
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00806
GEX 3
DEEP COVER GECKO
INCLUDES DEMOS OF
LEGACY of KAIN
SOUL REAVER
WARZONE 2100
CRYSTAL DYNAMICS
EIDOS
INTERACTIVE



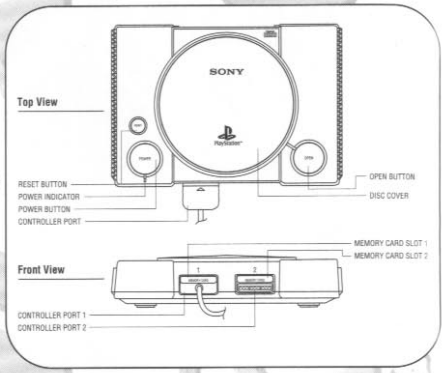
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IT'S TAIL TIME!

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 movies is at hand. To the GEXCaves! It's Tail Time!

SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.



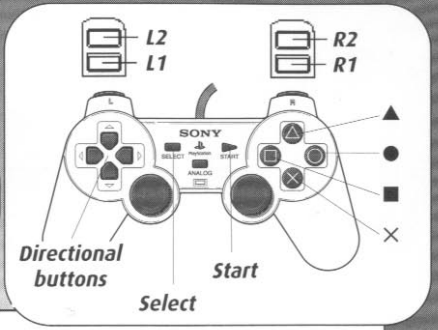
Insert the game disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS – To save game settings and results and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.

CONTROLS



You may have a controller that looks like this. If so, follow the digital instructions outlined on this page.



Directional buttons	Run
Directional buttons + R2 + ×	Tail Kick
× button	TAP - Jump DOUBLE-TAP + HOLD - Tail Bounce HOLD + Directional buttons - Swim underwater
■ button	Tail Whip/Fire cannon & machine gun
● button	Eat Bug/Spit flame, ice, or slime
▲ button	TAP - Center cam behind GEX HOLD + Directional buttons - Look around
L1/R1	Rotate cam left/right (change cam views in Option mode; see pg. 6) DOUBLE-TAP - Rotate cam 90°
L2	TAP - Zoom cam in/out
R2	Duck/dive in water HOLD + Directional buttons - Glide (certain levels only)
START button	Pause

NOTE - For Dual Shock™ Analog Controller only, turn the vibration feature on/off in Option mode (pg. 6).

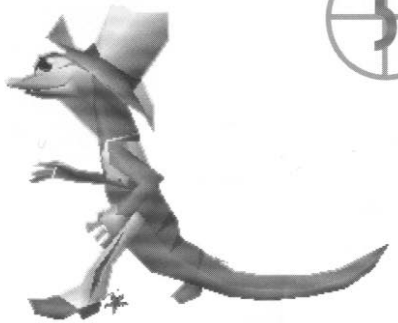


DIALING IN

Press the START button on the Title screen to reveal the Main Menu. Use the Directional buttons to highlight a selection (see pg. 5), and press the ✕ 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 ✕ button.

MAIN MENU OPTIONS



NEW GAME – Start a new game from the GEXCave. If you have a Memory Card, select one of the three slots to create a Save file.

LOAD GAME – Load a game from the Memory Card. Highlight a saved game and press the ✕ button to resume playing it.



DEMOS – Sample new and upcoming games from Crystal Dynamics/EIDOS. Highlight a game and press the ✕ but to check it out.



PAUSING



Press START to pause a game. On the Pause Menu, use the Directional buttons to highlight a selection, and press the × button to accept.

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

OPTIONS: Adjust some game settings.

SAVE GAME: Save your current progress to a Memory Card. 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 Directional buttons left/right to toggle between levels. Press the × button to return to the Pause Menu.

GO TO MAP: 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. 14 for more about the collectibles on the Pause screen.

PAUSE OPTIONS

SOUND: Adjust sound effects volume by pressing the Directional buttons left/right.

MUSIC: Adjust music volume.

VOICE: Adjust voice volume.

NOVICE/EXPERT VIEW: Toggle the camera view by pressing the × button. NOVICE view automatically moves behind GEX whenever he stops. EXPERT view gives you complete cam control.

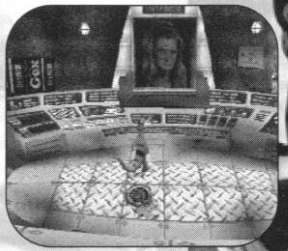
VIBRATION: Toggle the vibration feature on/off (Dual Shock™ Analog Controller only).

DONE: Return to the Pause Menu.

THE GEXCAVE

MAP – Once you enter the game, GEX finds himself in the secret underground GEXCave. The hub of activity is Mission Control, the computerizd 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 Directional buttons 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. 9) 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. 14). 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.

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 Directional buttons to highlight the mission you want to attempt, and press the ✕ button. A hint will be revealed on how to obtain the Remote (pg. 9) for that mission.









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

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

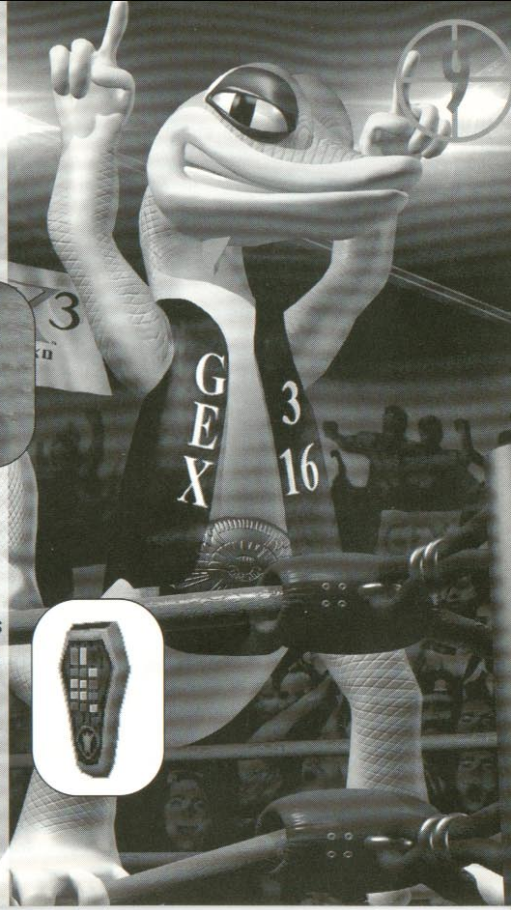
ALFRED – GEX's trusty turtle servant appears at odd moments, always right when GEX needs him. Tail Whip Alfred and he'll spill what he knows about a nearby puzzle.



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

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

TAIL WHIP (■) - 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 (R2) and Jump (✕) to tail-kick across long distances or shove GEX's tail down bad guys' throats. Oh, be-HAVE!

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

EAT BUG (●) - GEX's tongue flips out and snaps flies into his mouth for special power-ups (pg. 13).

SPIT (●) - 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 Directional buttons to shove the objects into a more advantageous position.

SWIM - Jump into water and use the Directional buttons to swim around on the surface. Press Duck (R2) to dive; hold Jump (✕) to swim around while submerged. A meter on the right of the screen shows how long GEX can hold his breath.

GLIDE (R2) - Hold Glide and use the Directional buttons to float through the air on a downward glide. GEX can glide only when wearing certain costumes.

SPECIAL ABILITIES

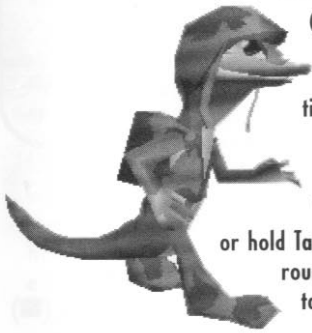
GEX wears costumes or finds disguises within special levels. These give him high-powered abilities that turn a normal gecko into SuperGEX.



STRENGTH - As HercuGEX or ElectroGEX, our hero has super strength. Tail Whip (■) 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 ▲ + Directional buttons) to look at certain things, get tiny, and play mini-games for Bonus Coins.

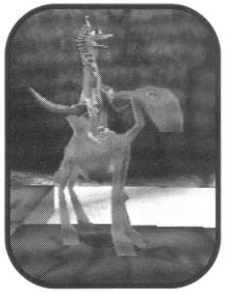


GUNNER GEX - Push or jump onto a machine gun nest or cannon station to enter Gun Firing View. Aim with the Directional buttons and tap or hold Tail Whip (■) to spray an enemy with ammo rounds or detonate a switch. Press Jump (✕) to dismount.

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 (✕) and nudges his head with Tail Whip (■). Dismount Al Nino with Eat Bug (●).



"HUMPS" – Camels are sure-footed and will be of great use crossing Sinky Sand. Jump (✕) to hop Humps and Eat Bug (●) to dismount.

"PAUNCH" – Nestled in the Kangaroos' pocket, GEX catches a ride. Kangaroos jump (✕) higher and have a bit of a strong kick with Tail Whip (■). You'll go where the dingoes go, mate.



"SCALES" – Crocodiles move and slither quickly on water. Tail Whip (■) 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 Directional buttons: up is forward, down is backward, left and right rotate. Tail Whip (■) to fire explosive shells.

SNOWBOARD – Gnarly ride, dude! Hang 8 down the slopes. Jump (✕) to catch some air and Tail Whip (■) to spin a 360 and decapitate some elves.

POWER-UP TVS

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

GREEN HEALTH FLY – Restore or add a Hit Paw. GEX can have up to eight Hit Paws (pg. 14).

PURPLE LIFE FLY – Gain an extra Life.

BLUE ICE FLY – Spit (●) to shoot ice at enemies and freeze them into ice cubes. Tail Whip (■) 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 Hit 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

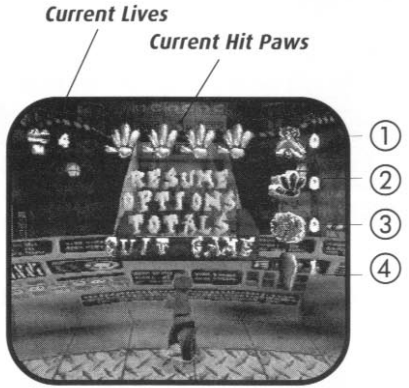
Pause the game to see your current Collectible and Remote count.

① **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. Look around with the Cam(era) controls (R1, L1, L2) to find all the Fly Coins.

② **PAW COINS** – Each level contains 10 Paw Coins. Collect 25 to add an additional Hit Paw to GEX's health. GEX starts with four Hit Paws. The other four appear as gold borders around the normal paws.

③ **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.

④ **REMOTES** – TV Remotes you've collected so far (see pg. 9).



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 five Remotes. You receive the other two keys after defeating bosses.

THE USUAL SUSPECTS

Director
Glen A. Schofield

Producers
Sam Player, Jeffrey Zwelling

Lead Programmer
Adrian Longland

Lead Designer
Chris "Tack" Tremmel

Programmers
Michael Oswall, Meilin Wong, Andy "Bas Jahdë" Wright, Erik Strickland

Artists
Scott Anderson, Billy Arnold, Amy Bond, Ross Harris, Glen A. Schofield, Chris Thompson, Meagan Carabetta

Animators
Chris Stone, Spencer Hale, James Houska

Designers
Jeremy "J-Dogg" Bredow, Daniel "Legit" Miley, Dave Robinson, Jim Steifelmaier, Gerald "Gmoney" Vera, Sam Villanueva

Audio/Visual Lead
Steve Papoutsis

Additional Programming
Charles Martin, Jeffrey McArthur, David Miles

Additional Art
Tyrone Depts, Rodger Ferris, Todd Gantzler, Damon Redmond, Steve Ross, Bruce Straley

Additional Design
Bret Robbins, Quinlan Richards, Christopher Porter

Music Composition
John Baker, Jim Hedges, Burke Trieschmann

Adaptive Audio Programming
Jim Hedges

Sound Support
Greg Shaw, Geoffrey Marcant

Producer – U.K.
Andrew Bennett

Localization Programming
Livesay Technologies, Inc., Jason Maynard

V.P. of Marketing
Scott Steinberg

Product Marketing Manager
Chip Blundell

Public Relations
Steve Groll

Marketing Associate
Brian Silva

Test Manager
Alex Ness

Lead Tester
Rolef Conlan

Assistant Lead Tester
Tony Townsend

Testers
Christopher Bruno, James Cabot, Casey Craig, Rich Krinock, Samson Maciel, Todd Malone, Brian Mas, Mark Medeiros, Billy Mitchell, Chris Pappalardo, Matt Prescott, Jacob Rohrer, Mateo Rojas, Scott Spurrier, Adi Taylor, Tony Townsend

Cinematic Sequences
Mondo Media, Inc., Brittnell Anderson, George Dondero, Stephen Marshall, Kira Ryder, Mat Smiley

Voice of GEX
Dana Gould

Agent Xtra
Marliece Andrada

Voice of Alfred
Marc Silk

Voice Over Script
Ken Daly, Rob Cohen, Scott Steinberg

Alfred Script
Andrew Bennett

In-Game Funny Stuff
Chris Thompson

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Manual
Hanshaw Ink & Image

ACTION FIGURES
AND ACCESSORIES

SERIES ONE 2

Grandmaster GEX & Moo Shoo Pork

Long John GEX & Skeleton Pirate

Private GEX & The Sarge

Secret Agent GEX & Rez



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