control. Or clear the check box to use the keyboard as your primary game control.



BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Controller dialog box (continued)

### To customize your primary game control

Click the text box and then select the key or button you want to use for a specific GEX function.

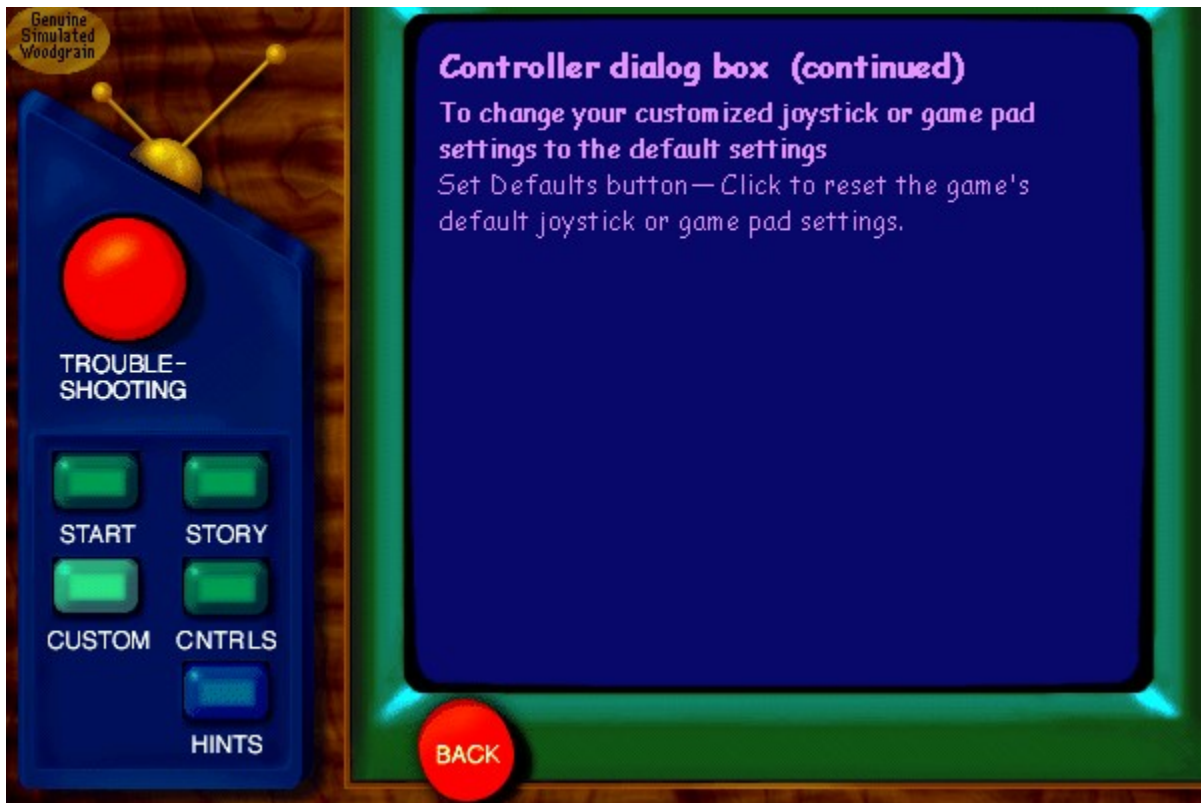
- Jump/Enter TV — Make GEX leap tall buildings in a single bound or enter a world.
- Tail whip/Menu — Launch a tail attack or open the Remote display from a world map.
- Tongue Lash — Give Rez the tongue-lashing of his life.
- Run — Make GEX cruise through a world.

### To adjust your joystick or game pad's configuration

Click to open the Microsoft Windows 95 Joystick Configuration wizard so you can adjust your joystick or game pad's settings.

BACK

MORE



Genuine Simulated Woodgrain



TROUBLE-SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Controller dialog box (continued)

To change your customized joystick or game pad settings to the default settings

Set Defaults button— Click to reset the game's default joystick or game pad settings.

BACK

Genuine  
Simulated  
Woodgrain



## Keyboard dialog box

Lists the keyboard functions available to control the game functions.

### To customize your primary game control

Click the text box and then select the key you want to use for a specific GEX function.

- Tongue lash — Give Rez the tongue-lashing of his life.
- Tail whip — Launch a tail attack.
- Jump — Make GEX leap tall buildings in a single bound.
- Run — Make GEX cruise.
- Up option — Make GEX go up.
- Down option — Make GEX duck. How do you make a gecko duck?
- Left option — Move GEX to the left.
- Right option — Move GEX to the right.

BACK

MORE



Genuine Simulated Woodgrain

**Keyboard dialog box (continued)**

To change your customized settings to the default settings

Set Defaults button— Click to reset the game's default keyboard settings.

TROUBLE-SHOOTING

START

STORY

CUSTOM

CNTRLS

HINTS

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Demos and videos

### Demos

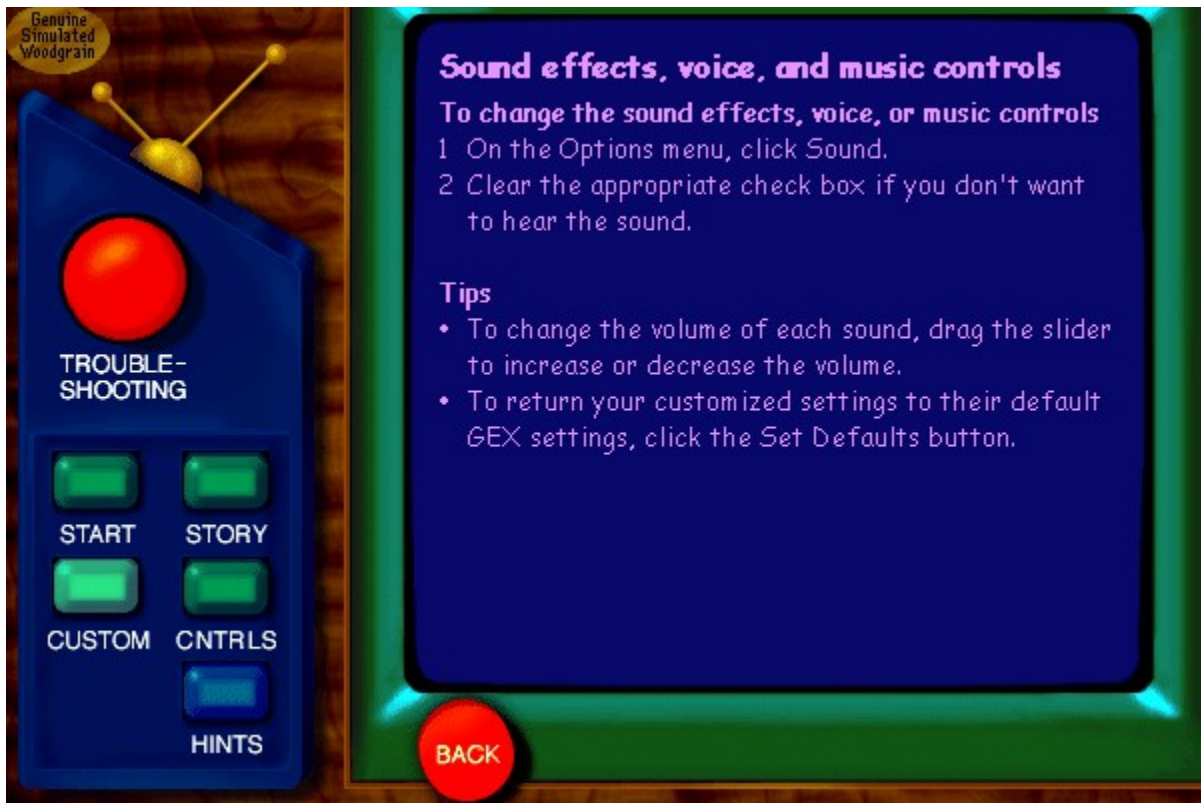
If you have launched GEX but have not started a new game, a demo will automatically start after the game has been inactive for 30 seconds. Each demo lasts approximately 30 seconds.

- ▶ To stop a demo, press the key or button that makes GEX jump.

### Videos

When you launch a new GEX game, the wonderfully entertaining Microsoft, Crystal Dynamics, and Kinesoft videos will play in succession. To stop these videos or any other videos in GEX, press the key or button that makes GEX jump when the video starts. After the introduction video finishes (or is stopped), the Start screen appears.

BACK



Genuine  
Simulated  
Woodgrain

### Sound effects, voice, and music controls

To change the sound effects, voice, or music controls

- 1 On the Options menu, click Sound.
- 2 Clear the appropriate check box if you don't want to hear the sound.

#### Tips

- To change the volume of each sound, drag the slider to increase or decrease the volume.
- To return your customized settings to their default GEX settings, click the Set Defaults button.

BACK



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Troubleshooting (continued)

### Game is playing too slow

The default GEX screen size is  $320 \times 224$ . If game play is too slow and you are using a larger screen size, try decreasing the game's screen size. If that doesn't speed up the game, make sure your desktop is set to 16-bit, High Color mode.

### To change your screen size

- 1 On the Options menu, click Display.
- 2 Click the screen size you want.

**Tip** If you continue having display problems after following the previous instructions, ask the nine-year old kid next door, or quit your job as a baseball umpire.

For information about changing your screen options, see [Display controls](#).

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### To start a new game

- 1 On the Game menu, click New Game, or press F2.
- 2 Press ENTER at the Start screen.



BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds

When you first launch GEX, you'll be dropped at The Dome: the map to the Media Dimension. This is the same map Rez uses to cruise around his world—I wonder if he misses this map.



### ▶ The Dome (or, How to enter other worlds)

This is where you are dropped when you first start a game.

Page 1 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)

- ▶ If you don't have any world remote controls or passwords, move GEX in front of an active television and then press ENTER. For the uninitiated, the TVs are entrances to the worlds.
- ▶ If you have played GEX before and have either a world remote control or level passwords, use them to continue your exodus from Rez's claws.

When you are in a world's map, move GEX in front of a television leading to a world level.

### To enter a level

To move from one level to another, you must have picked up the remote control for the new level in a previous level.

Page 2 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)



### Cemetery

GEX hurtles through the *Media Dimension*, back to the time and place when 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.

Page 3 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)



### New Toonland

Toon Town this ain't! GEX battles cheesy characters from those crack-of-dawn Saturday A.M. 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!

Page 4 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)



### Jungle Isle

Go native! Feel the beat of the bongos. GEX stalks through a malaria factory packed with carnivores and cannibals, moving walls, hidden booby traps, and breakaway bridges. You may have named the dog Indy ... but there's a gecko with the same hat.

Page 5 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)



### Kung Fuville

There's nothing like getting stuck on cable TV. Fighting your way through moronic martial arts scenes is bad enough, but can't they get that voice 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!

Page 6 of 8

BACK

MORE



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)



### Rezopolis

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!

Page 7 of 8

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Maps and Worlds (continued)

**Tip** In each world's map, look for the televisions with the VCR players underneath. This indicates levels that contain a VCR tape with a password for saving a game.

Are there bonus worlds? *Maybe.* How good are you?



Page 8 of 8

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Getting started

Holy remote control, GEX! Rez pulled you into his Media Dimension and you've gotta defeat him and his legions of Central Casting character rejects so you don't become the bronzed mascot for his network.

### Fast start

For those of you with a REALLY short attention span, we offer these two topics. Click one (or both) for more information.

- [To start a new game](#)
- [Control commands](#)

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Getting started (continued)

### How're you gonna escape?

Clicking your heels together three times isn't going to help. Use Rez's [maps](#) to cruise through the worlds in the Media Dimension and collect [lives](#), [cameras](#), [gold flies](#), [power-ups](#), [remote controls](#), and [VCR tapes](#).

How are you gonna escape the [demos](#) and [videos](#)?

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Getting started (continued)

### Basic keyboard moves

<u>To</u>	<u>Press</u>
Tail whip	Z
Tongue lash/Hurl	C
Run	V
Jump	X
Move left	←
Move right	→
Duck (Coil tail, if airborne)	↓
Look up (Stick up, if airborne)	↑
Wall stick	X+ ↑, ←, or →

For more information, see [Keyboard moves](#).



BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Getting started (continued)

### Basic game pad moves

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Directional pad movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3

For more information, see [Game pad moves](#).

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Getting started (continued)

### Basic joystick moves

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

**Note** The throttle and hat switch are not used in GEX.

BACK

MORE

Genuine  
Simulated  
Woodgrain



## Getting started (continued)

### How am I doing?

There are two displays that provide information during game play: the Heads up display and the Remote display.

**Heads up** Displays your score, the number of GEX lives, gold flies, power-ups, and hit paws.

**Remote** Displays current world and level remotes and some information on how to use them.

BACK



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Lives, cameras, and gold flies

### Lives



You start a new game with three lives. Each life is composed of three hit paws. If you lose all three hit paws, you lose one life. If you run out of lives, you're a goner and Rez will bronze you as his network mascot.

### Tips

- Keep your eyes peeled for quick-shot cameras. Tail whip one of 'em and you'll create a milestone picture of GEX in this level—if you lose a life, you can begin again at the milestone and not at the level's beginning. But if you lose all your lives, you're dead.
- Tail whipping a power-up will restore one hit paw. You can gain up to six hit paws. For more information about power-ups, see [Power-ups](#).

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Lives, cameras, and gold flies (continued)

### Cameras



I'm ready for my close up, Mr. DeMille. Tail whipping one of these as you run past will create a milestone snapshot: If you lose one of your lives in this level, you can use the snapshot to start the level over where you took the snapshot. GEX takes a licking and keep on ticking. But if you lose your last life, hasta la vista, baby.

### Gold flies



Gold flies are like cereal box coupons: The more you collect, the closer you are to getting a great bonus prize. Every 100 gold flies gives you an extra life. Don't try this at home.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM









CNTRLS



HINTS

## Power-ups

Trust the force, young GEX, to guide your use of the power-ups' bounty.

<u>Power-ups</u>	<u>Powers</u>
 <b>Amber Balls:</b>	Fill one empty hit paw. Immediate effect.
 <b>Ladybug:</b>	Fill all empty hit paws. Immediate effect.
 <b>Flea:</b>	Fill all empty hit paws and add one. Immediate effect.
 <b>Butterfly:</b>	Gain an extra life. Immediate effect.
 <b>Blue Firefly:</b>	Hurl ice balls. Immediate effect; lasts until hit.
 <b>Red Firefly:</b>	Hurl fire balls. Immediate effect; lasts until hit.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Power-ups (continued)



### Power-ups

**Yellow Firefly:**

### Powers

Hurl bolts of electricity. Immediate effect; lasts until hit.



**Grasshopper:**

Jump higher and farther. Immediate effect; lasts until hit.



**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.

### Tips

- Tail whip power-ups to restore one empty hit paw.
- Tongue lash a power-up to gain its powers.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS

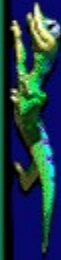


HINTS

## Remote controls

Tail whip a remote control to collect it. Remote controls give you access to the next level.

**Tip** If you lose all your lives, the game is over.



BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS

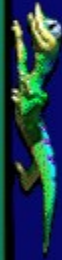


HINTS

## Remote controls

Tail whip a remote control to collect it. Remote controls give you access to the next level.

**Tip** If you lose all your lives, the game is over.



BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### VCR tapes and passwords

Tail whip a VCR tape to collect it. The VCR tape will give you a password to save the game once you successfully complete the level.

**Tip** Write the passwords down and keep them because you're going to need them to replay the saved game, or else! (Or else, you'll have to start the level over.)

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Control commands

### Keyboard moves

#### To

Tail whip  
Tongue lash/Hurl  
Run  
Jump  
Move left  
Move right  
Duck (Coil Tail, if airborne)  
Look up (Stick up, if airborne)  
Wall stick

#### Press

Z  
C  
V  
X  
←  
→  
↓  
↑  
X+ ↑, ←, or →



Help

F1

New game

F2

BACK

MORE



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Control commands (continued)

<u>To</u>	<u>Press</u>
Pause game	F3
Full screen/windowed view	F4
320 × 224 window view	F5
640 × 480 window view	F6
Skip video	ESC, SPACEBAR, or ENTER
Start game	ENTER
Pause/unpause game	PAUSE, F3
End game	ESC
Exit GEX	ALT+F4
Access menus	ALT
Display Remote map	TAB

BACK

MORE

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Control commands (continued)

### Joystick moves

#### To

Move right/left, Squat, and Look up

Tongue lash/Hurl

Jump

Tail whip

Run

#### Use

Joystick movement

Button 1

Button 2

Button 3

Button 4

**Note** The throttle and hat switch are not used in GEX.



BACK

MORE

Genuine  
Simulated  
Woodgrain



## Control commands (continued)

### Game pad moves

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Directional pad movement
Tongue lash/Hurl	Button A
Jump	Button B
Tail whip	Button C
no action	Button X
no action	Button Y
no action	Button Z
Run	LEFT SHIFT
no action	RIGHT SHIFT
no action	MODE
Displays Remote map	SELECT (mimics TAB)
Initiates action from selected field	START (mimics ENTER)

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Troubleshooting

### Hardware and System Requirements

Minimum

Recommended

### Error Messages

Error messages

### Installation Notes

Installing GEX

### Installation Troubleshooting

AutoPlay does not function

To verify your CD-ROM is optimized

To verify that AutoPlay is enabled

Game freezes or crashes

BACK

MORE

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Troubleshooting

### Installation Troubleshooting (continued)

Game is playing too slow

To switch to High Color mode

To change your screen resolution

To change your GEX screen resolution

### How to Play

How to Play

### Audio Troubleshooting

If your audio isn't working correctly

To verify that sounds are enabled and recognized

To verify that a sound driver is enabled

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Troubleshooting (continued)

### Video Troubleshooting

To display High Color mode in Windows 95

If you have a 3D accelerator

Game graphics look strange

To change font size

### Hardware and System Compatibility

Optimizing performance

To modify display options

Keyboard controls don't work

Game pad or joystick doesn't work

Known DirectX 2.0 problems

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## System requirements

### Recommended

**Processor:** Pentium 100

**Video:** Local bus SVGA video with 2 MB VRAM,  
High Color (16-bit) display

**RAM:** 16+ MB

**CD-ROM drive speed:** 4X

**Operating system:** Windows 95

**Sound card and headphones or speakers:** Yes

**Available hard disk space:** 10 MB

**Game control:** Yes

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## System requirements (continued)

### Minimum

**Processor:** Pentium 75

**Video:** Local bus SVGA video with 1 MB VRAM,  
256-color display

**RAM:** 8 MB

**CD-ROM drive speed:** 2X

**Operating system:** Windows 95

**Sound card and headphones or speakers:** Optional

**Available hard disk space:** 10 MB

### Notes

- GEX is not compatible with the NextGen chip as it is a 386 chip that emulates a Pentium. GEX requires a Pentium or better chip in order to run.
- GEX only runs on Windows NT version 4.0 or later.

BACK



Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## **Accessibility options for people with disabilities**

Windows provides several accessibility features to make computers more accessible to people with disabilities. For example:

For people who have restricted movement, Windows can use the keyboard for the mouse pointer, and you can adjust your keyboard settings.

For people with low vision, bigger fonts and high-contrast color schemes are available.

For people who are deaf or hard-of-hearing, Windows can visually indicate when the computer makes a sound.

### **For a list of all the accessibility options available**

- 1 Click the *Start* button.
- 2 Click *Help*.
- 3 Type **accessibility**

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Accessibility options for people with disabilities (continued)

Although these features are designed for people with disabilities, they are useful to everyone. To see these features, double-click the Accessibility Options icon in Control Panel.

If this component is not on your computer, look up "installing, accessibility components" in the Microsoft® Windows® 95 Help Index.



BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A bad TV day

### The short version

Tail whip, bounce, and tongue lash your way through the *Media Dimension* worlds. Pick up passwords, VCR tapes, and remote controls and foil Rez's plans to bronze you as the mascot of his new network.

Lassie, go home and check out the reruns.

### The long version ...

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 ...

Page 1 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

Deep in a valley on Maui lived an ordinary gecko family just trying to make ends meet. Mom had her paws full raising three and a half kids 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 the day his mother got a call from NASA telling her the tragic news. The rocket containing Dad and 10 other volunteers, chosen to see if they would eat tapioca pudding in zero gravity, had exploded on the launch pad due to chewing gum floating in one of the fuel tanks. The family's carefree upper-middle class life was shattered!

Page 2 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

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 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 sweep him away to 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

Page 3 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

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 a white picket fence and pink flamingos on the lawn. As the moving men unloaded the 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

Page 4 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

was exactly what Maude said to her husband after she went through menopause. GEX was still having trouble dealing with his father's death, but Mom thought she knew just what 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! He had promised Bosley that he would watch the Angels for him all week! 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?

Page 5 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

Just then, his mother came in 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!" But the last time GEX had gone outside, his dad blew up, surrounded by gallons of burning tapioca.

GEX couldn't believe this. The one thing in his life that had meaning was gone, and his mother 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

Page 6 of 13

BACK

MORE



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

him, begging him to stay, but it was too late. She had done the unthinkable.

The next few months were a blur. GEX hooked up with some local punks and spent his days skateboarding in the mall, hanging out in comic book stores, and blaring music through his Walkman™. He slept in a friend's garage and made pocket money "doing errands" for frustrated 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 ...

But one day, as he was skateboarding along talking to his invisible buddy, "The Mayor" (life on the streets

Page 7 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

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 there was his own mother!

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!

Page 8 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### A Bad TV Day (continued)

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 converted Mission Control into a theme restaurant featuring robotic dancing chimps wearing space suits.

GEX's siblings said that they always wanted to see Australia, so they bought it. GEX, on the other hand, was not into all the cars, jewels, and other

Page 9 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### A Bad TV Day (continued)

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 mother down at her restaurant, *Space Monkeys*, and told her goodbye. 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

Page 10 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

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 huge new TV in his Maui mansion, munching from a big bowl of flies. Man, this was the way to live. Hello again, true TV friends! Nothing will ever separate us again! But...then it happened. The prime time shows hit the tube and GEX started flipping through channels. "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.

Page 11 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



### A Bad TV Day (continued)

Frustrated, GEX started clicking all the remote's buttons rapid-fire, speeding through the channels in a super-fast blur. While he was clicking, a fly buzzed by. GEX flicked out his tongue and —gulp!— down it went. But the fly was really 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... ZZZZZZTTTTTTT!

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 the bugged fly.

Page 12 of 13

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## A Bad TV Day (continued)

Rez was the lord of the *Media Dimension*. He planned on making GEX the new network mascot. "Out with the peacock, in with the gecko!"

GEX can only escape by getting his paws on the remote controls hidden throughout the *Media Dimension*. Once he has the remotes, he can destroy the TV sets that block the exits—the gateways into the next worlds. GEX has 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!

Page 13 of 13

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Where to find Help

Check the *GEX.hlp* file on the *GEX* CD-ROM.

BACK



Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## **Error Messages**

If you received an error message, *GEX* is probably trying to access DirectX drivers that are not present or compatible with the video driver you are using.

To remedy this problem

- Change your display depth to High Color mode. See [To switch to High Color mode](#).
- Reinstall your previous video drivers for your video card.
- Obtain the latest drivers from your video card manufacturer that are DirectX 2.0-compatible.
- Install the new drivers and run *GEX*.

If this doesn't solve the problem and you are sure the video drivers you're using are DirectX-compatible,

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

### **Error Messages (continued)**

try reinstalling your DirectX-compatible video drivers.

#### **To install your video drivers**

- 1 Reinstall the compatible DirectX 2.0 drivers from the video card manufacturer.
- 2 Run Windows Explorer (Start button, Programs, Windows Explorer) and find the GEX CD-ROM from the listing.
- 3 Choose GEX from the listing by clicking it.
- 4 From the GEX Directory listing, find Loader.exe.
- 5 Double-click on Loader.exe.
- 6 If DirectX is installed correctly, GEX should start. Once GEX starts correctly, following GEX sessions can be started just by putting in the GEX CD or by clicking My Computer and double-clicking the GEX icon.

**BACK**

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Notes

### Installing GEX

1. Insert the GEX CD into CD-ROM drive.
- or -

### for systems that do not have AutoPlay enabled

1. Insert the GEX CD into CD-ROM drive.
2. Double click My Computer
3. Double-click the GEX CD icon.

**Important:** To play GEX, you must have DirectX 2.0 installed on your computer. If you attempt to install GEX and get an error message (for example, "Cannot find Ddraw.dll"), you need to install DirectX files.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Troubleshooting

### AutoPlay does not function

- Make sure the CD is clean and properly placed in the CD-ROM drive.
- Your CD-ROM driver may not be optimized for use with Windows 95.
- The AutoPlay feature may be disabled.

### To verify that your CD-ROM drive is optimized for Windows 95

- 1 Click the Start button, point to Settings, and then click Control Panel.
- 2 Double-click System.
- 3 Click the Performance tab and then click the File System button.
- 4 Click the CD-ROM tab.
- 5 Drag the Supplemental cache size slider to Large and select the speed of your CD-ROM drive.

BACK

MORE

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## **Installation Troubleshooting (continued)**

### **Game freezes or crashes**

- Make sure your system is at least a Pentium 75 with a minimum of 8 MB of RAM. Trying to run the game on a lesser machine may result in hardware and performance difficulties.
- Disable the Sound Effects option in the Sound page of the Properties box contained in GEX. Particular sounds may cause the game to freeze when played on certain sound cards. If an updated driver does not correct this problem, disabling the sound effects may help to decrease the chance of game crashes.
- Do not leave the game sitting idle for extended periods of time as this may cause your system to lock up. If you are not playing the game, exit the program and restart it later when you want to play again.

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Installation Troubleshooting (continued)

- After experiencing a crash, reboot your system. This helps to ensure that you will not experience any residual effects related to the crash.

#### Game is playing too slow

- If your computer has a turbo button, make sure it is set to the highest MHz possible.
- Make sure your system is at least a Pentium 75 with a minimum of 8 MB of RAM and has a double-speed (2X) CD-ROM drive. Running the game on a lesser machine may result in hardware and performance difficulties.

BACK

MORE

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

### **Installation Troubleshooting (continued)**

- Change your display color depth to High Color. GEX should be played in High Color mode (16-bit) for best performance. GEX may be played in higher/lower-color modes however, you may experience slower game play and minor game graphics color changes. Switching between color modes may be time consuming, but it permits the high rate of game play speed.
- Playing the game in a large or maximized window and/or while your screen resolution is set above  $640 \times 480$  may result in screen "tearing," frame dropout and game play slow-down. For better game performance, select one of the predetermined window sizes in the Display section of the System page located in the Properties box contained in GEX and/or set your screen resolution in Windows 95 to  $640 \times 480$ .

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Installation Troubleshooting (continued)

- If you are playing the game in an odd-sized custom window, this may result in screen "tearing" and game play slow down. For better performance in this situation, it is recommended that you select one of the predetermined window sizes in the Display tab located in the options dialog contained in GEX.
- Make sure you are not running an excessive amount of background applications. Before running GEX, close any applications that are not in use. If you still experience slow-down, make sure you are not running any programs or utilities, such as System Agent, that automatically perform functions at given intervals. Applications that perform auto-scans, auto-defragmentation, and the like may result in slower performance during these functions.

BACK

MORE



Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Installation Troubleshooting (continued)

- Make sure you are not running an excessive amount of background applications. Before running GEX, close any applications that are not in use. If you still experience slow-down, make sure you are not running any programs or utilities, such as System Agent, that automatically perform functions at given intervals. Applications that perform auto-scans, auto-defragmentation, and the like may result in slower performance during these functions.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Troubleshooting (continued)

### To switch to High Color mode

- 1 Click the Start button, point to Settings, and then click Control Panel.
- 2 Double-click the Display icon.
- 3 Double-click the Settings tab.
- 4 Select High Color in the Color Palette menu, and then click the OK button.

**Note** Various utilities that eliminate the need to reboot whenever you switch color modes are available on most online services.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Troubleshooting (continued)

### To change your screen resolution

- 1 Click the *Start* button, point to *Settings*, and then click *Control Panel*.
- 2 Double-click the *Display* icon.
- 3 Click the *Settings* tab.
- 4 Drag the slider bar in the *Desktop Area* section until it reads 640 × 480, and then click the *OK* button.

### To change your *GEX* screen resolution

- 1 Start *Microsoft GEX*.
- 2 On the *Options* menu, click *Display*.
- 3 Click one of the three standard screen size options.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## How to play

In order to progress through the game, GEX must collect the remote control in each level to continue to the next level.

### Default keys to control GEX

X	Jump/ Enter TV
Z	Tail whip/Remote display
C	Tongue lash
V	Run
F1	Help
F2	Start a new game
F3	Pause
F4	Full Screen mode
F5	320 × 224 screen mode
F6	640 × 480 screen mode
ESC	Exit the game

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Audio Troubleshooting

### If your audio isn't working correctly

- Verify that sounds are enabled and recognized by Windows 95.
- Verify that your speakers and Windows 95 volume control are enabled and turned up.
- Verify that a sound driver is enabled.

### To verify that sounds are enabled and recognized by Windows 95

- 1 Start Microsoft GEX.
- 2 On the Options menu, click Sound.
- 3 Verify that the Play Sound Effects, Voice, and Music check boxes are checked.
- 4 Verify that the volume sliders for each sound are at the maximum (the top).

BACK

MORE

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Audio Troubleshooting (continued)

### To verify that a sound driver is enabled

- 1 Click the *Start* button, point to *Settings*, and then click *Control Panel*.
- 2 Double-click the *System* icon.
- 3 Click the *Device Manager* tab.
- 4 Click the plus sign next to *Sound, Video, and Game Controllers*.

**Note** If there is a yellow exclamation mark next to the name of the device, there is a conflict. If there is a device conflict, you may need to install updated sound drivers. Contact your hardware manufacturer for updated drivers.

### If there is a device conflict

- 1 Open the *Windows 95 Control Panel* folder and double-click the *System* icon.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Audio Troubleshooting (continued)

- 2 Click the Device Manager tab.
- 3 Click the plus sign located next to the Sound, Video and Game Controllers icon.
- 4 Select your sound card and click the Properties button.

**Note** If you purchased your sound card before the release of Windows 95, you may obtain updated drivers in a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most sound card manufacturers maintain a BBS containing the latest drivers for free downloading. Moreover, drivers are available on CompuServe, America Online, MSN™, and other popular online services. Install the latest sound drivers before calling Microsoft Customer Support.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Audio Troubleshooting (continued)

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BACK



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Video Troubleshooting

GEX is optimized for High Color (16-bit) mode. If your video card is capable of running in High Color (16-bit) mode, please change the color depth of your video card.

### To display High Color mode in Windows 95

- 1 Click the *Start* button, point to *Settings*, and then click *Control Panel*.
- 2 Double-click the *Display* icon.
- 3 Click the *Settings* tab.
- 4 Select *High Color* in the *Color Palette* menu, and then click the *OK* button.

**Note** Various utilities that eliminate the need to reboot whenever you switch color modes are available on most online services.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Video Troubleshooting (continued)

If you don't have the necessary High Color driver, or if you aren't sure that your video card supports High Color, contact your video card manufacturer.

#### If you have a 3D accelerator

GEX does not utilize enhanced 3D accelerated graphics card features. Many of these cards are still in a pre-production state and you may experience problems using them. For updated drivers, please contact your hardware manufacturer.

- Your video card may not be DirectX-compatible.

BACK

MORE

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## **Video Troubleshooting (continued)**

### **Game graphics look strange**

- Make sure your video card is 100% Windows 95 compatible. Using a non-Windows 95-compatible video card and driver may result in display problems.
- Make sure that your display mode is set to High Color. GEX should be played in High Color mode for best performance. The game can be played in higher/lower color modes, however, you may experience game slow down and minor color changes in game graphics. Although it might be time consuming to have to switch between color modes, this is what allows for the high rate of speed in the game.

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Video Troubleshooting (continued)

- If you are experiencing problems in seeing all of the menu items on your screen, it is recommended that you **change the font size** in Windows 95 to a smaller setting.
- If you purchased your video card before the release of Windows 95, you may obtain updated drivers in a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most video card manufacturers maintain a BBS containing the latest drivers for free downloading. Moreover, drivers are available on CompuServe, America Online, MSN™, and other popular online services. Please install the latest video drivers from your hardware manufacturer before calling Microsoft Customer Support.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Video Troubleshooting (continued)

### To switch to High Color mode

- 1 Click the Start button, point to Settings, and then click Control Panel.
- 2 Double-click the Display icon.
- 3 Click the Settings tab.
- 4 Select High Color in the Color Palette menu, and then click the OK button.

The above instructions are duplicated earlier in the document.

**Note** Various utilities that eliminate the need to reboot whenever you switch color modes are available on most online services.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Hardware and System Compatibility

### Optimizing performance on minimum configuration machines

If your computer system is too slow, the following steps may improve performance:

- Be sure that you are not logged onto a network.
- Close any open applications.
- Run GEX in Full Screen mode.
- If running GEX in a window, switch your game window size to 320 × 224.

### To modify display options in GEX

- 1 On the GEX menu bar, click Options, and then click Display.
- 2 In the window size box, click 320 × 224 or click Full Screen.

BACK

MORE

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## Hardware and System Compatibility (cont'd)

### Keyboard controls don't work

- Make sure all connections between your keyboard and computer are properly connected.
- Certain key configurations will not allow three simultaneous key presses, which often results in not being able to perform certain game actions simultaneously. You will hear a keyboard "tick" from the PC speaker when this happens.  
See [Customizing keyboard moves](#) to change the keys.

### Game pad or joystick doesn't work

- Make sure all connections between your game pad or joystick and computer are properly connected.
- Make sure that your controller is enabled.
  - 1 On the Options menu, click Controller
  - 2 On the Controller tab, make sure the Enable Controller check box is selected.

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Hardware and System Compatibility (cont'd)

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BACK

MORE



Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Hardware and System Compatibility (cont'd)

- **Diamond GT:** The DirectX installation overwrites the Diamond GT video driver with an incorrect driver.
- **Imagine 128 Series 2:** DirectX installs a faulty video driver for Imagine 128 Series 2 video cards.
- **Matrox Impression:** Currently there is no DirectX support for Matrox Impression cards.
- **Orchid Farenheit:** DirectX installs a faulty driver for Orchid Farenheit video card.
- **Rendition Verité:** The current set of drivers for the Rendition chip set does not allow GEX to run in Full Screen mode. Refer to your manufacturer for the latest update to the Rendition card with DirectX 2.0 compatibility.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Hardware and System Compatibility (cont'd)

- S3 Virge, Matrox Mystique, ATI Rage 3D: These cards are not currently supported because of incomplete video drivers. Please contact your hardware manufacturer for updated drivers.
- Trident: Trident video cards occasionally cause minor color changes in game graphics. Obtain the latest Trident video drivers from your hardware manufacturer to avoid this situation.
- Weitek: Currently there are only beta drivers available for Weitek video processors, which includes Diamond Viper and SDIS video cards. Please contact your hardware manufacturer for these drivers.

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Video Troubleshooting (continued)

### To change font size

- 1 Click the *Start* button, point to *Settings*, and then click *Control Panel*.
- 2 Double-click the *Display* icon.
- 3 Click the *Appearance* tab.
- 4 Select the word *Menu* from the *Item* list.
- 5 Change the font size by clicking the *Size* box arrow.

BACK

Genuine  
Simulated  
Woodgrain



**TROUBLE-  
SHOOTING**



**START**



**STORY**



**CUSTOM**



**CNTRLS**



**HINTS**

## Hardware and System Compatibility (cont'd)

displays, press the No button to abort the installation. If you reinstall GEX, this problem may reoccur.

### Video card problems

- Alliance Promotion: Video card driver version 4.1.3409 can cause problems with DOS sessions when using Windows 95 after playing GEX. To correct this problem, use video driver version 4.1.21 or earlier. If you do not have this driver, contact your hardware manufacturer.
- Diamond 3D 2000: If you experience bad flickering or a garbled screen when running GEX in Full Screen mode, the card may not be able to re-adjust the refresh rate. Windowed mode is the only way to play GEX. Resize the desktop to 640x480 and run GEX in 640 x 480 mode (Options, Display).

**BACK**

**MORE**

Genuine  
Simulated  
Woodgrain



TRUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Installation Troubleshooting (continued)

If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

### To verify that AutoPlay is enabled

- 1 Click the Start button, point to Settings, and then click Control Panel.
- 2 Double-click System.
- 3 Click the Device Manager tab.
- 4 Click the plus sign next to the CD-ROM icon.
- 5 Select your CD-ROM drive and click the Properties button.
- 6 Click the Settings tab.

The Auto Insert Notification check box should be checked. If it is not, then click the check box to enable the AutoPlay feature.

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Keyboard moves

You can change these default key controls in the GEX Options dialog box.

<u>To</u>	<u>Press</u>
Tail whip	Z
Tongue lash/Hurl	C
Run	V
Jump	X
Move left	←
Move right	→
Duck (Coil Tail, if airborne)	↓
Look up (Stick up, if airborne)	↑
Wall stick	X+ ↑, ←, or →
Help	F1
New game	F2

BACK

MORE

Genuine  
Simulated  
Woodgrain



TROUBLE-  
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Keyboard moves (continued)

<u>To</u>	<u>Press</u>
Pause game	F3
Full screen/windowed view	F4
320 × 224 window view	F5
640 × 480 window view	F6
Skip video	ESC, SPACEBAR, or ENTER
Start game	ENTER
Pause/unpause game	PAUSE, F3
End game	ESC
Exit GEX	ALT+F4
Access menus	ALT
Display the Remote map	TAB

BACK

Genuine  
Simulated  
Woodgrain



TROUBLE-SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

## Game pad moves

You can change these default button controls in the Settings dialog box.

### To

Move right/left, Squat,  
and Look up

Tongue lash/Hurl

Jump

Tail whip

no action

no action

no action

Run

no action

no action

### Use

Directional pad movement

Button 1

Button 2

Button 3

Button 4

Button 5

Button 6

LEFT SHIFT

RIGHT SHIFT

MODE

BACK

MORE



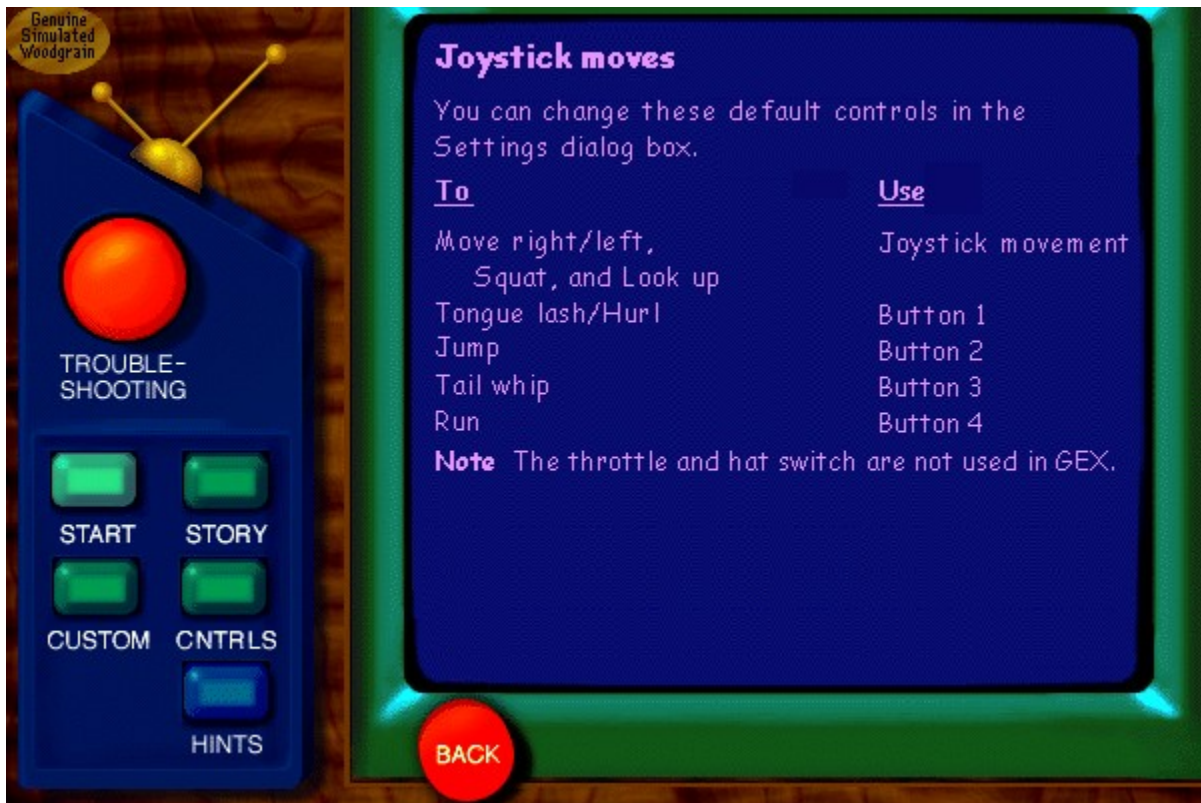


### Game pad moves (continued)

To  
Displays Remote map  
Initiates action from  
the selected field

Use  
SELECT (mimics TAB)  
START (mimics ENTER)





Genuine  
Simulated  
Woodgrain

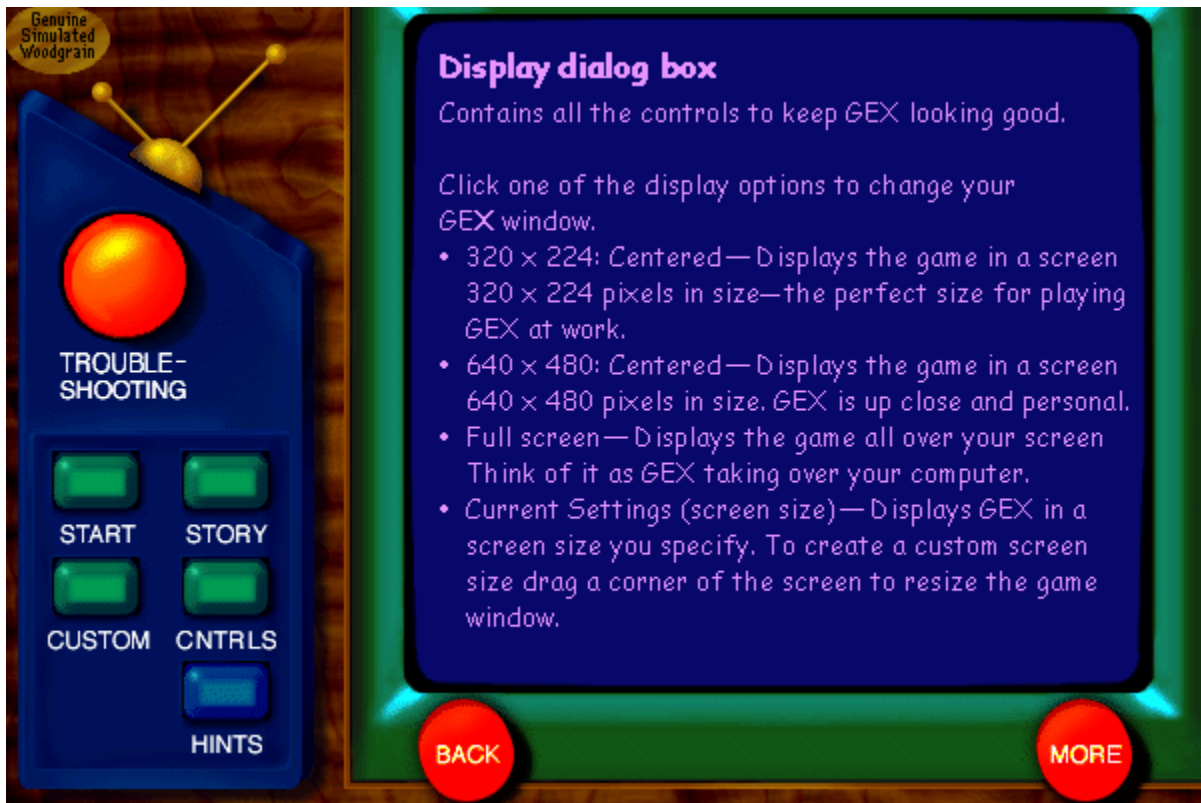
### Joystick moves

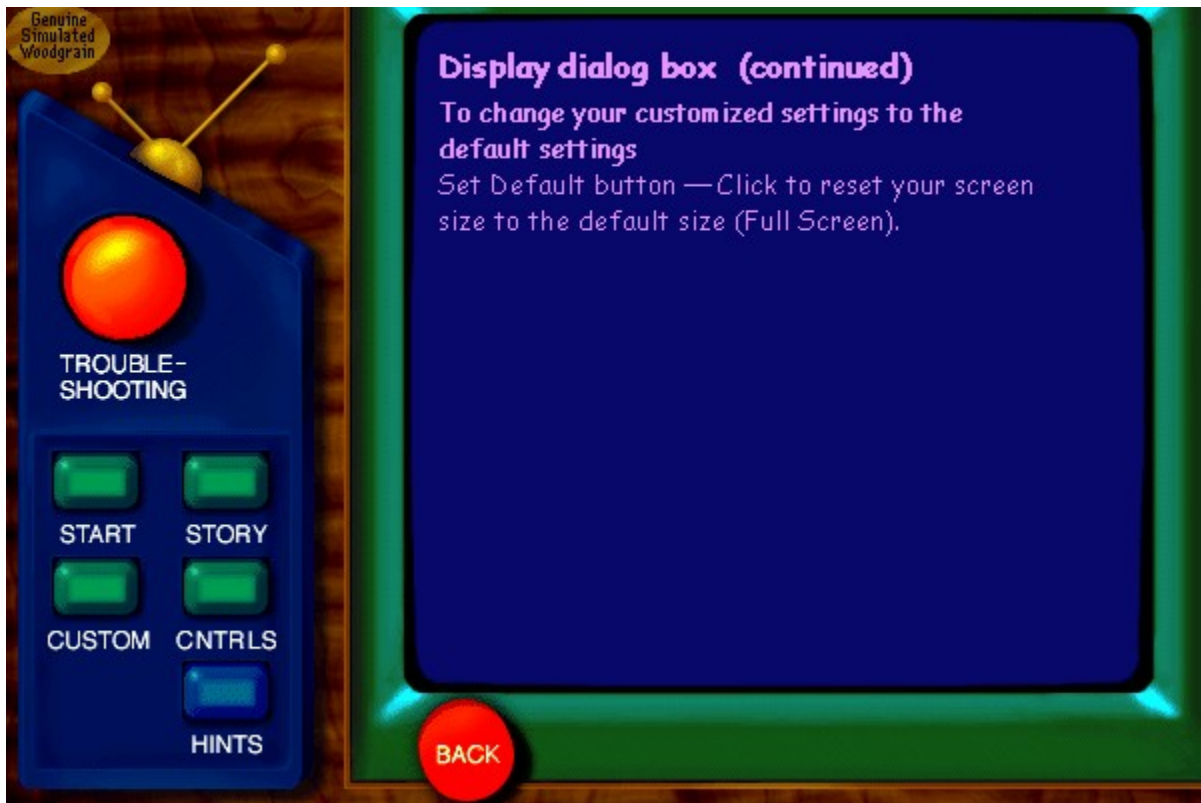
You can change these default controls in the Settings dialog box.

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

**Note** The throttle and hat switch are not used in GEX.

BACK





Genuine Simulated Woodgrain



TROUBLE-SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

### Display dialog box (continued)

To change your customized settings to the default settings

Set Default button — Click to reset your screen size to the default size (Full Screen).



BACK





