

EIDOS INTERACTIVE

CRAVE ENTERTAINMENT

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INSTRUCTION BOOKLET

GEX 3

DEEP COVER GECKO

CRAVE ENTERTAINMENT

EIDOS INTERACTIVE

EVERYONE

CONTENT RATED BY ESRB

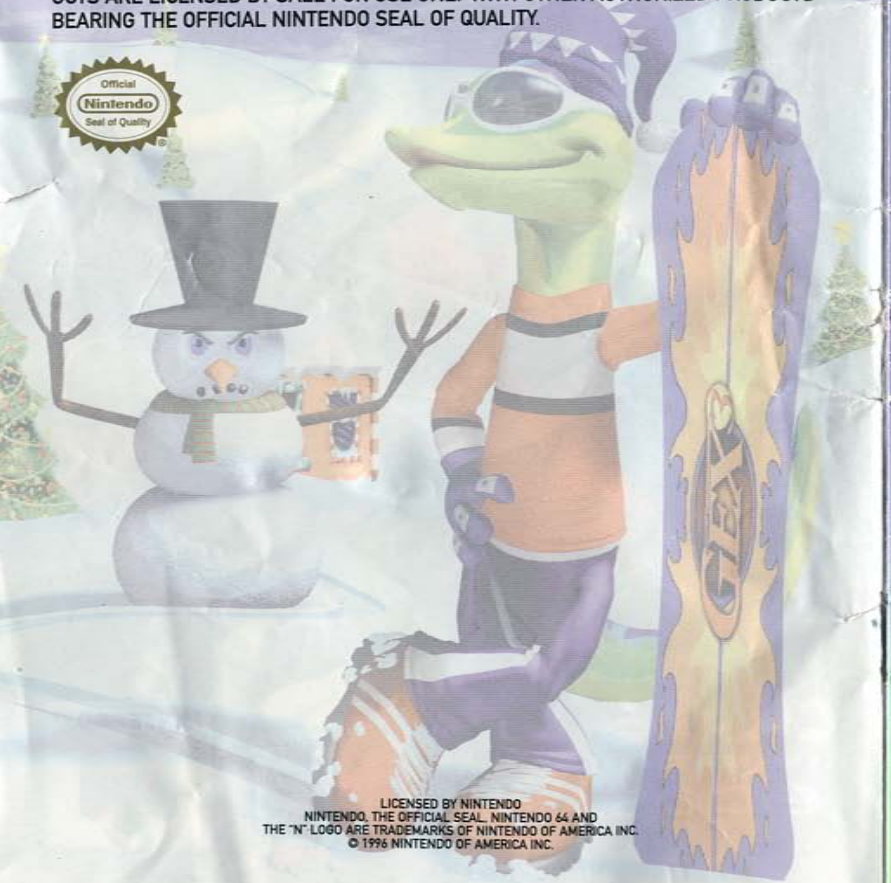
NINTENDO 64

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It's Tailtime!

Even a lost island hideaway in the wet South Pacific isn't far enough away from the long arm of Rez. While GEX was whiling away the hours living on the fruits of his recent successes, the madman of the Media Dimension was working on his new hobby - secret agent-napping. Agent Xtra was now struggling for her freedom as a hostage in the lair of Rez. As a master of disguise, GEX had his work cut out for him. Another descent into bad TV parodies is at hand. To the GEXCaves! It's Tailtime!

Setting up

Make sure the power is off before inserting or removing a Game Pak from the Nintendo 64. Insert the Game Pak, make sure a controller is plugged in and turn on the Nintendo 64. Follow the on-screen instructions to start a game.

Controller Paks®—To save game settings and continue playon previously saved games, insert a Controller Pak into the Controller before you turn on the Nintendo 64 or at the specified times the game prompts you to insert a Controller Pak.

Rumble Paks—To feel the shimmy and shake of the Rumble Pak, insert a Rumble Pak into the Controller before you turn on your Nintendo 64 or at the specified times the game tells you to insert a Rumble Pak.



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.









Controls

Control Pad or Control Stick	Run
Run + R Button + A Button	Tail Kick
A Button	TAP - Jump DOUBLE-TAP · HOLD - Tail Bounce HOLD · Control Pad or Control Stick - Swim underwater
B Button	Tail Whip/Fire cannon & machine gun
Z Button	Eat Bug/Spit flame, ice, or slime
C Up Button	TAP - Center camera behind GEX HOLD · Control Pad or Control Stick - Look around
C Left/C Right	Rotate camera left/right (change camera views in Option mode; see pg. 8) DOUBLE-TAP - Rotate camera 90 degrees
R Button	Duck/dive in water HOLD · Control Pad or Control Stick - Glide (certain levels only)
START	Pause/Bring up Menu options



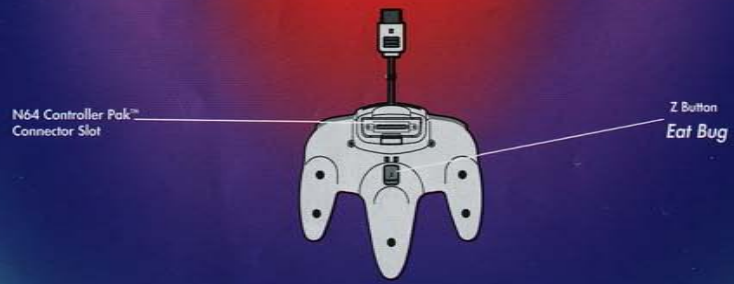




N64™ Controller



Back of Controller



Dialing in

Press START on the Title screen to reveal the Main Menu. Use the control pad or control stick to highlight a selection, and press the A Button to accept. To return to the Main Menu during a game, press START from the GEXCave, highlight QUIT GAME on the Pause screen, and press the A Button.



Main Menu Options

NEW GAME – Start a new game from the GEXCave.

LOAD GAME – Load a game from the Controller Pak. Highlight a saved game and press the A Button to resume playing it.

OPTIONS – Adjust a plethora of game settings, which include changing the audio, Controller Pak and game setup features. A detailed explanation for all of the options is on the following pages.



Main Menu Options (continued)

Pausing

Press START to pause a game. If you press START when GEX is standing completely still, the Pause Menu will appear. On the Pause Menu, use the Control Pad or Control Stick to highlight a selection, and press the A Button to accept.



RESUME:
Return to the game (same as pressing START again).

OPTIONS:
Adjust some game settings.

SAVE GAME:
Save your current progress to a Controller Pak. No matter where you save in a level, when you load that saved level you will start from Mission Control.

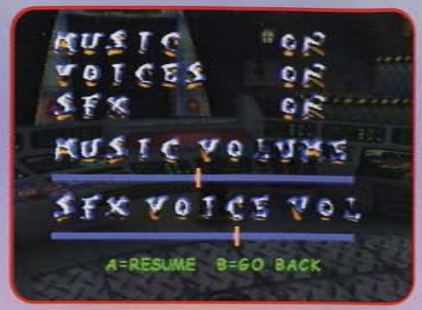
TOTALS:
See your current status and amount of Remotes, Paw Coins and Bonus Coins collected by level. Press the Control Pad or Control Stick left/right to toggle between levels. Press the B Button to return to the Pause Menu.

GO TO MAP (Only within levels):
Exit the level (without saving) and return to the GEXCave.

QUIT GAME (GEXCave only):
Quit the current game and return to the Main Menu.

Note - See pg. 17-18 for more about the collectibles on the Pause screen.

Options



Audio

Turn Music, Voices and SFX (Sound Effects) On or Off with the Control Pad or Control Stick.
MUSIC: Adjust music volume.
SOUND EFFECTS AND VOICE VOLUME: Adjust sound effects and voice volume by pressing the Control Pad or Control Stick.

GAME SETUP

NOVICE/EXPERT CAMERA: Toggle the camera view by pressing the A Button. NOVICE view automatically moves behind GEX whenever he stops. EXPERT view gives you complete camera control.

ANALOG SENSITIVITY: Choose between Relaxed, Regular and Precise Analog control. Playing with Relaxed Analog, the slightest movement will be translated into GEX movement, where his is most quick and agile. With Regular Analog, GEX moves only when more decisive changes are made. With Precise Analog, GEX will only run when the analog stick is pressed completely to the side. Beginners may want to start with Precise Analog, and move down to Relaxed Analog as they become more comfortable with controlling GEX.



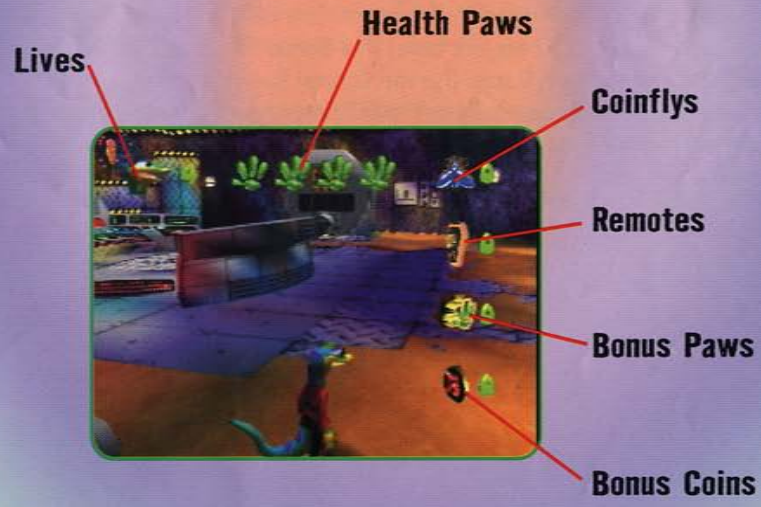
GAME DIFFICULTY:

Choose between Standard and Beginner Mode. With Standard Mode, GEX will begin with only 4 Health Paws. With Beginner Mode, GEX will begin with 5 Health Paws. Also in Beginner Mode, Gex has more time on the clock in all timed missions and only 80 coinflys are required in a level to gain a remote.

CONTROLLER PAK

Use this option to delete unnecessary save games to make space for more GEX saved games.

Screen Information



The GEXCave



MAP

Once you enter the game, GEX finds himself in the secret underground GEXCave. The hub of activity is Mission Control, the computerized brains overseeing GEX's undercover assignments. The GEXCave is also infested with secret accesses. There are Level TVs, Bonus TVs, Boss TVs, the GEXVault and the Hub Doors. Use the Control Pad or Control Stick to move GEX to any activated TV in the GEXCave. Jump onto the green button in front of the TV to warp into its level.

Note – GEX must find Remotes (see pg. 13) to gain access to static-filled TVs.



LEVEL TVs

GEX enters the main levels through these TVs. On the lower left side of each TV is the number of Remotes required to enter the level. On the lower right side, you'll see the number of Remotes collected so far from the level.



BONUS TVs

It'll cost you to enter these TVs. First, GEX must collect Bonus Coins (pg. 18). The number needed to enter the Bonus Level is shown on the lower left side of each TV. Once in the Bonus game, you'll have a short time to complete a mini-mission. When you succeed, a Secret Code will appear on the lower right side of the TV. Write the code on your palm to use later when the GEXVault has been opened.



SECRET TVs

Four secret levels are hidden throughout the GEXCaves. Successfully complete all four to open the GEXVault.



The GEXCave



GEXVault

In the main GEXCave is a secret GEXVault with four empty slots on the door. After GEX bags all four Vault collectibles from the Secret Levels, the GEXVault will open. Inside, you'll enter the Secret Codes won in the Bonus Levels.



LEVEL MISSION HINTS

When GEX enters a level, a list of missions appears. Use the Control Pad or Control Stick to highlight the mission you want to attempt, and press the A Button. A hint will be revealed on how to obtain the Remote (pg. 13) for that mission.

CUZ

GEX's cousin has been captured by Rez. Find and rescue him and have the chance to play as CUZ in Secret Levels.



REX

GEX's prehistoric ancestor might need a little thawing out. Find and save him to play as REX in Secret Levels.

ALFRED

GEX's trusty turtle servant appears at odd moments, always right when GEX needs him. Tail Whip Alfred and he'll spill what he knows about a nearby puzzle.

TV Remotes

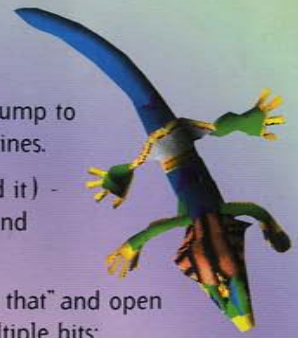
Obtain TV Remotes by completing missions and finding concealed exits in each level. Remotes give GEX access to even more levels in the GEXCave.

Note – Press START to see your current Collectible and Remote count on the Pause screen.





Lethal GecKo



JUMP (A Button) - Don't wait for an airlift. Jump to reach high platforms and bounce on trampolines.

TAIL BOUNCE (Double tap A Button and hold it) - Double-tap and hold to bounce on enemies and items. Run and Tail Bounce for a high jump.

TAIL WHIP (B Button) - Make enemies "take that" and open or pulverize objects. Some fiends require multiple hits: "Don't! Stop! Don't! Stop! Don't stop!"

TAIL KICK - Run, hold down Duck (R Button) and Jump (A Button) to tail-kick across long distances or shove GEX's tail down bad guys' throats. Oh, be-HAVE!

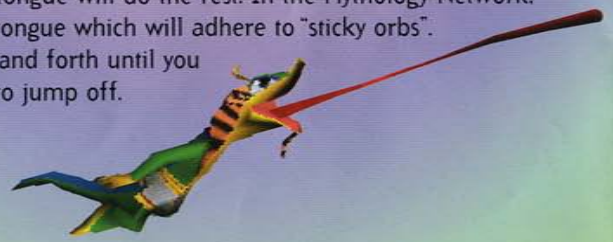
FACE STICK - Jump (A Button) while pressing the Control Pad or Control Stick toward a wall or ceiling. Use the Control Pad or Control Stick to run along the surface. Jump to dismount. GEX's suction-cup paws can only stick to certain surfaces.

EAT BUG (Z Button) - GEX's tongue flips out and snaps flies into his mouth for special power-ups (pg. 17).

SPIT (Z Button) - After swallowing Fire, Ice or Slime Flies, fire hot, cold or mucky projectiles for a limited time. (Watch the timer on the lower left.)

PUSH - Get close to a barrel or similar moveable item and use the Control Pad or Control Stick to shove the objects into a more advantageous position.

TONGUE SWING - GEX's tongue is good for more than just snatching up flies and dishing out those oh-so-witty one-liners. Run and jump towards the orbs and GEX's tongue will do the rest. In the Mythology Network, GEX shoots out his tongue which will adhere to "sticky orbs". He will swing back and forth until you press the A Button to jump off.





SWIM - Jump into water and use the Control Pad or Control Stick to swim around on the surface. Press Duck (R Button) to dive; hold Jump (A Button) to swim around while submerged. A meter on the right of the screen shows how long GEX can hold his breath.

GLIDE (R Button) - Hold Glide and use the Control Pad or Control Stick to float through the air on a downward glide. GEX can glide only when wearing certain costumes.

Special Abilities



GEX wears costumes or finds disguises within special levels. These give him high-powered abilities that turn a normal gecko into SuperGEX.

STRENGTH - As HercuGEX or ElectroGEX, our hero has super strength. Tail Whip (B Button) through stone and push heavy objects in these costumes. Strength duration is limited, so be quick! (Watch the timer on the lower left.)

FLIGHT - In some disguises, such as DracuGEX and Little Red Riding GEX, our versatile gecko can glide through the air or catch himself from falling.

Shrinkage - As SherlockGEX, use the Magnifying Glass in Look Around mode (hold C Up Button + Control Pad or Control Stick) to look at certain things, get tiny, and play mini-games for Bonus Coins.

GUNNER GEX - Push or jump onto a machine gun nest or cannon station to enter Gun Firing View. Aim with the Control Pad or Control Stick and tap or hold Tail Whip (B Button) to spray an enemy with ammo rounds or detonate a switch. Press Jump (A Button) to dismount.

GEX Rides!



"AL NINO" - Jump on the back of this feisty burro and canter up steep hills that are too slippery for Gex to climb on paw. Al bucks when you Jump (A Button) and nudges his head with the B Button. Dismount Al Nino by pressing the Z Button.

"HUMPS" - Camels are sure-footed and will be of great use crossing Sinky Sand. Jump (A Button) to hop on Humps and press the Z Button to dismount.

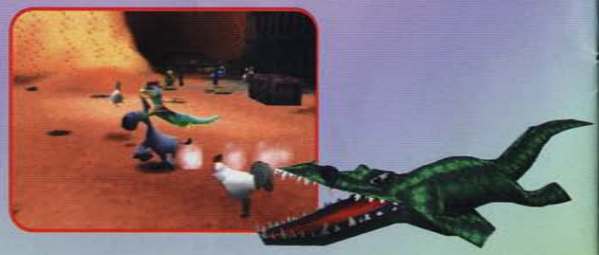
"PAUNCH" - Nestled in the Kangaroos' pocket, Gex catches a ride. Kangaroos jump (A Button) higher and have a bit of a strong kick with B Button. You'll go where the dingoes go, mate.

"SCALES" - Crocodiles move and slither quickly on water. Press the B Button to bite the Rubber Duckies. Crocodiles don't jump—haven't you been watching PBS?



TANK - Hop in the Tank and ride around G.I.- GEX style. To drive, use the Control Pad or Control Stick: Up is forward. Down is backward. Left and Right to rotate. Press the B Button to fire explosive shells.

SNOWBOARD - Gnarly ride, dude! Hang 8 down the slopes. Jump (A Button) to catch some air and Tail Whip (B Button) to spin a 360° and bruise some elves.



Power-Up TVs



Tail Whip small TVs to release delicious flies. Snap up the fly with the Eat Bug move to activate the power-up.

GREEN HEALTH FLY – Restore or add a Health Paw. GEX can have up to eight Health Paws (pg. 9).

PURPLE LIFE FLY – Gain an extra Life.

BLUE ICE FLY – Spit (Z Button) to shoot ice at enemies and freeze them into ice cubes. Tail Whip (B Button) to break the cubes. Limited time.

GREEN SLIME FLY – Spit to drape enemies with drippy lime slime. Limited time.

RED FIRE FLY – Spit to light up enemies with "flyrotechnics." Limited time. Note - Let a fly circle around GEX for an extra Health Paw. (Don't eat it.)

CHECKPOINT TVs – In some of the larger levels, GEX will come across Checkpoint TVs containing checkered flags. Run past a Checkpoint TV and Tail Whip to mark your spot in the level. If GEX loses a Life, you will restart the level from that spot.



Collectibles

Pause the game to see your current Collectible and Remote count.



FLY COINS – Each level holds 100 Fly Coins. Collect 50 to gain an extra Life. Collect 100 to receive the secret Remote for the level or 80 in the beginner mode. Look around with the camera controls (C Up, C Left and C Right Buttons) to find all the Fly Coins.

Collectibles (continued)



PAW COINS – Each level contains 10 Paw Coins. Collect 25 to add an additional Hit Paw to GEX's health. GEX starts with four Health Paws. The other four appear as gold borders around the normal paws.



BONUS COINS – Look for three Bonus Coins in each level. Collect enough to enter the many Bonus Levels throughout the GEXCave. Bonus Coins might be hidden, so look for ways to uncover them.



REMOTES – TV Remotes you've collected so far (see pg. 13). VAULT COLLECTIBLES - Complete Secret Levels to receive Vault collectibles. Collect all four to open the GEXVault in the main GEXCave.



HUB DOOR KEYS – Collect three keys to unlock the Hub Doors in the GEXCave. The first key appears in the center of Mission Control after you collect three Remotes. You receive the other two keys after defeating bosses.



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Have an internet connection? Find out about tips, cheats and more on the Crave website.

www.cravegames.com



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GEX 3
DEEP COVER GECKO

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In the U.S. send to:

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