

# Gex 3: Deep Cover Gecko Full FAQ

by SkilzKid

Updated to v1.0 on Jul 3, 2002

**This walkthrough was originally written for Gex 3: Deep Cover Gecko on the PSX, but the walkthrough is still applicable to the N64 version of the game.**

Gex 3: Deep Cover Gecko for Sony Playstation

Full FAQ

V1.0

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07-03-2002 - Unfortunately, I have not played this game in 3 years and I remember nothing about it. I am no longer able to answer questions regarding Gex 3, so I am removing my e-mail address from the FAQ. I still hope you find it useful, and apologize for lack of additional support.

Also of note, this was written for the Playstation version of Gex 3: Deep Cover Gecko.

I have received a lot of emails over the last 3 years concerning the N64 version of the game which I could not answer due to subtle differences in the game. Much of the game is probably similar, so it may still be useful with the N64 version, but exact compatibility should not be assumed. Please keep this in mind when reading this FAQ.

If you wish to use this FAQ on your site, you may do so as long as:

- 1) It is used as-is - it should exactly match the version found on [www.gamefaqs.com](http://www.gamefaqs.com), and must include my name and copyright at the bottom.
- 2) It is linked/related to the Playstation version of the game only - users should easily realize that there may be incompatibilities with the N64 version of the game.

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Thanks to everyone in [rec.games.video.sony](http://rec.games.video.sony) for help.

I might eventually do the following:

- Add directions on getting to each of the stages
- Add new-lines in notepad (I wrote this in MSWord, so word wrap may be off)
- Web Version (if I ever feel like putting in another 20 hours)

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REVISIONS:

V1.0 (6/13/99): Wrote Superhero Stage Guide

V0.80 (6/12/99): Wrote Gangster Stage Guide

V0.65 (6/10/99): Wrote Funky Stage Guide

V0.60 (6/10/99): Wrote Beanstalk and Anime Stage Guides  
V0.50 (6/9/99): Wrote Greek Stage Guide  
V0.45 (6/7/99): Wrote Slappy Valley Guide  
V0.40 (6/7/99): Wrote Western and Pirate Stage Guides  
V0.30 (6/5/99): Wrote Lake Flacid, Boss, Egyptian, and Army Stage Guides  
V0.20 (6/3/99): Wrote Snow Stage and Mystery Stage Guides  
V0.15 (6/2/99): Wrote Mission Control Guide  
V0.1 (5/29/99): Wrote Bonus Stage and Secret Stage Guides

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#### Mission Control Guide

##### Remotes:

1. Out in the open. In the main area of Mission Control, the remote is on the metal stairs leading between the ground and the top levels.
2. Complete the 4 training areas in the Wreck Room

##### Bonus Coins:

1. On the top level of the main area of Mission Control, tail whip the 3rd of the 4 blue windows
2. In the 2nd training room (jumping between paws), tail bounce from the first paw ledge to tongue-grab the ledge directly to the right on the right wall
3. In the entry to the mystery stage, stare at the picture of the vampire on the left wall (use triangle) to turn into a vampire. Tail bounce off the top of the back of the chair on the right side of the upper level and float along the right wall (using R2) to the ledge at the front of the room. This may take a few tries.

##### Paws:

1. On the top level of the main area of Mission Control, tail whip the 2nd of

the 4 blue windows

2. In the first training room (whack the dummies) on the stairs/bleachers on the right wall
3. In the first training room (whack the dummies) on the stairs/bleachers on the left wall
4. In the second training room (jump on paws) on a ledge to the left of the exit
5. In the third training room (tail bounce) climb rock to left of entrance up to ledge
6. In the third training room (tail bounce) to the right of the exit on a ledge
7. In the fourth training room (karate kicks) fall into the water area. The paw is in the water area close to the exit on the upper level
8. In entry to mystery stage, tail the stone head on the bottom level to open the bookcase. The paw is directly in front of the bonus stage.
9. In the entry to the mystery stage, stare at the picture of the vampire on the left wall (use triangle) to turn into a vampire. In the main area of Mission Control, tail bounce off of one of the two magnetic tape mainframes on the upper level and float over the center of the room (use R2). The paw is directly over the center of the room. This may take a few tries.
10. In the entry to the mystery stage, stare at the picture of the vampire on the left wall (use triangle) to turn into a vampire. Tail bounce off the top of the back of the chair on the left side of the upper level and float along the left wall (using R2) to the ledge at the front of the room. This may take a few tries.

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#### Snow Stage Guide

Holiday Broadcasting, "Totally Scrooged"

To Enter: 1 remote

#### Remotes:

##### 1. Create 5 Ice Sculptures:

- i) On the roof of the orange tinted house where the chimney blows no smoke. It is near the middle of the first area of the stage
- ii) Around the side of the brick house toward the right side of the first area of the stage
- iii) Room connecting waterfall/iceberg area to housing area
- iv) In iceberg pond area. From entrance of iceberg area, cross the first iceberg to North Pole sign, then cross the iceberg on the left. The sculpture will be on a ledge
- v) Top of the waterfall. From entrance of iceberg area, cross the first iceberg

- to North Pole sign, then cross the iceberg on the right. Climb the waterfall to the ice sculpture.
- The remote will be in the room connecting the housing area to the iceberg/waterfall area on the upper level. Simply jump on the x-mas present to get up to the remote.
2. Whack the snowboarding elves: Go through the housing and iceberg areas to the snowboarding hills. Knock over the 5 snowboarding elves (they take 2 hits each). The remote will be at the bottom of the hill.
  3. Defeat the Evil Santa: From the entrance, follow the left wall to the ledges with the "Dip" sign. Climb the ledges to the. Tail 3 presents back at the Evil Santa to kill him. To find the remote, simply follow the right wall from the entrance (continue to follow it when it turns from ice bricks to rock).
  4. Collect all 100 flies

#### Bonus Coins:

1. Drop down the chimney of the orange house where the chimney blows no smoke. The bonus coin is inside.
2. In the waterfall/iceberg area, go to Rez's Rink near the exit. Kill the two elves skating in the rink to crack open the nearby ice block with the bonus coin.
3. On the snowboarding hills, hit all 5 gates on the right-hand side in order. The bonus coin will appear at the bottom of the hill.

#### Paws:

1. Kill the elves skating around Santa at the beginning of the stage. The paw will appear on the nearby sled.
2. From the orange house with the bonus coin inside, jump across the 3 giant candy mints to the next roof.
3. Directly to the left of the iceberg/waterfall area entrance. The paw is hidden behind some trees.
4. Underwater in area with floating icebergs, closest to entrance.
5. Underwater in area with floating icebergs, closest to exit.
6. At the bottom of the waterfall, behind the tree on the right-hand side.
7. At the top of the waterfall, in the water.
8. Snowboarding on the left-hand side of the hill, over the second wooden gate.
9. In the first gate on the right-hand side of the snowboarding hill.
10. On the ledge where you fight Evil Santa.

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#### Mystery Stage Guide

Mystery TV, "Clueless in Seattle"

To Enter: 3 remotes

How to turn into a vampire: Go to the remote TV in the hedge maze. With the TV to your back, take the right path into the area with the green colored ground. Stay on the green colored ground and follow it around until the stone head.

Tail the stone head to open one of the bookcases in the room with the bear game.

The machine that switches Gex between vampire and detective is in that room.

#### Remotes:

1. Survive the Hedge Maze: From the start, go through the room with the Bear game and the swimming pool room to the hedge maze. In the maze, start by taking

a left, then take two rights (it will be the only thing you can do). After the

second right, immediately veer left. Follow this path until there is an opportunity to go either right or straight. Take the right and the remote will

be directly ahead.

2. Break the 3 Blood Coolers, Again!: Turn into a vampire. Go to the beginning

room and go to the top of the stairs/ramp. Jump and float (use R2) to the top

of the chandelier. From the chandelier, float over to the blood coolers (repeat

3 times to get to all 3 coolers). After breaking all 3 blood coolers, the door

on the lower level opens revealing the remote.

3. Find and Beat the 3 Mini Games:

i) From the beginning, go to the next room on the lower level. On the left side

on the floor will be a magnifying glass. Stand on the magnifying glass and (using triangle) stare at the mounted bear head. In the mini-game, kill 10 fleas in 45 seconds.

ii) From the room with the bear head, go in the room on the left wall. This will be the kitchen. On the left side of the floor by the sink there will be a

magnifying glass. Stand on the magnifying glass and stare at the sink. In the

mini-game, break 5 bubbles in 45 seconds.

iii) At the beginning, climb the stairs/ramp and go in the room at the top with

the bearskin rug. Tail the stone statue in that room to turn a bookcase into

some ledges in the bear-game room. Go to the bear-game room and climb the reshaped bookcase to the top level. Go into the room at the top of the

bookshelf. Stand on the magnifying glass on the pool table in that room and stare down at the pool table. In the mini-game, tail kick 7 pool balls in 45

seconds.

The remote is on the upper level of the room with the bear-game, right outside

of the room with the pool table.

4. Collect all 100 flies

#### Bonus Coins:

1. Near the bear's eyes after killing 10 fleas in the bear mini-game

2. On the surface of the sink after popping 5 bubbles in the sink mini-game

3. On the pool table after tail kicking 7 pool balls in the pool mini-game

#### Paws:

1. In the middle of the kitchen

2. At the bottom of the sink in the sink mini-game

3. In one of the corner pockets in the pool mini-game. Go forward and left from

the start of the game

4. Climb stairs/ramp in starting room to the top level. Tail the stone head to

start a 10-second timer. Run around the shown ledge in 10 seconds to get the

paw

5. In the room with the pool mini-game, tail the 6 TVs in the right corner near

the entrance (behind the bar). This will move the picture on the left wall of

the room revealing a paw

6. In the room with the swimming pool between the two biting chairs

7. Instead of making the right turn for the remote in the hedge maze, follow the

path to the end. The paw will be on the right.

8. Directly to the left of the entrance to the hedge maze. Follow the left wall, the paw is somewhat hidden behind a corner/outcropping.

9. In the middle of the room with the vampire change machine.

10. Turn into a vampire. Go to the room with the bear rug (at the top of the

ramp from the main room). In that room, climb the dresser on the left side of

the rear wall and float over to the top of the bed.

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#### Lake Flacid Guide

Access: 5 remotes will make the paw/keycard appear in the corner of Mission Control

#### Remotes:

1. Collect all 100 flies

#### Bonus Coins:

1. Use the cart of brown stuff outside the entrance to the Western Stage to hop

on top of the entrance. You'll be standing by a sign that says "Yorzur Mine".

Carefully tail bounce from the top of the entrance to the ledge on the right with the Bonus Coin. This might take a couple of tries.

2. To the left of the entrance to the Western Stage, tail bounce from near the

"RR" sign around the rock face to the next ledge. This might take a couple of tries.

3. To the right of the wrecked pirate ship (entrance to the pirate stage), there

is a lawn chair and an umbrella. Tail bounce off of the umbrellla into the cove

with the Bonus Coin.

#### Paws:

1. To the right of the entrance, there is a sandcastle. Tail it for the paw.

2. On top of the rig that is on the same beach as the entrance to the pirate stage. Arrive by climbing up the ledge to the right of the beginning of the

level. Follow the path around on the same level as the sign that says "Say No

to Bugs"

3. On top of the mine entrance to the secret stage

4. On top of the tire in the water between the Egyptian and Army Stages
5. Behind bunker to left of Army Stage TV in Army Stage Entrance
6. Behind bunker to right of Army Stage TV in Army Stage Entrance
7. Ride the boat that the turtle Alfred rows around. The paw is across from the Army Channel. You will need to jump to reach it.
8. On top of the busted ship that is the entrance to the Pirate Stage
9. Underneath the rickety bridge on the way to the Western Stage. It's a tricky jump down and around the bridge, so it might take a couple of tries.
10. Tail the sandcastle behind and to the right of the wrecked pirate ship (Pirate Stage entrance).

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#### Egyptian Stage Guide

Tut TV, "Holy Moses"

To Enter: 5 remotes

To get to the First Checkpoint: From the stage start, hop around to the room on the left wall. Free the spirit at the top of the elevator platform to activate the blue bridge across the top of the beginning room. Cross this bridge and follow the path to the first checkpoint.

To get to the Second Checkpoint: From the first checkpoint, use the firefly to burn the giant bug across the gap and make platforms appear. Hop across the platforms to the room on the left (staff room). Climb the wall on the right, making your first right on the way up. This leads directly to the second checkpoint.

#### Remotes:

1. Recover the 3 staffs of Ra:

- i) From the beginning, hop to the door on the right wall. Kill the mummy for the staff.
- ii) From the first checkpoint, kill the giant bug using the firefly and hop the platforms to the room on the left, the staff room. Climb the wall on the right straight up, and follow the path to the mummy. Kill the mummy for the staff.
- iii) On the path to the third spirit, there is a crevice in the wall on the left between the soda machine and the porta-potty. Enter the crevice and kill the mummy for the staff. The remote will appear in the crevice the rays of light point to at the bottom of the staff room.

2. Release the spirits from the 3 lost arks:

- i) From the beginning, hop over to the room in the wall on the left. Ride the elevator platform up to the first spirit. Releasing this spirit also activates the blue bridge.
- ii) Climb from the second checkpoint to the top of the staff room. Follow the

path to the second spirit.

iii) Pass through the waterfall behind the second spirit. Follow this path to the third spirit.

The remote appears directly behind the third spirit.

3. Ride the Camel to the Ancient Temple: From the first checkpoint, kill the giant bug using the firefly, then hop the platforms to the entrance on the right. Ride the camel to the green room, then climb the walls, platforms, and

ledges to the remote.

4. Collect all 100 flies.

Bonus Coins:

1. In the room with the first of the three spirits (the one that activates the blue bridge).

The bonus coin is on the ground level within jumping height.

2. In the room with the first staff (in the room on the right at the beginning).

The bonus coin will be behind the waterfall.

3. Follow the ledge with the second staff around. Jump for the bonus coin before dropping to the second checkpoint.

Paws:

1. On top of the first spirit chest.

2. From the first checkpoint, kill the giant bug with the firefly. Paw will be

on the back of the ledge the giant bug was standing on.

3. In the green room after the camel ride, climb the wall toward the left to the alcove on the left wall.

4. In the green room after the camel ride, climb the wall and platforms straight

up. The paw will be at the top after the second platform.

5. From the 4th paw, follow the ledge around. Tail kick across the gap for the paw

paw

6. Drop down the gap you tail kicked across for the 5th paw. Follow the ledge

around from here, the paw will be at the end.

7. On the rotating platform near the second checkpoint

8. In the waterfall by the second spirit

9. In the room with the third staff

10. By the remote for collecting all three staffs

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Army Stage Guide

Army Channel, "War is Heck"

To enter: 7 remotes

Checkpoint: In the middle of the combat maze. From the beginning, go past the

water tower to the house for the combat maze. The checkpoint will be to the left of the wall in the middle.

Remotes:

1. Shoot the searchlights, whack 5 tents: All 5 tents are in the beginning room.

Four of them are under search towers, the fifth is near the fence by a search



tower in the middle of the area. The remote is dropped on the "H" in the yellow circle at the beginning of the stage.

2. Destroy the city, find 5 secret bug-crates. Go through the fence near the beginning of the stage to enter the tank area. Hop in the tank and find the 5 bug-crates:

- i) From hopping in the tank, go forward to the third building on the left. It will be in the red brick house on the far-left corner of the intersection.
- ii) From hopping in the tank, take a left at the 4-way intersection. The crate will be in the red building directly ahead.
- iii) From hopping in the tank, go straight through the 4-way intersection. Crate will be in the building on the right at the end of the street.
- iv) In the building to the left of crate iii.
- v) In the white building next to iv.

The remote will be on top of the red building in the middle of the area.

3. Survive the maze, steal secret plans: Go past the water tower to the combat maze. Destroy all soldiers and search lights in the maze and go to the building at the end of the maze. Tail the plans in the building. The remote will appear on the "H" in the yellow circle outside.

4. Collect all 100 flies.

Bonus Coins:

- 1. Go into building marked "1" behind and to the left of the water tower. Drop down the pit behind the stove. Take the first left and follow this path to the bonus coin.
- 2. Climb to the top of the wall by the checkpoint.
- 3. With crate iv

Paws:

- 1. In the water tower in the middle of the beginning area.
- 2. Go into building marked "1" behind and to the left of the water tower. Drop down the pit behind the stove. Follow the path to the end without turning. The paw will be at the end of the path.
- 3. At the beginning of the combat maze on top of the bridge.
- 4. Behind the tower directly to the right of the wall by the checkpoint.
- 5. From the checkpoint, go past the wall. Continue forward to the first bridge on the right side of the wall. Past this bridge will be a tower. The paw is behind the tower.
- 6. From the beginning of the tank area, in the second building on the left
- 7. With crate I in the tank area.
- 8. Far right beige building at the 4-way intersection in the tank area.
- 9. From the beginning of the tank area, take the first right. Paw will be in building straight ahead
- 10. In house with Rez's secret plans at the end of the combat maze.

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## Western Stage Guide

### Western Station, "The Organ Trail"

To enter: 9 remotes

To checkpoint: From the beginning, get on the donkey and climb up the first hill. Cross the bridge and pass the lift to the mound of poop. The checkpoint will be at the bottom of the next hill.

To cemetery: From the checkpoint, climb the hill and go through the mine. Climb the hill outside the exit to the mine and there will be an inactive lift. Use the wall to the left to crawl to the other side (you'll have to dismount from the donkey). Flip the switch, crawl the wall back, retrieve the donkey, and take the lift across. The cemetery is at the top of the next hill.

#### Remotes:

1. Visit the world's largest mound of poop: From start, hop on the donkey, climb the hill, and cross the bridge to the first lift. Cross the lift and follow the lifts and platforms to the mound of poop and the remote.
2. Collect 5 of a kind:
  - i) By the lift to the remote on the mound of poop.
  - ii) In the mine after the checkpoint
  - iii) In the first building in the cemetery.
  - iv) In the second building in the cemetery.
  - v) From the lift you have to flip the switch to activate, jump off straight forward onto some tracks. The card will be on the tracks. Follow the tracks where you find the fifth card into the room with the remote.
3. Climb the mountain: Trek through the cemetery and up a hill to another chicken farm. The remote is on top of the hill in the chicken farm (ie simply keep the donkey until the end of the stage)
4. Collect all 100 flies

#### Bonus Coins:

1. On top of the second cemetery building. Jump down from outside of the fence of the chicken coop above to access the bonus coin.
2. In the room with the second remote.
3. From the cemetery entrance, follow the right gate around along the outside to the end. Drop down the cliff side onto some tracks. The bonus coin is on these tracks.

#### Paws:

1. In area after crossing the first bridge, surrounded by cactuses and green scorpions.
2. On the second donkey hill by the checkpoint.
3. Near the checkpoint, cross under the waterfall into the watering hole (somewhat secret).
4. Inside the mine, to the right of the mine entrance
5. On platform in the mine after the bridge with tracks
6. In the first cemetery building behind the flame throwing post

7. Behind the donkey stalls after the cemetery in the chicken farm by the third remote.
8. On top of the first cemetery building. Jump down from outside of the fence of the chicken coop above to access the bonus coin.
9. On tracks with Bonus Coin 3
10. Also on tracks with Bonus Coin 3

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#### Pirate Stage Guide

Buccaneer Program, "Cutcheese Island"

To enter: 11 remotes

To checkpoint: Climb on the box on the back wall and flip the switch to make the cannon appear. Use the cannon to blast the swirly eyes in the skull. Go through the skull's mouth all the way to the opposite wall. Crawl on the wall towards the left and follow it to the ledge. Tail kick to the next ledge along the wall. This ledge has the checkpoint.

#### Remotes:

1. Survive the wall of death: From the checkpoint, jump across ledges to the wall of death room. Use the pits in the floor to avoid the wall. Ignite the TNT with tail and use the platform to get to the remote.
2. Sink the 4 pirate ships: From the wall of death remote, go through the door to the deck. Go forward and drop to the area with the four doors, two on each side. There is a ship to sink in each room. To get to the remote, climb the mast at the far end of the deck and zip down the line on the left side.
3. Zip on down to the TV: Climb the first mast on the deck using the cargo nets along the sides. Jump the platforms and barrels to the second mast. Climb up the back of the second mast, then use the TNT platform to get to the next level. Advance and zip down the lines to the remote.
4. Collect all 100 flies

#### Bonus Coins:

1. At the beginning, there is a barrel blocking a hole in the left wall. Move the barrel to reveal the bonus coin.
2. At the back of the wall of death room, climb the wall on the right to the front and around the left wall (being careful to stop at crevices to avoid the wall of death). Hop on the wall and run across it to the right side, then jump at the right wall to the bonus coin.
3. From the third remote, jump over the far right corner and land on a platform. The bonus coin is in an alcove right next to the platform.

#### Paws:

1. On box at the beginning of the stage, use a barrel to hop up
2. To right after passing through the giant skull mouth.
3. After climbing the wall to the first ledge in the beginning room, use the retractable ramp from the first ledge and tail kick across to the paw.
4. By the door before the wall of death room
5. In the first pit in the wall of death room
6. By the first remote
7. In the middle of the area with the 4 doors to the pirate ships
8. On the middle of the deck with TNT platform and treasure chest
9. Right side of the mast at the far end of the deck
10. On deck, climb the first mast using the side cargo nets. Jump to the platform with the paw.

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#### Slappy Valley Guide

Access: Beat the WWGex wrestling boss for the paw/keycard

#### Remotes:

1. Collect all 100 flies

#### Bonus Coins:

1. From beginning, go straight under bridge and take a left.
2. Underwater in the tunnel leading to the beanstalk stage.
3. In the room with the anime stage

#### Paws:

1. To the left of the palace (entrance to the greek stage)
2. Underwater in the tunnel leading to the beanstalk stage
3. Also Underwater in the tunnel leading to the beanstalk stage
4. Before the last hill in the tunnel leading to the beanstalk stage
5. On a leaf of the beanstalk outside the entrance to the beanstalk stage
6. On a ledge to the right of the beanstalk stage TV. Tail bounce from the ledge with the Bonus Stage TV to get to the ledge with the paw.
7. In the room with the anime stage
8. On left side of roof in the greek stage entryway before dropping to the bonus stage TV
9. On right side of roof in the greek stage entryway before dropping to the bonus stage TV
10. In front of the greek bonus stage TV

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#### Greek Stage Guide

Mythology Network, "Unsolved Mythstories"

To enter: 13 remotes

To first checkpoint: Follow the path of breaking the arms off the 5 statues to the 5th statue. Drop down from the ledge with the 5th statue, and the checkpoint is on a ledge by the stream that leads back to the beginning of the stage.

To second checkpoint: From the first checkpoint, use Hercules power to move the tall pillar over so you can tail kick across to the ivy wall. Climb up the ivy wall to the palace and go right. Tail kick across the ledge, go forward

past  
the short pillar, and tail kick across the single floating platform. Climb  
the  
ivy pillar directly ahead towards the left, then tail kick to the Hercules  
power  
platform. Get Hercules power, tail kick back across the single floating  
platform, and move the short pillar toward the front of the palace. Hop on  
the  
roof and drop down into the center of the palace. Tail bounce off the bed  
and  
around the 4 floating platforms. Tail bounce across the single floating  
platform to the ledge. Follow the ledge around to the stream. Work  
upstream to  
the platforms, and tail bounce up and around to the upper level. The second  
checkpoint is around the raised pool in the middle of the area.

Remotes:

1. Break the arms off 5 statues:

i) On the roof of the first palace. To access, use the ice fly to freeze  
the  
skeleton and climb up to the Hercules power platform. Tail the 4 pillars on  
the  
side of the palace as low as possible, then climb the right wall around the  
front of the palace, to the left, then up to the roof.  
ii) After the first palace, jump from the bed across the two floating  
platforms.  
The statue is out in the open in the next area.  
iii) Use Hercules power to lower the three pillars near the second statue.  
Jump  
across the pillars and the floating platforms. Ride the wind on the left to  
the  
top of the left side of the busted wall.  
iv) From the third statue, jump across the floating platforms. The statue  
is at  
the bottom of the stairs after crossing the floating platforms.  
v) From the fourth statue, go up the stairs and tail kick across the bridge  
to  
the left. Get Hercules power, cross the bridge again, and move the short  
pillar  
to the rock face. The fifth and final statue is on top of the rock face.  
>From the fifth statue, pass the checkpoint and go into the stream. The  
>stream

leads back to the beginning of the stage. Go back to the roof of the first  
palace and drop down to the remote.

2. Collect 3 golden apples: Climb the following trees:

i) After the first palace across the floating platforms (with second statue)  
ii) From the first checkpoint, backtrack to get an ice fly. Hold on to it  
until  
back at the first checkpoint, then use it to freeze the skeleton and climb  
up  
the ledge across from the checkpoint.  
iii) From the second checkpoint, tail kick into the wind gust toward the  
tree  
onto the small roof nearby.  
To get to the remote, from the second checkpoint, tail kick into the wind  
gust  
toward the broken wall with the ice fly on top. Get the ice fly and take it  
across the floating platforms. Use the ice fly to freeze the skeleton and  
climb  
to the remote.

3. Find the TV at the end of the Rainbow: From the second checkpoint, take the wind gust up to the elevated pool. From there, simply hop across the platforms to the rainbows. Cross the two rainbows to the remote.
4. Collect all 100 flies

Bonus Coins:

1. In the stream leading from the first checkpoint back to the beginning.
2. On the roof of the second palace at the front. Use Hercules power to tail kick the portion of pillar blocking the route to the Bonus Coin
3. Use Hercules power in the pool in the palace to move the tall pillar around the "maze". Position the pillar between the small pillar and the bonus coin.

Paws:

1. Drop from the right edge of the roof of the first palace. Veer toward the palace onto the pillar to get the paw
2. In stream from first checkpoint to beginning.
3. On the high ledge by the tree with the second golden apple.
4. In air when tail kicking to the second palace
5. On the clouds below the second palace
6. In the second palace inside the gate, after hopping on the bed and the four floating platforms, jump up onto the roof. Run down to the roof and jump around the four platforms to the paw and back.
7. Hop across the stream toward the second checkpoint to the top of the pillar to the paw.
8. In the stream on the way to the second checkpoint
9. On the cloud after the first rainbow on the way to the third remote.
10. Also on the cloud after the first rainbow on the way to the third remote.

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Beanstalk Stage Guide

Fairytales TV, "Red Riding in the Hood"

To enter: 16 remotes

Note: Near each checkpoint is a gray "coin" that activates the looking glass at the bottom of the stage. After activating the looking glass, if you fall to the bottom of the beanstalk, simply stand on the red triangle and stare (using triangle) into the looking glass. This will take you back to the active gray coin and save you a lot of climbing.

First Checkpoint: Simply climb up and around the beanstalk to the area where it looks like it was chopped at.

Second Checkpoint: From the first checkpoint, hop up 3 purple leaves, then go onto the ledge on the beanstalk. Walk around to the brown leaf followed by

a  
purple leaf. Go up the purple leaves (about 4 of them) and through the  
living  
room (has the recliner and TV). Glide to the green leaf slightly towards  
the  
right, then jump up the purple leaves. Spring off either the second or the  
third purple leaf to get to the second checkpoint.

Third Checkpoint: From second checkpoint, glide up and across to the next  
green  
leaf (use the inner vine if necessary). Climb up and around vines and  
leaves  
until a point where you can climb the wall. Climb up the wall and around  
the  
stalk until you reach another leaf. Glide outward to the leaf with the  
looking  
mirror coin, then glide to the leaf near the island with the third pig  
house.  
Jump the leaves up and toward the beanstalk to the bridge with the third  
checkpoint.

#### Remotes:

1. Climb the beanstalk: Climb up and around the beanstalk from the third  
checkpoint all the way to the top.
2. Destroy the three little pigs houses:
  - i) From the beginning, walk around to the opposite side of the beanstalk and  
cross the bridge.
  - ii) From the second checkpoint, glide up and around to the next green leaf,  
using the vine if necessary. Glide out from here to the island with the  
second  
pig house.
  - iii) After the third looking glass coin on the way to the third checkpoint.  
The remote is on the island with the third pig house.
3. Jump over the three candlesticks:
  - i) From the first checkpoint, hop up three purple leaves to a normal green  
leaf.  
Glide around the beanstalk clockwise to a candle.
  - ii) From the first checkpoint, hop up three purple leaves to a normal green  
leaf  
(same as for the first candle). Glide around the beanstalk counterclockwise  
to  
a candle.
  - iii) Close to the second checkpoint  
The remote is back down on the ground.
4. Collect all 100 flies

#### Bonus Coins:

1. From the beginning, climb to the first bridge with Alfred the Turtle.  
Hit  
the gray bonus coin to start the timer. Climb around the beanstalk and  
glide to  
the shown treetops in :15
2. After hopping up the three purple leaves from the first checkpoint, go  
onto  
the beanstalk and around the ledge to the second gray bonus coin. From  
there,  
climb to the second checkpoint and crawl up the side of the beanstalk  
directly  
from the second checkpoint. You will have 1:00
3. From the third checkpoint, hit the gray bonus coin and climb up and

around  
the leaves to the next bridge in :15

#### Paws:

1. At the beginning, simply turn around
2. Climb from the beginning to the first bridge with Alfred the Turtle.

#### Glide

- over the bridge toward the first piggy house. The paw is over the bridge.
3. On the second purple leaf after the first bridge with Alfred the Turtle.
  4. On a purple leaf by the second candle.
  5. From the second checkpoint, glide up and around to the next leaf (use the vine if necessary). Control your glide outward to three paws in a row.
  6. See Paw #5
  7. See Paw #5
  8. After the third checkpoint in the middle of a jump between brown and purple leaves.
  9. Jump down from the third checkpoint to a leaf with the paw.
  10. On a leaf next to Paw #9

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#### Anime Stage Guide

Anime Channel, "When Sushi Goes Bad"

To enter: 19 remotes

#### Remotes:

1. Demolish the three protoculture tubes: Enter the purple door. Follow the path to the 3 rooms with the tubes where the rogue mech reappears in the middle.

The remote is back at the beginning of the stage.

2. Deactivate the planet destroyer: Enter the green door. Follow the path to the batteries then to the destroyer. Glide from the top of the destroyer to the ledge on the side. Flip the switch in the corner to deactivate the force field, then go into the room guarded by the force field and flip the switch to deactivate the planet destroyer. The remote is back at the beginning of the stage.

3. Find and destroy 5 rogue mechs: Enter the blue door. Kill the two blasters to activate the middle air stream. Ride up to the middle level and destroy the 3 rouge mechs there. When the glass shatters after that, go underwater and hit the switch to give a higher air stream in the middle of the room. Use the higher air stream to kill the two rogue mechs on higher platforms. The remote is back at the beginning of the stage.
4. Collect all 100 flies

#### Bonus Coins:

1. Appears by rouge mech after killing the kung fu school girls that appear after destroying the second protoculture tube (purple door path)
2. On top of the planet destroyer (green door path)
3. Behind the blue door, when the airlift is at high power, use it to float to the crevice in the wall with the bonus coin



Paws:

1. In the second room in the purple door path by the airlift switch
2. On the elevator platform in the purple door path
3. In the room with the first protoculture tube (purple door path)
4. In the room with the third protoculture tube (purple door path)
5. By the second battery in the green door path
6. On the back of the planet destroyer (green door path)
7. In the room with the switch to deactivate the planet destroyer (green door path)
8. Underwater in the blue door area
9. In the blue area, use the high air stream to lift you to a crevice in the wall with a paw. There are two such paws
10. See Paw #9

\*\*\*\*\*

Funky Town Guide

To access: Beat the Lizard of Oz boss in Slappy Valley to get the paw/keycard to open the door to Funky Town in Mission Control

For Super Strength Powers: After leaving the sewer tunnel and entering the city, take a left and climb the dumpster to the superhero changing booth.

For Chicken Costume: Climb the first red building on the left in the city to its roof. Jump up to the next roof, then onto the pigeon coup, then to the upper ledge. Walk around the ledge to the crate moving up and down. Ride the crate to the roof and the Chicken Costume.

Remote: Collect all 100 flies

Bonus Coins: Use superhero power to destroy the two trucks on the street. This will cause the gratings in the sewer to be destroyed. All three bonus coins will now be accessible in the sewer

Paws:

1. On top of the right side of the second ring of the sewer tunnel
2. On top of the right side of the fourth ring of the sewer tunnel
3. On top of the hanging spinning crate on the right wall from the entrance to the city. To access, use the hanging rising crate in front and to the right of the entrance to get on the roof of the building ahead and jump over to the crate.
4. Use the rising crate to get to the roof of the building like for paw #3. This paw is over a crate at the back of the building over the secret stage.
5. Climb to the roof of the first red building on the left in the city. Climb up the chicken coup and to the ledge. Walk around the ledge to the third level of the red building. Crawl on red building to paw.
6. Climb to the roof of the first red building on the left in the city. Drop

from the roof with the chicken coup to the second level ledge. Walk to the red building and crawl along its second floor wall to the paw.  
7. Tail bounce at top of rising crate in front of and to the right of the entrance to the city  
8. Glide from the chicken costume change booth to the top of the sign on the building across the street.  
9. Glide from the top of the sign with paw #8 to the top of the entrance to the city.  
10. In Launch Control Cave, climb the wing of the shuttle and tail bounce to the platform with the paw. This one's a little tricky.

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Gangster Stage Guide  
Gangster TV, "My Three Goons"  
To enter: 22 remotes

Note: During this stage, it is useful to use triangle to aim with the firefly

To the roof with the Tommy gun and the two goons: Use the firefly between the two goons throwing boxes to open the gate. Go forward and around the corner to the left. Use the tires along the left wall to hop on top of the left wall. Back track on top of the wall, around the corner, and to the tire at the end. Hop up from the tire to the next roof. This is the roof with the tommy gun and the two goons.

To the sewer area: From the roof with the tommy gun and the two goons, ride the clothes line to the next roof. From there, ride the clothesline directly in front of Gex all the way down to the sewer area.

Remotes:

1. Burn 5 bundles of funny money:
  - i) Drop down from the top of the wall just before the roof with the tommy gun and the two goons into the open area with the firefly and the bundle of money.
  - ii) Take a firefly from money bundle 1. Drop from the ledge with the two goon that you kill with the tommy gun on the roof above. There will be two money bundles in this area.
  - iii) See ii
  - iv) From the roof with the tommy gun and the two goons, ride the clothesline to the next roof. Use the tommy gun to shoot out windows, then zip across into the buildings. The 4th stack is in that building.
  - v) Tail kick from the bench in the fourth building across to the next building.  
You will need the firefly from the first building.  
The remote is in the building with the fourth money bundle
2. Destroy 5 rootbeer barrels:

- i) From the beginning, after opening the first gate, follow the right wall around the corner
  - ii) On the right side of the main platform of the sewer area
  - iii) On the left side of the main platform in the sewer area
  - iv) On the left dock of the main platform of the sewer area, there is a tire.  
Use the tire to tail bounce over to the ledge on the fence. Go right on the ledge to the rootbeer barrel
  - v) In the area with money bundles ii and iii.  
The remote is with the last rootbeer barrel (barrel v)
3. Save Cuz from the Mob: In the sewer area, get and hold the firefly while climbing the crates. Once on the ship, use the firefly to unlock the cage with Cuz. The remote is right next to Cuz's cage
4. Collect all 100 flies

Bonus Coins:

1. After unlocking the first gate at the beginning, round the corner to the left and hop over the wall. Get the firefly and climb back up to the corner of the wall. Use the firefly to shoot and collect the bonus coin. A paw can be collected with the firefly from the same corner.
2. Jump off of the clothesline to the sewer area so you land on the wall dividing the main area and the sewer area. Climb on top of the semi-circular portion of the wall for the bonus coin.
3. In the sewer area, go into the sewage and to the right toward the fire. Near the fire, jump on the dead body into the pipe on the right wall.

Paws:

1. See Bonus Coin #1
2. On the roof with the Tommy gun and the two thugs. Get the firefly to unlock the gate from the area with the first money bundle.
3. At the start of the clothesline on the roof with the Tommy gun and the two mobsters.
4. Take the clothesline from the third paw to the next roof. The paw is under the grating on the center of the next roof.
5. At the start of the clothesline on the roof with paw #4
6. Hop on the dead body in the corner of the sewage area onto the small platform with the paw.
7. Near the fire in the sewage area, hop on the dead body up to the small platform with the paw.
8. Use a firefly to shoot the paw hovering over the crates in the sewer area
9. Jump over the wall from the area with money bundles ii and iii. The paw is in the back of the truck.
10. From paw #9, walk down the street and enter the alley on the left.

\*\*\*\*\*

To first checkpoint: From the roof with the third stray cat, drop down to the roof below with the yellow goon. Kill the yellow goon (you will need to do this to get the chicken costume later). Crawl on the mirrored wall. Use super strength powers to break the cow statue along the mirrored wall. Crawl on the wall to the end then drop to the roof with the first checkpoint.

To the second checkpoint: From the first checkpoint, tail kick over to the ledge. Climb the ledges and yellow glass buildings to the air stream. Use the air stream to get up to the next roof, then kill the second yellow goon. Climb the yellow glass wall in the corner and more ledges and wall until you reach the checkpoint.

To access the chicken costume: The chicken costume is right next to the second checkpoint. To open the door to the changing booth, kill the three yellow goons. The two are described on the way to the checkpoints, and the third is directly in front of the door.

Remotes:

1. Defeat the mad bomber: From paw #4, climb up the blue wall to the roof with the water tower. Use super strength to lower the tower and hop up to the next roof. When the bomber tosses bombs, dodge them and they will land on the roof. Aim and tail spin the bombs back at the bomber. It will take three hits to kill the bomber. For the remote, trek back to the super strength booth used to knock down the water tower. Use the airlift behind the booth and glide to the remote.
2. Get the three stray cats:
  - i) From the beginning, leave the building and take a right. Jump diagonally across off the ledge onto the roof with the first cat. While there, hit the three bulls eyes with the acid fly to start the balconies moving. You will need to do this to access the third cat and get to the first checkpoint.
  - ii) From the beginning, leave the building and take a right. Walk around the ledge and climb to the roof of the building. Use super strength to lower the water tower and climb up to the upper ledge. Walk around the ledge and jump across to the roof with the cat.
  - iii) Make sure you hit the three bulls eyes by the first stray cat. >From the roof with the second stray cat, jump across the metal balconies to the next roof. Use superhero power to break portions of the walls and jump across the rising balconies to the roof with the third cat.The remote is back at the beginning of the stage.
3. Find the 5 escaped convicts: The easiest order to get these is 1-4-5-3-2
  - i) From the building with paw #2, take a long glide to the left to the roof

with

the first convict

ii) Glide from the roof with paw #2 to the high roof ahead and slightly to the right. Glide from there forward and left to the airlift. Use the airlift to

get on the roof on the right with the second convict.

iii) From the roof with the second convict, drop back to the airlift and use it

to glide to the roof across from the one with the airlift.

iv) From paw #6, jump onto the metal grate balcony and to the next roof with the

convict.

v) Glide along the wall from paw #9 to the final convict. He will be visible

from the roof with Alfred the turtle.

The remote is by the airlift near convict #2

4. Collect all 100 flies

Bonus Coins:

1. From the roof where you kill the mad bomber, glide to the yellow paw prints

on the building forward and to the right. The bonus coin is near the bottom of

the paw prints and visible from the opposite roof.

2. From paw #4, climb around the right side of the blue wall to the middle level

of the purple wall. Crawl around the purple wall for the coin

3. Tail bounce into the airlift by convict #2 to get to the highest roof (above

convict #2). This is tricky and will take a number of tries.

Paws:

1. In the safe on the roof before the second stray cat.

2. Fly directly forward from the roof with the chicken costume to the roof with

the second paw

3. From paw #2, glide forward and right to the next high roof. Drop off the back right to the super strength booth. The safe with the paw will be off

the far-left corner when facing the changing booth.

4. Using the same changing booth as in paw #3, face away from the changing booth. Drop to the blue roof and tail kick to the roof caddy-corner right with

the safe with the paw

5. From paw #4, climb the blue wall to the roof. Fall off the back of the roof

into a crevice with the paw

6. Get super strength to the left of the first convict building. Go to the right of the first convict building and lower the water tower. Climb up to the

roof and jump across to the safe.

7. Get super strength from the roof with convict #4. Hop on the pigeon coup to

get to the safe.

8. From the roof with convict #4, get super strength and crawl up and around the

brown building to the next roof. Knock down the water tower and hop up to the

roof with the safe (and Alfred the turtle)

9. From the roof with convict #4, crawl down the brown wall and around to the building with the red wall. Crawl around the red wall to the paw.  
10. From convict #5, get super strength, and crawl around the mirror wall (destroy the statue to get through). Walk around the ledge and hop up to the roof with the safe.

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#### Bonus Stage Guide

Associated Stage: Snow Stage

# Bonus Coins needed: 2

Location: In the entry way to the snow stage, climb up the hill on the left-hand side

What to do: Ring 10 Bells (kangaroo)

Time Limit: 2:00

Vault Code won: Triangle-Circle-Star-Square-Square-X

Vault Code effect: 1 extra life

Associated Stage: Mystery Stage

# Bonus Coins needed: 5

Location: In the entry way to the mystery stage, hit the cement head on the bottom level to make the bookcase turn.

What to do: Whack 5 Elves (snowboard)

Time Limit: 2:00

Vault Code won: Square-X-O-O-Triangle-Square

Vault Code effect: 10 extra lives

Associated Stage: Egyptian Stage

# Bonus Coins needed: 8

Location: Step on the four paws on the ground to open the gate to the left

What to do: Whack 5 Elves (snowboard)

Time Limit: 1:30

Vault Code won: Square-Star-Triangle-Square-Triangle-Diamond

Vault Code effect: Invincibility

Associated Stage: Army Stage

# Bonus Coins needed: 11

Location: Break the wood barricade on the right in the entryway

What to do: Destroy 10 Reztanks (army tanks)

Time Limit: 2:00

Vault Code won: Square-X-Triangle-Square-Star-Star

Vault Code effect: Play as the turtle Alfred

Associated Stage: Western Stage

# Bonus Coins needed: 14

Location: Outside the western stage entryway, go around the side to the right.

Follow the ledge and climb up to the switch. Hit the switch to ignite the dynamite in the entry to reveal the path to the bonus stage.

What to do: Break 10 Chicken Crates (donkey)

Time Limit: 2:00

Vault Code won: Square-Diamond-Square-Square-Triangle-Diamond

Vault Code effect: Play as the Grey Dino Cuz

Associated Stage: Pirate Stage

# Bonus Coins needed: 17

Location: To the left of the TV to enter the pirate stage, there is white skull marking on the wall. Climb the wall along this until it ends. Drop off of the end of the white skull marking and land on a ledge with a switch. Hit the switch to open the gate to the bonus stage.  
What to do: Eat 10 Rubber Duckies (alligator)  
Time Limit: 2:00  
Vault Code won: Diamond-Star-Square-X-Triangle-Circle  
Vault Code effect: Western Video

Associated Stage: Greek Stage

# Bonus Coins needed: 20

Location: At the back right of the entry, climb up to a shingled roof.

>From

the very top of the roof, drop down to a platform just below containing the Bonus Stage TV.

What to do: Ring 10 Bells (kangaroo)

Time Limit: 1:30

Vault Code won: Circle-Triangle-Square-Star-Diamond-Star

Vault Code effect: Gangster Video

Associated Stage: Beanstalk Stage

# Bonus Coins needed: 20

Location: Climb the grapes on the wall to the right of the Stage TV around to the Bonus Stage TV.

What to do: Break 10 Chicken Crates (donkey)

Time Limit: 1:30

Vault Code won: Square-Star-Star-Square-Triangle-Triangle

Vault Code effect: Play as the Red Dino Rex

Associated Stage: Anime Stage

# Bonus Coins needed: 27

Location: In the same room as the Stage TV, just turn around...

What to do: Destroy 10 Reztanks (army tanks)

Time Limit: 1:30

Vault Code won: Square-Diamond-Triangle-Triangle-Star-Diamond

Vault Code effect: 8 Hit Paws

Associated Stage: Superhero Stage

# Bonus Coins needed: 31

Location: In Funky Town, hop on top of the pigeon coop and follow the ledge around to the red building. At the same height, climb along the red building to

the other side and the bonus stage TV is right there.

What to do: Eat 10 Rubber Duckies (alligator)

Time Limit: 1:30

Vault Code won: Star-X-X-O-Square-Triangle

Vault Code effect: ???

Associated Stage: Gangster Stage

# Bonus Coins needed: 35

Location: In the same room as the Stage TV, use the Tommy gun to shoot the cord

suspending the long crate. The crate will fall and you will be able to climb it

to the bonus stage.

What to do: Ring 10 Bells (kangaroo)

Time Limit: 1:00

Vault Code won: X-Diamond-Star-Triangle-Triangle-0

Vault Code effect: Army Video

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#### Secret Stage Guide:

##### Mission Control:

Location: Hit the 3 magnetic tape mainframes to make the part of the wall with

the picture turn, revealing the Secret Stage.

Theme: Dial 'A' for Arson (firefighter)

Goal: Collect 50 flies in 3:00

Prize/Vault Key: Shield

##### Lake Flacid:

Location: Not too hidden. Before crossing the broken bridge to the Western Stage, there will be a wood barricaded mine. Tail whip the barricade and the

Secret Stage is right there.

Theme: Braveheartless (Akuji)

Goal: Collect 50 flies in 3:00

Prize/Vault Key: Mask

##### Slappy Valley:

Location: In the dirt tunnel on the way to the beanstalk stage there is a water

puddle. Swim to the left (and turn the camera toward the left), and the Secret

Stage is in plain view.

Theme: The Abyssmal (scuba)

Goal: Collect 50 flies in 5:00

Prize/Vault Key: Star

##### Funky Town:

Location: In the room next to the gangster stage, not really hidden at all.

Theme: Cheesy Rider (lifeguard)

Goal: Collect 50 flies in 4:00

Prize/Vault Key: Radioactive Symbol

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#### Boss Guide

WWGEX Wrestling: "Invasion of the body slammers"

13 remotes to enter

Prize opens the door to Slappy Valley in Mission Control

Location: From the entrance to Lake Flacid, turn left to the locker. Go into

the locker and the TV to WWGEX is on that level.

Boss Strategy: Tail the wrestler after he belly flops. Repeat 5 times.

Lizard of Oz: "Lions, Tigers, and Gex"

22 remotes to enter

Prize opens the door to Funky Town in Mission Control

Location: From the entrance to the second area of Slappy Valley, veer left. You will come to a yellow brick road. Follow the yellow brick road to the boss.

Boss Strategy: Dodge the fireballs and wait for the two TV bugs and cannon to



appear (the cannon changes location with each appearance). Hop on the cannon and blast the wizard of oz. Repeat 5 times.

Spacestation Rez: "Rez-raker"

30 remotes to enter

Final Boss of the game

Location: In the "Lunch Control" cave at the end of the street in Funky Town

Boss Strategy: To get to Rez, you will have to hop over some satellites and deactivate the three power source controlling the shield to the door. When fighting Rez, you will start on a platform with an acid fly. After shooting Rez's bullseye with acid (while avoiding missiles), you will have to go to the center circle to continue. The paths to the acid flies will fall at this point.

When Rez swings with his left hand, jump over it. When Rez swings with his right hand, duck it. When he goes to pound, jump to avoid the shockwave.

One of his pounds to the ground will cause the bridges to the acid flies to reappear and the process will repeat. Hit Rez with a total of 5 shots of acid to win.

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