

on Friday the 13th.

* CARTOON WORLD

Toon Town this ain't! GEX battles cheesy characters from thoes crack-of-dawn Saturadary a.m. cartoons. Retired heros and thies out-of-work toon slouchers line up to take a swip at GEX. There's nothing like getting a safe dropped on your head. Itchy & Scratchy, eat each other's heart out!

* JUNGLE WORLD

Go native! Feel the beat of the bongos. GEX stalks through a malaria factory packed with carnivors & cannibals (who likes the tast of gecko better than chicken), moving walls, hidden bobby traps, and breakaway bridges. You may have names the dog Indy... but there's a gecko with the same hat.

* 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 grasshoppers, and whip a fast tail!

* REZ'S NERVE CENTER

A world betond 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 whre 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!

* HEADS UP

Lives - You start with 3 lives. Pick up 100 golden flies, and you'll gain an extra life. Lose all your hit paws and you lose a life; lose all you lives and you lose the game.

Power-ups - GEX snags balls o' bug to power up with extra weapons, attributes and hit paws.

Hit Paws - You start the game with 3 hit paws. You can gain up to 6 paws by picking up the right power-up. You lose one paw per hit. (If you have bug power-ups, you lose those first, and then you lose hit paws.) Lose all you paws and you lose a life.

* COOL MOVES

Tail Whip - Circle button

@ Whack skanky foes. Some enemies are tougher than others.

@ Smack bug power-ups to fill one empty hi paw.

@ Whack items like shooting skulls to use them as weapons.

@ Execute a jumping tail whip for an awesome display of gecko power.

Tounge Lash - Square button

@ Snag gold flies, bugs and power-ups in mid air.

Hurl - Square button

@ Spit a fire ball, ice ball, or other weapon, depending on the power-up GEX swallowed last.

Jump - X button

@ Get air to avoid enemies.

@ Swallow high power-ups with a high tongue lash.

Tail bounce - X button + down

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

Wall Stick - X button + direction button

@ Jump while pressing the Direction Button against a wall's surface and GEX sticks with his suction cup paws!

@ GEX can stick & crawl up the sides & faces of walls & buildings.

@ GEX can spin while sticking.

@ Snag power-ups from a wall stick-position. Use the Direction Button plus a tongue lash.

@ Don't forget about thoes ceilings!

* POWER-UPS

Power-ups are balls o' bug with juicy gecko snacks inside. You can use them in two ways:

@ As health power-ups. Smack any bug ball with a tail whip to fill up one empty hit paw.

@ Catch power-ups with a tongue lash to gain their powers. Bugs will appear to the left of your hit paws, to show which power-ups you have. You can collect multiple power-ups this way, always using the last one you caught.

Power-ups take effect right away; let go with fireballs, iceballs, or bolts of electricity when you hurl. Also, some power-ups, like invulnerablity, are times, while others are lost when GEX takes damage.

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.

Red Firefly: Hurl fire balls. Immediate effect; lasts until hit.

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

Grasshopper: Jump higher and further. 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 invincibilty. Immediate effect; lasts for a short time.

* LIVES & MILESTONES

Run past a quick-shot camera and hit it with a tail whip to take a snap of GEX. Then, is GEX loses a life, you will restart the level from that spot, instead

of
from the beginning. If GEX loses all his lives, the milestone snapshots don't
make a difference.

Remember to collect VCR tapes to receive passwords, so you don't have to start
the game from the beginning.

* CLUES

@ Compliments of Rez... flying TV! if you accidentally whack these arial 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
floting skulls to knock out the floating tv's.

@ 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.

@ Ride the rafts across shooting geysers. Jump, duck, & tail whip from your
safe
flotation device, but hang on!

@ Conveyor belts travel horizonally and vertically, either grounded or floting
in the air. Stick on them and you'll be whisked away ot other places.

@ Find a remote controller in each world and whap it with a tail to gain
ownership. Use the remote to escape to the next world.

@ The Media Dimension has other supprises in store, such as deadly pools of
liquid Rez and secret levels. Find em' Dano!

@ Each world's boss is rough and tough to beat. Each one can be destroyed if
you
figure out his sceret.

@ Pick up a VCR tape to get a password.

That's about it folks. A pretty good plaform game. As always I didn't type the
whole manual. If you want it... Buy it!

Greets too all the PSX Docs typers out there!!!

tONE/ApoLLO

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