

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

Welcome to GEX online Help

For information about a particular topic, click a button on the remote control and this screen will display information.

Soon you will become so well informed that your own mother won't recognize you. *Maybe we've hidden cool stuff in online Help. Maybe not. I'm not telling.*



Gex online Help is cleaner, brighter, and sanitarilly wrapped for your protection.

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SHOOTING



START



STORY



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Game moves

Jane, how do you control this crazy thing!?!

Depending on your hardware, you have three options: your keyboard, joystick, or game pad. Click one and I'll describe how it works.

Keyboard moves

Game pad moves

Joystick moves



BACK

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



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Keyboard moves

You can change these default key controls in the Settings dialog box.



<u>To</u>	<u>Press</u>
Tail whip	Z
Tongue lash/Hurl	C
Run	V
Jump	X
Move left	←
Move right	→
Duck (Coil Tail, if airborne)	↓
Look up (Stick up, if airborne)	↑
Wall stick	X+ ↑, ←, or →
Help	F1
New game	F2

BACK

MORE

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



CUSTOM



CNTRLS



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Keyboard moves (continued)

<u>To</u>	<u>Press</u>
Pause game	F3
Full screen/windowed view	F4
320 × 224 window view	F5
640 × 448 window view	F6
Skip video	ESC, SPACEBAR, or ENTER
Start game	ENTER
Pause/unpause game	PAUSE, F3
End game	ESC
Exit GEX	ALT+F4
Access menus	ALT
Display the Remote map	TAB

BACK

Genuine
Simulated
Woodgrain



Joystick moves

You can change these default controls in the Settings dialog box.

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

Note The throttle and hat switch are not used in GEX.

BACK



Joystick moves

You can change these default controls in the Settings dialog box.

<u>To</u>	<u>Use</u>
Move right/left, Squat, and Look up	Joystick movement
Tongue lash/Hurl	Button 1
Jump	Button 2
Tail whip	Button 3
Run	Button 4

Note The throttle and hat switch are not used in GEX.

For information on customizing joystick functions, see [Customizing game pad and joystick controls](#).



Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



CUSTOM



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Game pad moves

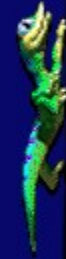
You can change these default button controls in the Settings dialog box.

To

Move right/left, Squat,
and Look up
Tongue lash/Hurl
Jump
Tail whip
Run

Use

Directional pad movement
Button 1
Button 2
Button 3
Button 4



BACK

Genuine
Simulated
Woodgrain



Game pad moves (continued)

You can change these default button controls in the Controller dialog box.

<u>To</u>	<u>Use</u>
Displays Remote map	SELECT (mimics TAB)
Initiates action from the selected field	START (mimics ENTER)

For information on customizing game pad functions, see [Customizing game pad and joystick moves](#).

BACK



Display dialog box

Contains all the controls to keep GEX looking good.

Click one of the display options to change your GEX window.

- 320 × 224: Centered— Displays the game in a screen 320 × 224 pixels in size—the perfect size for playing GEX at work.
- 640 × 480: Centered— Displays the game in a screen 640 × 480 pixels in size. GEX is up close and personal.
- Full screen— Displays the game all over your screen. Think of it as GEX taking over your computer.
- Current Settings (screen size)— Displays GEX in a screen size you specify. To create a custom screen size drag a corner of the screen to resize the game window.







Sound dialog box

Contains all the controls to play GEX really LOUD.

To change sound and music options

Click a check box to turn a type of sound on or off. Move the slider up or down to adjust a sound's volume.

- Music — Plays background music during the game.
- Sound Effects — Plays the sound effects during the game.
- Voice — Plays GEX's comments.

To change your customized settings to the default settings

Set Defaults button — Click to reset the game's sounds to their default settings (all sounds on).

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



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Controller dialog box

Select the control you want to use as your primary game control—for example, keyboard, joystick, or game pad. Then customize your primary game control by selecting which buttons or keys control which GEX function.

To select a primary game control

Enable Controller check box—Click the check box to use a joystick or game pad as your primary game control. Or clear the check box to use the keyboard as your primary game control.



MORE

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



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Controller dialog box (continued)

To customize your primary game control

Click the text box and then select the key or button you want to use for a specific GEX function.

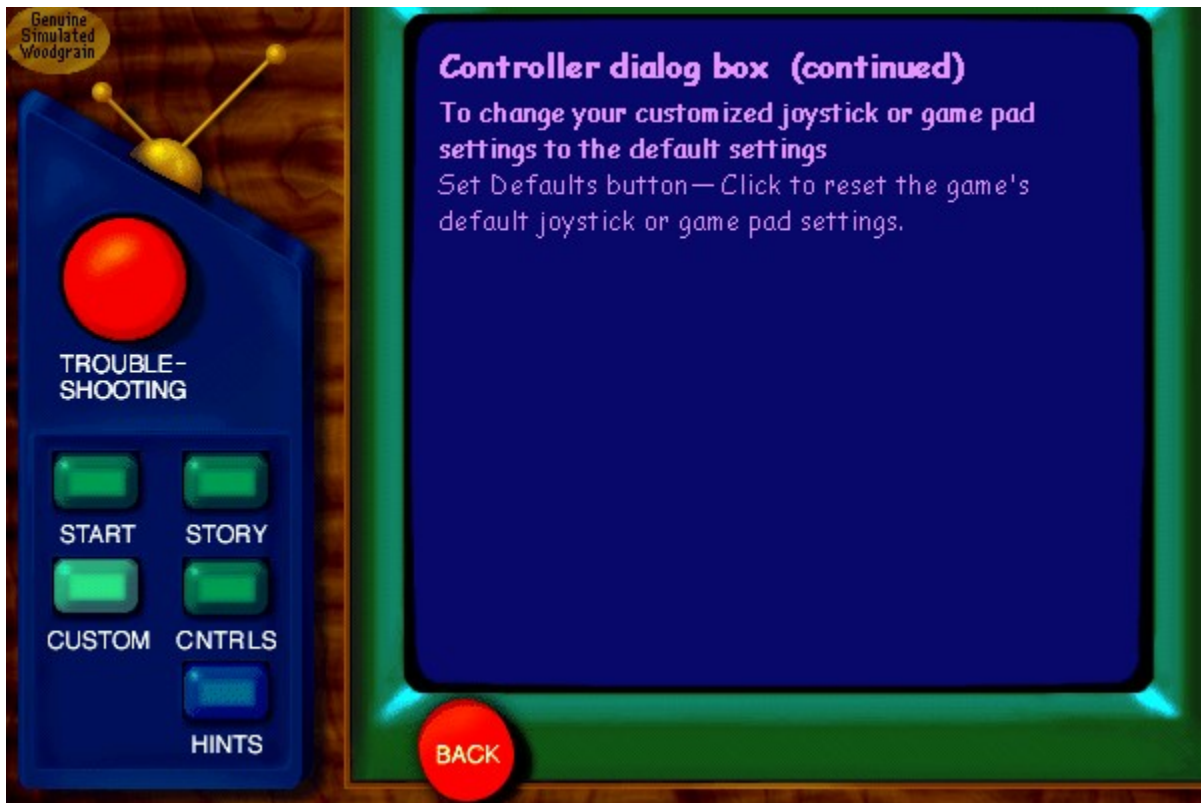
- Jump/Enter TV — Make GEX leap tall buildings in a single bound or enter a world.
- Tail whip/Menu — Launch a tail attack or open the Remote display from a world map.
- Tongue Lash — Give Rez the tongue-lashing of his life.
- Run — Make GEX cruise through a world.

To adjust your joystick or game pad's configuration

Click to open the Microsoft Windows 95 Joystick Configuration wizard so you can adjust your joystick or game pad's settings.

BACK

MORE



Genuine Simulated Woodgrain

Controller dialog box (continued)

To change your customized joystick or game pad settings to the default settings

Set Defaults button— Click to reset the game's default joystick or game pad settings.

BACK

Genuine
Simulated
Woodgrain



TROUBLE-
SHOOTING



START



STORY



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Keyboard dialog box

Lists the keyboard functions available to control the game functions.

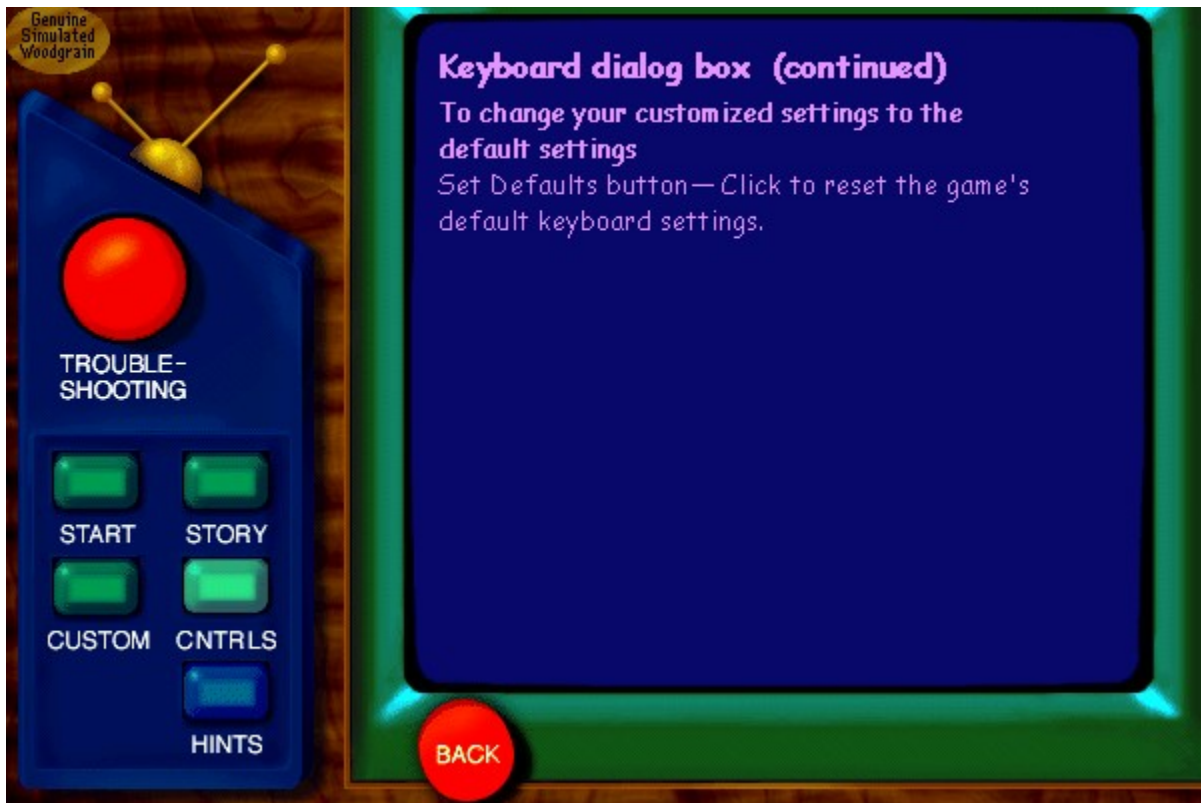
To customize your primary game control

Click the text box and then select the key you want to use for a specific GEX function.

- Tongue lash — Give Rez the tongue-lashing of his life.
- Tail whip — Launch a tail attack.
- Jump — Make GEX leap tall buildings in a single bound.
- Run — Make GEX cruise.
- Up option — Make GEX go up.
- Down option — Make GEX duck. How do you make a gecko duck?
- Left option — Move GEX to the left.
- Right option — Move GEX to the right.

BACK

MORE



Genuine Simulated Woodgrain



TROUBLE-SHOOTING



START



STORY



CUSTOM



CNTRLS



HINTS

Keyboard dialog box (continued)

To change your customized settings to the default settings

Set Defaults button— Click to reset the game's default keyboard settings.



BACK



