System Requirements	Minimum	Recommended
Processor	Pentium 75	Pentium 100
Video	Local bus SVGA video, 256-color display	Local bus SVGA video, High Color display
RAM	8 MB	16+ MB
CD-ROM drive speed	2X	4X
Operating system	Windows 95	Windows 95
Sound card and head-phones or speakers	Optional	Yes
Available hard disk space	10 MB	10 MB

Setup Instructions

To set up Microsoft® GEX™ using Microsoft® Windows® 95

1   Turn on your computer and start Microsoft Windows 95.

2   Place the GEX disc in the disc holder (if required), and insert it in the CD-ROM drive.

AutoPlay will start the installation process.

Story

Rez, the evil Media Dimension chairman of the board grabbed GEX from his Lazy-Lizard lounger to bronze him as the mascot for Rez's new network. For the inside scoop of how Rez grabbed GEX, press F1 and click the Story button.

GEX Help

Tune in to online Help for maps and clues to the worlds.

*   Press F1 or click the GEX Help command on the Help menu.

*   Tail whip the question mark symbols throughout the game and you'll get tips to help you kick tail.

Customizing the Game

Hey you paid your money, you can customize the game's controllers, sound, and display to your heart's content. To customize the game, check out each option available on the Options menu. You can always use the Default button to return your customizations to the default settings.

Troubleshooting

After checking the online Help topics, check the Readme file on the GEX CD-ROM. If you still have trouble, ask the 9-year-old next door.

Heads Up Display

Always available during game play to let you know how you're doing.

Score   Lives   Power-ups

0008250   × 04   27

Gold flies   Hit paws

Maps

You've got your work cut out for you, bucko. There are five worlds filled with Franken-geckos, mad slashers, and Central Casting rejects who want to make you their new mascot — bronze is definitely not your color! In the Media Dimension, press the "Jump" key to plummet into a world.
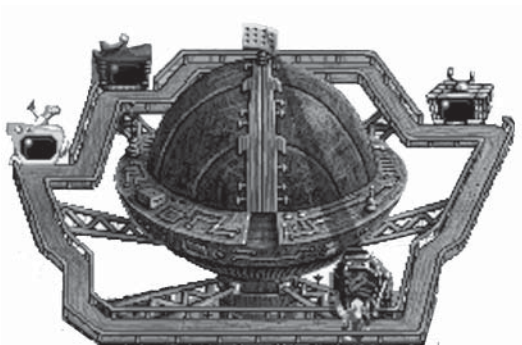
The Dome (or, How to enter other worlds)

Move GEX to an active TV and press the "Jump" key on the keyboard to enter a world.
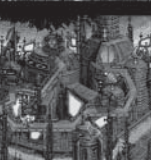
Cemetery

Whoa! Franken-geckos are running amok. It's your mission, young gecko, to crack some serious skull and cruise through this nightmare on the TV.

New Toonland

Buckle your seat belts toonsters, it's gonna be a bumpy ride through this wacky land.

Jungle Isle

Holy Fay Wray! Trek through this tropical maze, but watch out for the hidden booby traps and breakaway bridges.

Kung Fuville

Ninjas, samurai geckos, and sumo wrestlers—oh my! Walk softly, little grasshopper, and whip a fast tail!

Rezopolis

Who's gonna be next season's new network mascot? Rez says it's you. Are you gonna stand still for that? You'd better not, or you'll be bronzed.

Moves

Run: Speed your way past foes and through funky TV worlds.

   Keyboard: V   Game pad: Button 4   Joystick: Button 4

Tail whip: Whack skanky foes. Smack bug power-ups to fill one empty hit paw. Whack items like shooting skulls to use them as weapons.

   Keyboard: Z   Game pad: Button 3   Joystick: Button 3

Tongue lash: Snag gold flies, bugs and power-ups in mid-air.

   Keyboard: C   Game pad: Button 1   Joystick: Button 1

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

   Keyboard: Z   Game pad: Button 1   Joystick: Button 1

Jump: Avoid enemies and swallow high power-ups with a jump and a tongue lash.

    Keyboard: X   Game pad: Button 2   Joystick: Button 2

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

    Keyboard: X+↓
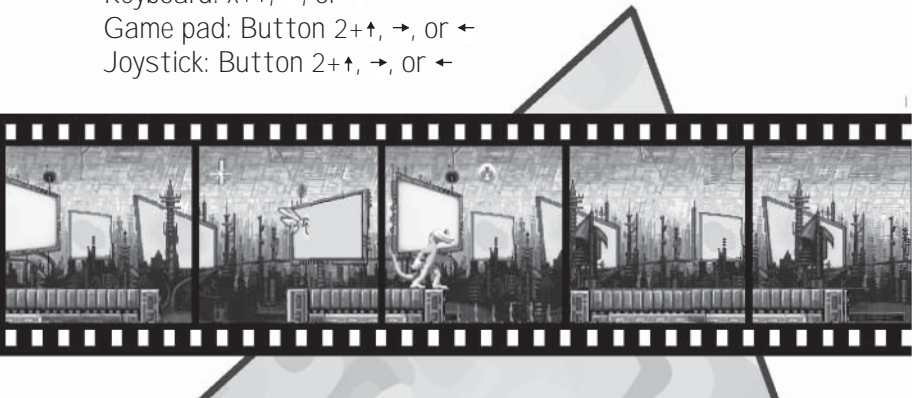   Game pad: Button 2+↓
    Joystick: Button 2+↓

Wall stick: Jump against a wall's surface and GEX sticks with his suction-cup paws! GEX can stick and crawl up the sides and faces of walls and buildings.

    Keyboard: X+↑, →, or ←
    Game pad: Button 2+↑, →, or ←
    Joystick: Button 2+↑, →, or ←

Power-Ups

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 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.

Crystal Dynamics
GEX CONCEPT   Lyle Hall
GEX CORE TEAM   G-Man, Justin Norr, Mira F. Ross, Lyle Hall
PROGRAMMING   G-Man - Lead Programmer
   Daniel Chan - Bosses & AI System
   Mei Yu Li - BLT, Maps, & Glue Screens
   Troy D. Gillette - Stunt Coding
ART   Mira F. Ross - Lead Artist
   Steve Kongsle - GEX, Rez Characters,
      3D Models, & GEX Character Animation
   Steve Suhy - Stunt Animator
   Shawn McLean - Boss Animation
   Silicon Knights - Enemy Characters & Animation
   Kirk Henderson - Map Screens & Jungle Backgrounds
GAME DESIGN   Justin Norr - Lead Designer
   J. Epps, Evan Lindsay Wells, Richard Lemarchand - Designers
AI SCRIPTING   Susan Michele, Jeremy Bredow, Adrianne M. Canfil
MUSIC COMPOSED & PRODUCED   Webtone Productions
SOUND FX   Greg Weber, Steve Henefin
INTRO & OUTRO 3D ANIMATION   Windlight Studios
   Mira F. Ross, Steve Kongsle, Lyle Hall, Scott Steinberg
PRODUCER   Lyle Hall
WRITER   Robert Cohen
GEX VOICE & WRITER   Dana Gould
MARKETING DIRECTOR   Scott Steinberg
ADDITIONAL DESIGN   Noah Hughes
ADDITIONAL ART   Jean Z. Xiong

TOOL SUPPORT   Sean Vikoren - IGOT
VIDEO COMPRESSION   Dan Brazelton
TEST MANAGER   Ben Szymkowiak
LEAD TESTER   Steve Groll
TESTERS   Dusty Bedford, Seth Carus, Philip Chou, Chris Colon,
   Riley Cooper, Charles Geiwitz, Egan Hirvela, Tim Jordan, Scott Matt,
   Laurence Monji, Alex Ness, Richard Niedzwiecki, Kurt Tindle,
   Jeff Todd, Gerald Vera, Mark Ybarra
MANUAL   Carol Ann Hinshaw
SPECIAL THANKS TO   Juan Ruiz, Dan Arey, Madeline Canepa,
   Jon Horsley, Ted Fitzgerald, Chang Fadel, Dan Dorosin, Jennifer
   Bulka, Alan Chaplin, Denis Dyack, Susan Bowman, Rob Dyer, Chip
   Blundell

Microsoft
PROGRAM MANAGEMENT   Jim Eisenstein
MARKETING   Doug Dyer, Chris Di Cesare
TESTING   Thomas Faber, Mike Bell, Dave Knopf,
   Christopher Liu, Joe Schultz
USER EDUCATION   Jo Tyo, Diana Boyle, Daj Oberg
ART   Jennifer Epps, Chris Lassen, Connie Braat
LOCALIZATION   Laurence K. Smith
MANAGEMENT   Stuart Moulder, Robert Gallup,
   Brian Bennink, Kathleen Billington
PRODUCT SUPPORT LEAD   Steven Kastner

Kinesoft
Andy Glaister, Christian Gustafsson,
   Sang Park, Tom DiDomenico