

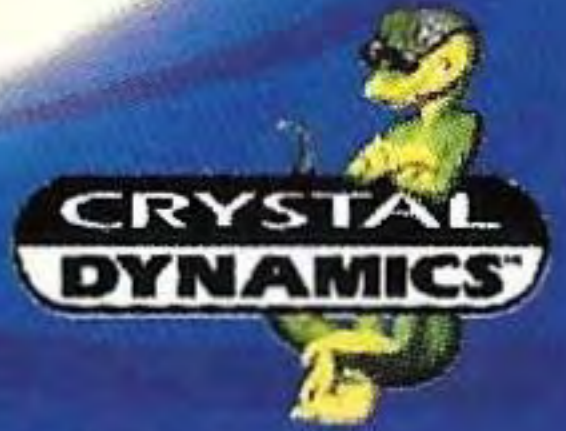
Nintendo

GAME BOY COLOR

DMG-AEXE-USA

GEX™

ENTER
THE GECKO



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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EVERYONE
MILD ANIMATED VIOLENCE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

The CHANNEL Guide

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PRECAUTIONS

- Always turn the power off before inserting or removing Game Pak from the Game Boy unit.
- Do not take apart, crush, bend, or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break and stretch after playing for long periods of time.

WHICH GAME BOY DO YOU HAVE?

This Game Pak will work on any Game Boy unit you have, including the Game Boy, Game Boy Pocket, Game Boy Color and the Super Game Boy. The game will automatically be in color if played on a Game Boy Color system, and no further tweaking is needed. The game will not be in color on the Game Boy or Game Boy Pocket.

QUICK START

- TURN OFF THE GAME BOY.
- INSERT THE GAME PAK.
- TURN ON THE GAME BOY.
- PRESS THE B BUTTON TO ADVANCE TO THE MAIN MENU.
- SELECT START FROM THE MAIN MENU BY PRESSING THE B BUTTON.

THE STORY

SINCE RETIRING FROM THE PUBLIC'S EYE, GEX RESIGNED HIMSELF TO A LIFE OF SOLITUDE TUCKED IN THE MAUI HILLSIDE WITH HIS LIFE PARTNER....A BIG-SCREEN TV. AND WHAT A PARTNERSHIP THEY HAD. GEX WAS NEVER BOTHERED FOR AN AUTOGRAPH, NEVER NEEDED TO CUDDLE AND COULD SHUT HIS NEW FRIEND UP WITH A PUSH OF A REMOTE CONTROL. HIS TV WAS GEX'S TRUE SOUL MATE.

AND THEN THINGS GOT INTERESTING.....

TWO GOONS APPEAR AT HIS SIDE, FLASH BADGES, AND TELL GEX THAT THEY WORK FOR A SECRET GOVERNMENT AGENCY. THEY NEED HIS ASSISTANCE REGARDING AN OLD ACQUAINTANCE. AHH, REZ. THE OLD TIN CAN HAS INDEED RETURNED AND HE'S AFTER THE WORLD'S TV CHANNELS. AGAIN. THEY WANT GEX TO GO BACK IN AND FIX THAT. GEX TELLS THEM TO FIND SOME OTHER FOOL. AFTER THREATS, THE USE OF A BLUNT OBJECT AND, FINALLY, A BRIEFCASE FULL OF COLD, HARD CASH, GEX AGREES TO SAVE THE UNIVERSE ONCE AGAIN.

GEX'S MISSION IS TO SAVE TELEVISION AND MAKE REZ "DISAPPEAR". PLAIN AND SIMPLE. THE AGENTS GIVE GEX A MAP AND INSTRUCT HIM TO HIDE THE BODY BETWEEN JIMMY HOFFA'S AND SPUDS MACKENZIE'S. GEX REPLAYS THE MISSION IN HIS HEAD AS HE LEAVES THE BUILDING TO GET INTO HIS AWAITING LIMO. AS GEX STEPS INTO THE LIMO HE SMILES AND SAYS TO HIMSELF, "ALL RIGHT REZ, IT'S TAIL TIME."

CONTROLS



Note: You can reset the game by pressing A, B, Select & Start simultaneously

ADVANCED MOVES

TAIL-BOUNCE

TO GET EXTRA "AIR," TAP THE B BUTTON AND THEN HOLD IT DOWN. USE THIS MOVE TO GET TO HIGH PLATFORMS.

WALL CLIMBING

GEX CAN STICK TO SOME VERTICAL WALLS AND SIDES OF WALLS. JUST USE THE CONTROL PAD AND GEX WILL START CLIMBING. NOT ALL SURFACES ARE STICKY FOR GEX, SO YOU'LL HAVE TO GO EXPLORING.

RUN-N-JUMP

HOLD DOWN THE CONTROL PAD LEFT OR RIGHT AND GEX WILL START TO RUN. PRESS THE B BUTTON AND GEX WILL JUMP FARTHER THAN IF HE WERE STANDING STILL AND JUMPING. GEX WILL JUMP EVEN FARTHER BY COMBINING THE TAIL-BOUNCE WITH THE RUN-N-JUMP!

GAME OBJECTIVES

IN ORDER TO COMPLETE EACH LEVEL AND GET ONE STEP CLOSER TO REZ, GEX HAS TO PERFORM A VARIETY OF MISSIONS. GEX IS REWARDED WITH A TV REMOTE CONTROL EVERY TIME HE FINISHES A TASK. COLLECT ALL THE REMOTES AND GEX WILL GAIN ACCESS TO THE FINAL LEVEL, REZ'S SANCTUM.

THE MEDIA DIMENSION

ENTER THE MEDIA DIMENSION AND STEP ON ANY BIG TV THAT IS "ON." EVERY TV WILL BRING YOU TO A DIFFERENT LEVEL AND SOMETIMES YOU MUST ENTER A TV MORE THAN ONCE TO COLLECT ALL THE REMOTES IN IT. NOTICE THE LISTS OF HINTS FOR EACH MISSION. PICK A MISSION BY USING THE CONTROL PAD TO MOVE UP AND DOWN AND BY PRESSING B TO SELECT IT.

MANY MISSIONS WILL ALSO GIVE YOU A VISUAL HINT SEQUENCE AFTER IT IS CHOSEN. WATCH CAREFULLY, BECAUSE YOU MUST FOLLOW THIS HINT TO FINISH THE MISSION. TO SKIP A VISUAL HINT, PRESS THE B BUTTON.

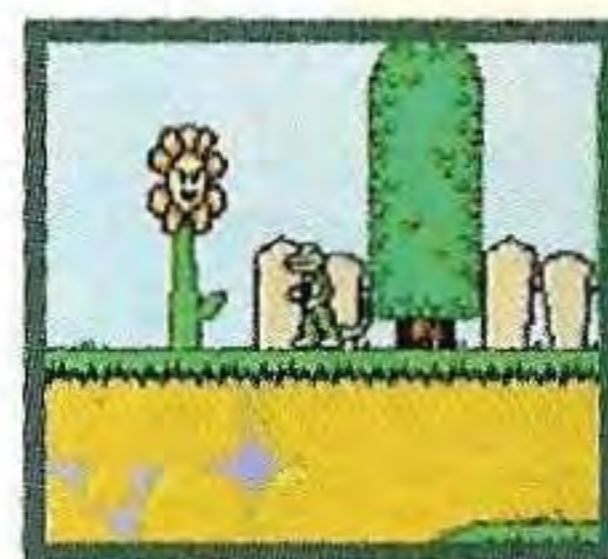
EACH MISSION CAN BE PERFORMED IN ANY ORDER. WHEN A MISSION STILL NEEDS TO BE COMPLETED, THE REMOTE CONTROL BEFORE THE HINT WILL BE EMPTY. WHEN GEX HAS COMPLETED A MISSION, THE REMOTE CONTROL BEFORE THE HINT WILL BE FILLED IN.

REMEMBER THE HINTS BEFORE LAUNCHING INTO A LEVEL. THE HINT IS VERY IMPORTANT IN UNDERSTANDING WHAT GEX NEEDS TO DO. IF YOU FORGET DURING A LEVEL, PRESS THE START BUTTON TO SEE THE HINT.

ONLY AFTER THE MISSION HAS BEEN COMPLETED WILL A BIG TV SET LIGHT UP TO TAKE GEX OUT OF THE LEVEL AND BACK TO THE MEDIA DIMENSION. IF YOU COME TO A TV WITH A FLASHING REMOTE THAT GEX CAN'T JUMP INTO, GEX STILL HAS A TASK TO FINISH.

NOT ALL THE TV'S ARE AVAILABLE IN THE MEDIA DIMENSION WHEN YOU BEGIN THE GAME. IF A GATE HAS AN ARROW NEXT TO IT ALONG WITH A NUMBER, THAT IS THE NUMBER OF REMOTES THAT HAVE TO BE COLLECTED BEFORE THE GATE WILL OPEN TO REVEAL MORE TV'S.

LEVELS



SMELLRAISER

HINTS: SURVIVE THE HAUNTED MANSION
SMASH 5 BLOOD COOLERS
RIDE THE HAUNTED ELEVATOR

FRANKENSTEINFELD

HINTS: RUN THE AXE GAUNTLET
HEAD DOWN THE RAMP
STICK ACROSS CEILING MAZE



POLTERGEX

HINTS: ASCEND THE GHOST TOWER
REACH THE TOP OF THE MORGUE
SMASH EIGHT BLOOD COOLERS

THURSDAY THE 12

HINTS: FIND THE ITEMS IN THE GIVEN TIME

TEXAS CHAINSAW MANICURE

HINTS: RIDE THE FLOATING FURNATURE

OUT OF TOON

HINTS: JUMP TO THE TEETERING ROCK
HUNT THE TWO HUNTERS
WHACK FIVE PURPLE MUSHROOMS

FINE TOONING

HINTS: CLIMB THE TREE
STORM THE CASTLE

PANGAEA 90210

HINTS: ASSAULT THE LAVA ISLAND
CLIMB THE VOLCANO

MANY MORE LEVELS!

HINTS: ????????

LIVES & POWER-UPS

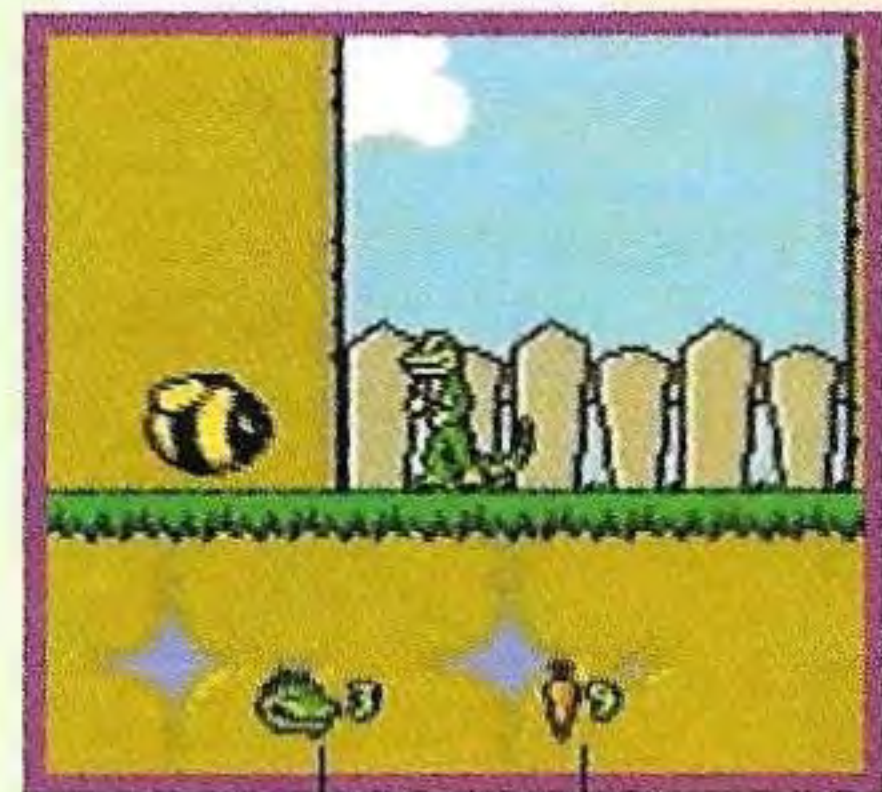
GEX STARTS OFF WITH 5 LIVES PER GAME AND HE HAS 4 HIT PAWS PER LIFE (THOSE ARE THE LITTLE PAW PRINTS AT THE BOTTOM OF THE SCREEN). EACH TIME HE TAKES DAMAGE, HE LOSES 1 HIT PAW.

NOW, GEX CAN ALSO GET BACK SOME HIT PAWS BY EATING FLIES. TAIL WHIP A SMALL TV TUBE AND A FLY WILL APPEAR BUZZING AROUND GEX'S HEAD. PRESS THE SELECT BUTTON AND GEX WILL EAT THE FLY. DEPENDING ON THE COLOR OF THE FLY, GEX WILL GET A POWER-UP. NOW, IF GEX IS HURT BEFORE HE EATS THE FLY, THE FLY GETS AWAY.

SCREEN INFORMATION



HIT PAWS



LIVES COLLECTIBLES
COUNT

BONUS ITEMS

♥ GREEN FLY - EXTRA LIFE

♥ RED FLY - INVINCIBILITY

♥ BLUE FLY - FULL HEALTH



SMALL TV - TAIL WHIP TO RELEASE FLY.



BIG TV - JUMP ON TV WHEN IT IS
"ON" TO GO TO ANOTHER LEVEL.

HINTS & TIPS

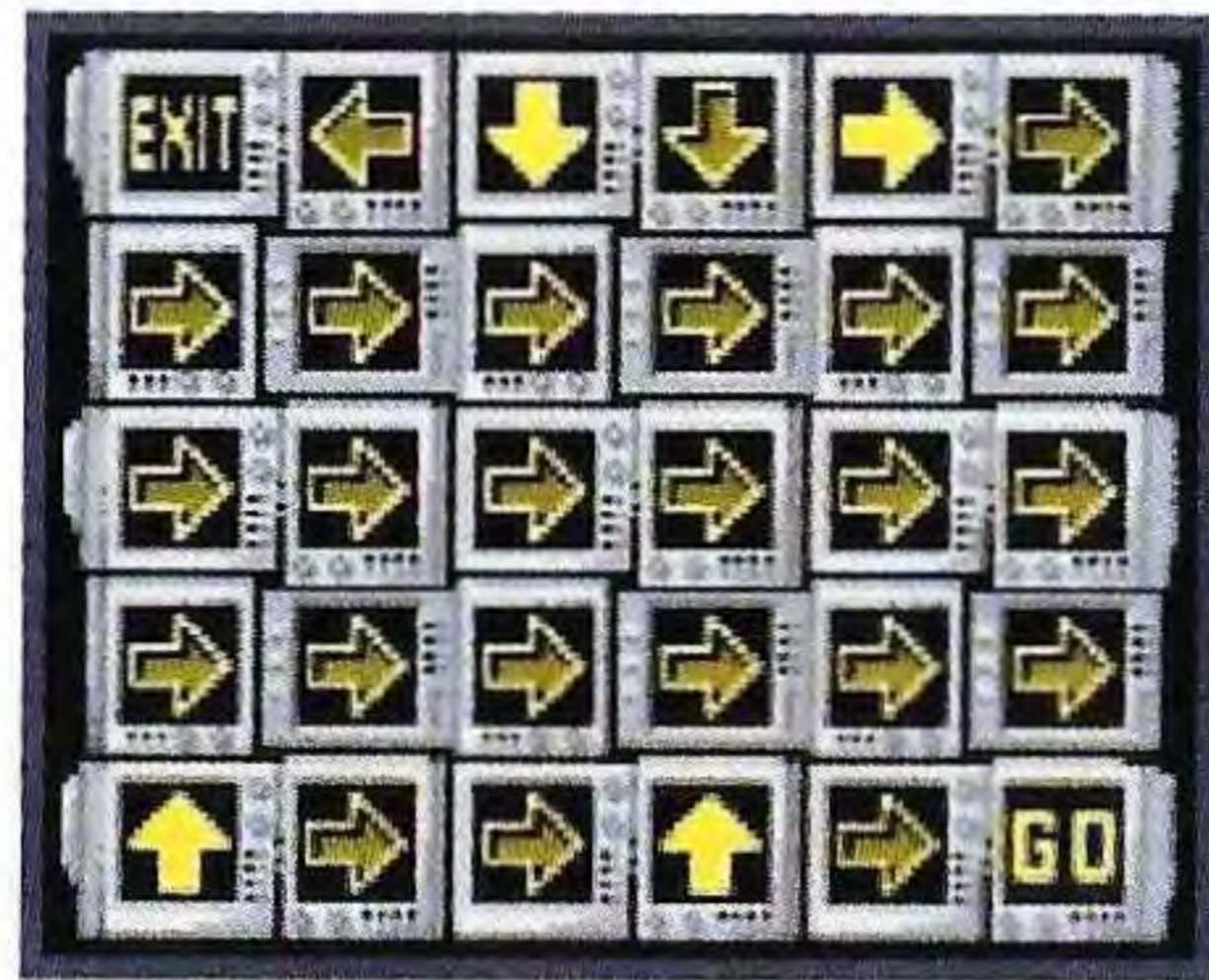
- THERE ARE LOTS OF DIFFICULT JUMPS. CHECK OUT THE ADVANCED MOVES SECTION CAREFULLY AND MASTER THOSE MOVES.
- LOOK CAREFULLY AT YOUR SURROUNDINGS. CAN GEX CLIMB? CAN GEX TAILWHIP AN OBJECT TO MOVE OR TURN IT? HAVE YOU TRIED ALL THE DOORS AND ALTERNATIVE PATHS? MANY TIMES THERE ARE MORE THAN ONE WAY TO COMPLETE A LEVEL.
- IF THE TV WON'T GET YOU BACK TO THE MEDIA DIMENSION WHEN YOU JUMP ON IT, YOU HAVEN'T COMPLETED THE TASK FOR THAT LEVEL.
- IF YOU FIND A PAINTING THAT IS "OFF", TRY AND FIND A SIMILAR PAINTING ABOVE A BOOKSHELF. WHIP THE BOOKSHELF TO REVEAL A SWITCH WHICH GEX CAN USE TO TURN IT "ON".
- GHOSTS CAN'T BE KILLED, BUT THEY ALSO WON'T TOUCH YOU IF YOU "STEP INTO THE LIGHT".
- WHEN TRYING TO STORM THE CASTLE, GEX HAS TO BE "RED" HOT AND JUMP ON THE ROCKET TO LAUNCH IT.
- TO SHOOT THE DRAGON, JUMP ON THE CANNON TO FIRE IT AND AIM FOR THE HEAD.
- GEX HAS TO REMAIN CHARGED UP TO MAKE MANY OF THE JUMPS AND PLATFORMS IN CIRCUIT CENTRAL.
- GEARS HAVE TO SPIN VERY QUICKLY IN ORDER FOR THEM TO WORK, SO GEX HAS TO KEEP WHIPPING THEM.
- IN REZOPOLIS, IF AN ELEVATOR ISN'T MOVING, TRY A TAIL WHIP TO GET IT STARTED.
- REMEMBER TO WRITE DOWN THE PASSWORDS FOR LATER.

CUSTOMER SUPPORT LINE

Call 1-900-903-HINT for round the clock support.
(95¢ per minute. If you are under 18, get your parent's permission)

PASSWORDS

AFTER COMPLETING A LEVEL, BE SURE TO NOTE THE PASSWORD. WHEN YOU COME BACK LATER, YOU CAN BEGIN FROM THE LAST LEVEL COMPLETED BY SELECTING PASSWORD FROM THE MAIN MENU. ENTER THE PASSWORD BY PRESSING THE CONTROL PAD + B TO CREATE SOLID ARROWS, AND THE CONTROL PAD + A TO CREATE OUTLINED ARROWS. WHEN ALL THE BLOCKS ARE FILLED WITH THE CORRECT ARROWS, MOVE TO GO AND PRESS B TO START FROM THE LAST LEVEL YOU COMPLETED. TO EXIT WITHOUT ENTERING A PASSWORD, MOVE TO EXIT AND PRESS B TO RETURN TO THE MAIN MENU.



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