

Gex: Enter the Gecko FAQ/Walkthrough

by Michael Penance

Updated to v1.1.1 on Feb 28, 2014

```
=====
GEX: ENTER THE GECKO (PSX)
FAQ/Walkthrough (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
VERSION 1.1.1
Last Updated: February 28, 2014 20:06
=====
```

The Latest Version of this document can ALWAYS be found at....

GameFAQs	http://www.gamefaqs.com
NeoSeeker	https://www.neoseeker.com
Super Cheats	http://www.supercheats.com
Honest Gamers	http://www.honestgamers.com

If this document is posted on an unlisted website - please let me know, so I can dispense my own brand of over-stylised justice (clue: it involves angry ferrets and their pants).

If you liked this guide, then please feel free to show appreciation and hit the rate/recommend button at the top of this page. It only takes seconds to show your support, and it only takes a few minutes to send a thank you via email, my blog [mikepenance.tumblr.com], or Twitter [@MrPenance].

THE HAPPY LAWYER DEPARTMENT

This document may not be reproduced under any circumstances, except for personal, private use. It may not be placed on any website or otherwise distributed publicly without prior written permission. Use of this document on any other website or as a part of any public display is strictly prohibited, and a violation of copyright. The author of this guide cannot be held responsible for anything occurring from the misuse of this document.

TABLE OF CONTENTS

- 1.....Introduction [01.00]
- 2.....Controls [02.00]
- 3.....Walkthrough [03.00]
 - Out of Toon [03.01]
 - Smellraiser [03.02]
 - Aztec 2 Step [03.03]
 - Gilligex Isle [03.04]
 - Frankensteinfeld [03.05]
 - Thursday the 12th [03.06]
 - www.dotcom.com [03.07]
 - Mao Tse Tongue [03.08]
 - In Drag Net [03.09]
 - Lava Dabba Doo [03.10]

- Mooshoo Pork [03.11]
- The Umpire Strikes Out [03.12]
- The Spy Who Loved Himself [03.13]
- Pangaea 90210 [03.14]
- Fine Tooning [03.15]
- I Got the Reruns [03.16]
- This Old Cave [03.17]
- Trouble in Uranus [03.18]
- Texas Chainsaw Manicure [03.19]
- Honey I Shrunk the Gecko [03.20]
- Poltergex [03.21]
- Lizard in a China Shop [03.22]
- Gexzilla vs. Mecharez [03.23]
- Pain in the Asteroids [03.24]
- Bugged Out [03.25]
- Samurai Night Fever [03.26]
- No Weddings and a Funeral [03.27]
- Chips and Dips [03.28]
- Mazed and Confused [03.29]
- Channel Z [03.30]
- 4.....Cheats, Codes, and Easter Eggs [04.00]
- 5.....Frequently Asked Questions [05.00]
- 6.....Credits and Outro [06.00]

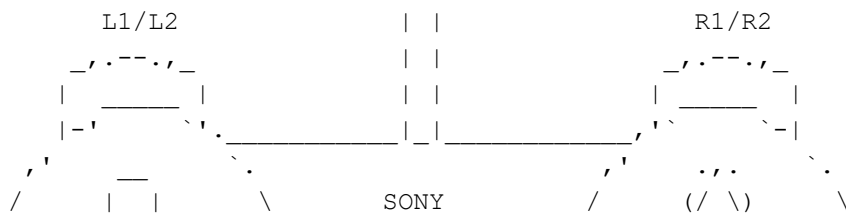
 In this update: Corrected some spelling/grammar errors.

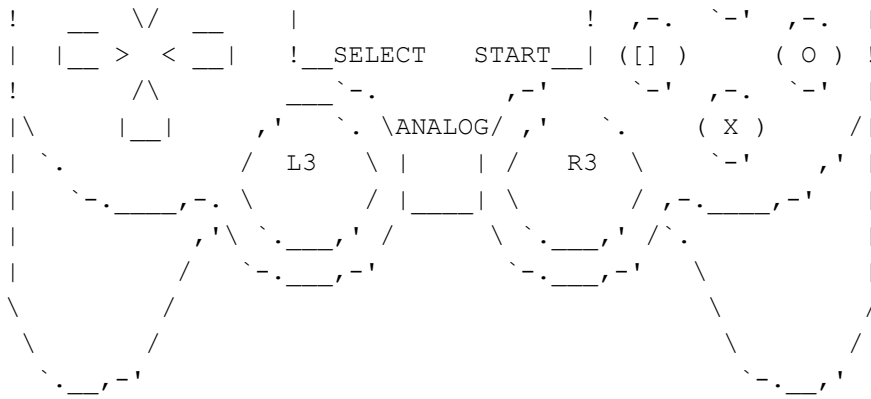
=====
 Introduction 01.00
 =====

After his first game in 1996, Gex retired, choosing to spend his days rotting his brain with daytime television. One day, maybe during an episode of Supermarket Sweep, the face of Rez (the badass overlord of the Media Dimension) flashes up on screen. If you thought that couldn't get any dafter, a pair of government agents show up shortly after and kidnap Gex. After a bit of a beating and quite a lot of bribery, Gex agrees to once again enter the Media Dimension to track down Rez.

Enter the Gecko, while a brilliant game (albeit slightly flawed at times), was pretty much doomed to slide into obscurity the moment it arrived, as it was unfortunate enough to be a 3D platform game released around the time of Super Mario 64. Every such game that came after it was branded a poor copy and kicked down a hole in a prompt manner. Gex, fortunately, spent his first game garnering a cult following, and is more fondly remembered than most, which is why we're both here.

=====
 Controls 02.00
 =====





L1: Rotates the camera left.

L2: Crouch. If you press and hold this while running, then perform a regular jump, Gex will do a flying kick, doing damage to enemies and increasing the horizontal distance he can travel.

L3: Not used.

R1: Rotates the camera right.

R2: Not used.

R3: Not used.

S: Attacks and, well, that's it.

T: Switches to first-person view mode.

O: Eats a fly.

X: Jump. Pushing it again while in the air will cause Gex to perform a spring jump, allowing him to gain extra height and damage enemies.

D-Pad: Moves Gex around as well as doing all the boring menu stuff.

Select: Calls up the stats screen.

Start: Pauses the game.

Walkthrough

03.00

Each level (with an exception of boss, bonus, and secret levels) contains at least one Silver Remote. One Remote is hidden somewhere in the level and must be found (Hidden Remote), and the other is given to you when you collect 120 items (Reward Remote). I know 120 items sounds like a cruel and unusual amount to collect, but it's not at all terrible. Items are more than abundant, and enemies and objects tend to drop several when struck.

In fact, you don't even need my help to acquire the Reward Remotes, as they're easily achievable through regular gameplay. If, however, there are some extra sneaky ways (and there are a few) to grab some more items along the way, expect your bad self to be clued in. It should be noted that collecting a Silver Remote won't bring the level to an end like a Red Remote would, so they can be gotten at any time you feel like it. Silver Remotes, if you're wondering, will unlock a bonus level for every three collected.

Just so you know, the items you have to collect are split into three groups. Once you've collected all the items in the first group (30), you'll receive an extra life and all the items in the level will change into the second group (40). Once you've collected all of those, you'll receive another life, and the items will change into the final group (50). Upon collecting those, that's when you'll receive the Reward Remote (if you already have it, you'll receive another extra life).

If, for some strange reason, you can't see any more items or enemies (which should never, ever happen), consider that lives are easy to get and that dying resets the enemies without resetting the items you've collected. On a related note, just because you've already collected an item, it doesn't mean that's it. Once you move on to the next group of items, previously collected items will sometimes reappear.

Out of Toon

03.01

=== Jump to the Teetering Rock ===

Those nearby Flowers may look sweet, but they'll flatten you with a mallet if you get too close. Take the high ground to the left, but watch out for the wall with the rabbit-shaped hole in it, as that particular section slides out every few seconds. It's nothing sinister, but if you get pushed off the edge, you'll have to walk back around.

As the sign ahead suggests, look up. In the Hard Head Area, an assortment of heavily amusing objects will fall from the sky, including but not limited to, glandular people with bouffants. If you see a shadow appear on the ground, be quick to change your direction, unless you want to change shape (my advisers assure me that a pancake is indeed a shape).

The stream just ahead of you contains Piranhas, really lame Piranhas - they act as you'd expect, but they're slow and weak. There's a Green Fly over in the corner near the Flower - even if you already have full health, grab it, as it will act as an extra hit-point. Well, anyway, ride the wooden platform up and continue along. 'Wabbit Season is Open,' it seems, so hop down the hole, Doc.

You're now inappropriately dressed as a rabbit - didn't see that coming, right? Head straight, avoiding the Bear Traps flagrantly strewn around. The Hunter here isn't of much concern at the moment, so dodge him and his wabbit-seeking bullets. There are Bear Traps aplenty up ahead, some of which have taken to actively trying to bite you. They can't be stopped, only avoided. At the top of the log ramp, the ledge to the right leads around to a Purple Fly. Back on track now; once you reach the stumps, use them to get to the top of the cliff.

The exit hole isn't far away from here, but in your way stands one final Hunter and several more Bear Traps. As you emerge from the wabbit hole, look straight ahead; the television with a chequerboard pattern is a checkpoint marker - hit it and you'll start off here the next time you die.

Make your way up and across the log, but watch out for the gust of wind that blows periodically, as it'll knock you off. Instead of going up and across the next log, turn around. Hitch a ride on the moving platform to get across to the Purple Fly. The Hopper living next to it isn't the greatest of threats, but it can certainly knock you off the platform before you can grab the life.

Head back up and cross the log, then continue up and across the second one. If you feel like it, there's a Green Fly in the corner before the second log. Once across, head through the tunnel to the left and murder the Hopper. If you are craving some more items, smash the grate next to the traffic lights to reveal some. Cross the tracks in front of you (don't worry, there aren't any trains, actually, there's barely any track) and climb the rocky platforms.

At the top of the first cliff, head left - there are two moving walls here to slink your way past. Once past them, hop onto the small collection of rocks and use them to reach the top of the wall closest to you. From here, you can run along the top of the second one to reach a platform.

From your little piece of rocky respite, jump over to the teetering rock that's alluded to in the hint. If you simply run towards the platform with the Remote on, the rock is going to tilt forward, doing you no favours. Tilt it backwards first, then make your run for the Remote.

=== Hunt the Two Hunters ===

This one is easy, really easy. Return to the wabbit hole and take care of the two Hunters you encountered previously. Their bullets aren't the smartest or the quickest, and can be removed from the air without too much fuss, and as for the Hunters themselves, three hits will see them down and out. Once you've taken care of them both, the Remote will appear where you encountered the first Hunter. Head back and get it, eh?

=== Whack Five Purple Mushrooms ===

It's really as simple as it sounds: find the Purple Mushrooms, whack the Purple Mushrooms, be home in time for tea. The first one is immediately behind your starting position. For the second one, head down the right side of the level and check behind the large rock. Number three? Head over to the Hard Head Area and hop onto the nearby girder. It works just like the teetering rock, so tilt it backwards before running forwards. Over at the other side is the third Purple Mushroom, a Hopper, and a Purple Fly.

Make your way back across the girder and use the rainbows near the waterfall to climb up (or ride the platform, your choice). The fourth Purple Mushroom is just to the left. Across the other side of the stream, where you'd normally jump up and head towards the wabbit hole, follow the path around to the right instead. You really can't miss the fifth and final Purple Mushroom next to the Flower. With all whacked and done, the Remote appears near the bottom of the waterfall.

```
o-INFO-----o
| With your 3rd Red Remote, the White Gate Area boss level -- Gilligex Isle |
| -- will be open for business.                                           |
o-----o
```

=== Hidden Silver Remote ===

From the fourth Purple Mushroom, head around to the left and drop down onto the snowy area. Just below you is the sliding wall from the start of the level. Wait until it slides out, then run across the top of it to reach the platform with the Silver Remote.

=== Survive the Haunted Mansion ===

Make your way up the stairs and take the only exit from this area, the door across the gap. The Pumpkin in this room acts just like a Hopper, except it's a pumpkin. Jump up onto the ledge and make your way round to the metal-coated wall, which can be climbed by pushing towards it. At the top, watch out for the moving wall near the broken section of floor - touching it will damage you.

Head through the door and do battle with the Monster. One blow will see its arm fall off, the next will see it lose a leg, and the third will see it defeated. If you want any items from it, be sure to smack it about as it lies on the floor. Make your way up and around, then climb the wall (you can climb the wall opposite this one for a Green Fly).

At the top, use the chandelier to make it across to the other side of the room. If you're hankering for some extra items, turn to face the hole in the wall to the left and crouch, you'll scare the daylights out of something and receive a few items. Make your way over the next gap and take out the Pumpkin (mind the wall). Head through the door and pay close attention to the sign, then have a wander down the stairs and activate the checkpoint. To your left is a glowing red lantern hovering in the air, accompanied by a Poltergeist. If you step into the light, it'll change to green, rendering the Poltergeist incapable of harming you (very Stop & Go Station).

On the bright side, it won't follow you overly far, as it much prefers to hang around its lantern. Grab the Purple Fly here and head up the stairs to the left. At the top, take out the Skull before it causes you problems with its flame breath, then hop the nearby gap and head through the door.

Welcome to the basement, it's flooded with toilet water, enjoy your stay. Use the platform on the left side of the room to get out of the water (there's a Green Fly here). Exit the room through the only other available door and try not to run straight into the axes in the next room. If you did, you can find another Green Fly to the left. To continue, head right and smash the Pumpkin, then scale the bookcase.

Kill off another of those Skulls and use the chandelier to get across the gap (watch out for the wall here). Over at the other side, prepare to face the second cousin of Chuckie, the Killer Doll. This nasty piece of work tends to tread quickly, carrying with it a kitchen knife. On this occasion, it can't get down from the step it's on, so you can ignore it. For future reference, when you first hit it, its head will fly off and land on the ground - until you hit the head again, the body will keep attacking.

Just ahead lies another Poltergeist with a love for a lantern. Stay in the light until the table spanning the gap to the right reappears, then go for it. Across the gap, you're presented with two doors: a large one and a small one. Head through the small one to find the Remote.

=== Smash Five Blood Coolers ===

In the room with the first Pumpkin, hop onto the table to find yourself taken for a ride. Up here, you'll find a Red Fly (invincibility) and the first Blood Cooler (you can only break the glass, so you'll need to jump). At the top of the third room (the one with the Monster), the second one can be found to the right of the exit door.

After you've stepped into the light to ward off the Poltergeist, don't climb

the stairs to the left, head round to the side of them instead. Here, you'll find the third Blood Cooler and a Green Fly. After you've exited this area, turn around to see the fourth one behind you. In the final room, make your way onto the ledge above the door to find the final Blood Cooler and a Purple Fly. The Remote appears near the first Poltergeist you encountered.

=== Ride the Haunted Elevator ===

Firstly, the elevator you need to ride is through the large doors at the end of the level that you previously avoided. Secondly, the elevator won't work until you've activated it by means of a switch. The switch? It's behind the bookcase near the second Blood Cooler, just walk into it and it'll rotate. The elevator will drop you off in the room with the Remote.

=== Hidden Silver Remote ===

In the room at the bottom of the elevator, jump off the right side of the walkway and you'll find the Silver Remote sitting above the water (as shown in the hint). If you follow that stream of water and climb up the ledges at the end, you'll find a Purple Fly.

o-INFO-----o
| With your 3rd Silver Remote, a new bonus level -- Aztec 2 Step -- appears |
| at the bottom of the ramp leading to Smellraiser. |
o-----o

Aztec 2 Step

03.03

=== Find the Items in the Given Time ===

You have three minutes to find 50 items in order to win the Gold Remote. The main room will provide you with 25 items - they're in plain sight, which is nice. In the bottom-left and top-right corners, there are pressure-plates (raised stone squares with circles drawn on them) - make sure to activate these by standing on them.

In the room at the far side of your start point, you'll find the rest of the items. They aren't in plain sight, though, they're behind the doors. To open the doors, you need to stand on the nearby pressure-plates. Work your way around the room, starting from the left, standing on every pressure-plate you see (not every plate works). Once you've collected them all, you'll earn an extra life, but won't automatically acquire the Remote. With your last item, the floor will lower. Drop down and head right to find the Remote.

Gilligex Isle

03.04

=== Hit the Blue Fireballs to Beat the Tiki Bros. ===

The battle takes place around the rim of a giant cooking pot, with the Tiki Bros. safely in the distance. You can't combat them directly, but that's not the idea anyway. When a Tiki Brother throws fireballs at you, hit the blue one to send it right back at him. If it hits, they'll fall into the pot and, well, die horribly. The pillars, by the way, will block any fireballs that hit them.

Once the first Tiki Brother has been defeated, walls of fire will sweep from the sides of the screen towards the middle. If you're standing in the middle, you'll be able to jump them both at once. To make things a little harder, this will now happen every time a Tiki Brother finishes attacking.

Only the middle Tiki Brother could be hit from the middle of the arena, so you will have to move around to make sure you're directly facing the next one you want to hit. With the Tiki Bros. gone, the gate straight across from Gilligex Isle will open. Considering there's nothing else to do here, you know where you need to go.

Frankensteinfeld

03.05

=== Run the Axe Gauntlet ===

Drop from your starting point and smack the Pumpkin before heading through the door. If you're wondering, that glowing purple tile will do you no good if stepped on. In the next room, you're presented with three doors and a hole in the floor. Get the idea of jumping down the hole out of your head - it's quite fatal.

The room is circular and the camera doesn't lend itself to being rotated here, so finding the door you want may not always be easy if you get disorientated. The room you want is to your left (Gex's right). Head left and up the ramps. At the top, dismember the Monster and use the vanishing platform to get across an expanse of that nasty purple stuff.

At the other side, you'll have the opportunity to recycle another Monster and grab a Green Fly. At the top of the nearby slope, a Poltergeist is bowling its head towards the bottom. The head tends to bounce at a peculiar angle, so avoiding it is more down to luck and speed than anything. Unlike previously-encountered Poltergeist, this one can be killed. To your right, across the gap, is a wall you can climb on. It's not really special, but it leads around to a Purple Fly.

Cool people head left to make progress. Follow the path around and dispatch the Killer Doll that you encounter along the way. Head over the pentagrams and mash the Pumpkin before heading right. There's another Poltergeist throwing its head around like 'twas 1799, but once you're up the first ramp, you're safe from it. Keep heading up and jump over the purple panels of peril. Just ahead of you, you'll find the axe gauntlet.

The gauntlet consists of three suits of armour on a zigzag path surrounded by some more purple damage panels. Actually, bit of an anti-climax, because it's not really a gauntlet, and it's really very easy. The door at the end leads to the Remote.

=== Head Down the Ramp ===

From the circular room, take the door on the right (Gex's left). Kill the Monster and jump over to the platform with the Pumpkin. Try not to fall, or the slime will drop you onto the damage panels below, then you'll need to climb up, which is a drag.

From this platform, use the vanishing platform to reach the chandelier, then jump from there over to the second one. Once you step foot on it, it'll lower,

allowing you to jump across to the other side. From here, take care of the Pumpkin and cling to the wall. Head all the way around to the left and drop down. Take the ramp from this area and climb the wall behind the suits of armour.

Head through the hole and drop down into the next area and do battle with the Monster and the Pumpkin. There's a Green Fly here, which is nice. With that done, head through the door. Welcome to the aforementioned ramp. Jump over to it and waste that Pumpkin. Head down the ramp, keeping an eye open for the Killer Doll.

Below this ramp, there's a couple of things you can do. Firstly, you can jump on that grey platform to the right; secondly, you can jump over to the door on the left. Jumping on the platform starts the clock at the other side of the room chiming, which in turn opens a secret room below the ramp the clock is situated on. In that room, you'll find a pretty cool set-piece and a Purple Fly.

The room that you can jump over to isn't worth the hassle, however, as it leads to a time-consuming platforming sections (the platforms slide in and out of the wall, meaning you need to time your jumps accordingly or you'll have to start from the bottom again). Your only reward is a Purple Fly.

Anyway, carry on in the direction you were heading before I distracted you and head past the suits of armour. From the top of the next ramp, jump over to the right and make your way up towards the top of the room (there's a Pumpkin about halfway up that likes to knock you back down). Head through the door at the top to find the Remote. This one, however, is guarded by a head-throwing Poltergeist, so mind how you go.

=== Stick Across the Ceiling Maze ===

The hardest part of the maze is finding it. From the circular room, head through the door to the left (the door that leads round to the axe gauntlet). Continue as if you were heading to run the gauntlet (passing the first suit of armour and wasting the Killer Doll). When you jump up, instead of heading over the pentagram floor, head back towards the suit of armour. Above it is a vanishing platform. Use said platform to reach the other side of the gap, then jump over to the green-tinted platform (mind the Pumpkin).

Jump over to the vanishing platform, then over to the chandelier. As with most chandeliers, they'll lower when stepped on, and will drop you off near to where the first Monster of the area is. Obviously, you don't want that to happen, so be quick. Sometimes there's a Monster waiting for you at the other side, sometimes there isn't. Either way, jump down to the next level and follow the path around to the vanishing platform, which should be used to clear the gap.

After a lot of walking, you're now at the start of the maze. Cling to the wall and climb to the ceiling. Head right from the first corner (as before that, there's no choice), then left, then finally right to reach the end of the maze. On the ceiling are a few spiky enemies - they float backwards and forwards over certain sections of the maze and can be avoided by simply waiting until they move out of the way. If you get hit, you won't fall.

Drop down and head through the door, where you should jump the gap and smash the Pumpkin before exiting through the only other door. Follow the walkway around (be mindful of the Pumpkin before the rail and the Killer Doll after) and head through to door to reach the Remote. The Remote is guarded by some more of the spiky enemies from the maze. They orbit the walkway, but won't knock you over the edge or drag you down if they hit you.

```

o-INFO-----o
| With your 9th Red Remote, the Central Area boss level -- Mooshoo Pork -- |
| will open up. |
o-----o

```

=== Hidden Silver Remote ===

From the circular room, take the door to the right (the one you took for 'Head Down the Ramp') and jump over to the platform with the Pumpkin. To your left is a rather suspicious red window - jump over to it and keep moving forward to find the Remote.

```

o-INFO-----o
| With your 6th Silver Remote, a new bonus level -- Thursday the 12th -- |
| makes an appearance next to Aztec 2 Step. |
o-----o

```

```

-----
Thursday the 12th                                03.06
-----

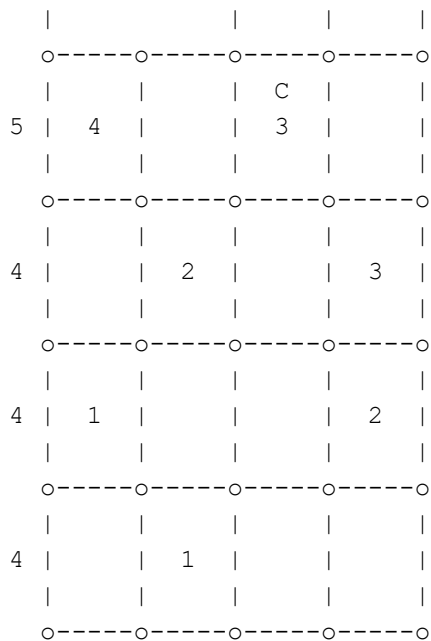
```

=== Find the Items in the Given Time ===

```

                o-----o-----o-----o I tried to explain this without a map.
                |       |       |       | I got tongue-tied and lost consciousness.
2              |  R  |       |  X  | So, yeah, here's a map.
                |       |       |       |
                o-----o-----o-----o The numbers you see to the left of the map
                |       |       |       | indicate the number of items you'll find
2 |       |  C  |  C  |       | on that particular floor.
                |       |       |       |
                o-----o-----o-----o As for the numbers inside the map, they
                |  C  |       |       | show you which door to take and where that
3 |  9  |       |  L  |       | door will place you on the next floor.
                |  X  |       |       |
                o-----o-----o-----o C = Chandelier (drops to floor below).
                |       |  C  |       | C  | L = There's a Purple Fly behind this door.
4 |       |  9  |       |  8  | R = Door that leads to the Gold Remote.
                |       |       |       | S = Stairs. Climb them, yeah.
                o-----o-----o-----o
                |       |       |       | The floor below the top cannot be reached
3 |  7  |  8  |  C  |  L  | via a door, so you'll have to drop down
                |       |       |       | to reach the last two items, then make
                o-----o-----o-----o your way back up.
                |  C  |       |       |
5 |  6  |       |  7  |       |
                |       |       |       |
                o-----o-----o-----o
                |       |       |       |
5 |  5  |       |  C  |  6  |
                |       |       |       |
                o-----o-----o-----o
                |       |       |       |
4 |       |       |  5  |       |
                |       |       |       |
                o-----o-----o-----o
                |       |       |       |
5 |       |  S  |  4  |       |

```



=== Scale the Bionic Launch Tower ===

The green ball of light you see before you is the key to getting anything done around here. Walk into one and you'll receive a charge which can then be used to activate various objects, such as bridges and platforms. Oh, yes, and those Capacitors you see hopping around make up the majority of the enemies you will encounter in Circuit Central. They spend most of their time hopping on the spot, hoping to stick their pins through your feet.

Grab charge and climb the block directly in front of you. In front of you, you will find a use for that charge - hop onto the green platform and you'll be propelled upwards. From the top of the launchpad, follow the path around and ride the next launchpad. From here, follow the path around and head through the blue panel.

Inside, you've a little platforming to do. The purple platforms, despite being transparent, are always solid. The current that periodically passes through them serves only to highlight them. And electrocute you. Serves only to highlight them and electrocute you. On this particular stretch of path, there are two separate currents. As for falling, it's delightfully non-fatal. However, falling will see you sent back to the beginning of the area.

From the first solid platform you come to, use the green platform to cross the gap. On the other side, if you head back towards the way you came, you can nab a Purple Fly. On this side, there's only one electrical charge, but it's coming straight at you. On the last section, you'll find three charges coming at you. The first one is much quicker than the other two, so you'll need to time your jumps carefully. Head through the blue wall at the end to reach the fabled Bionic Launch Tower, which is neither bionic nor launch-y.

Grab the charge and ride the launchpad behind you and to the left. You have another one to ride before the charge wears off. Again, with the next charge, you have to get in two launchpads before it wears off. Your only obstacles in this not-so-perilous perilous journey are a three Bugs (they just fly at you, nothing else; just a vain attempt to bump your face in). This final charge needs to get you up three floors. You can find the Remote on the top floor,

guarded by a Mech (trip it with your tail, then smash it before it gets up).

=== Cross the Data Bus Bridge ===

Grab a charge, then climb the block in front of you and slightly to the left. Up on the third block, you can grab another charge. At the top of the nearby launchpad, step on the green glowing block to extend an energy bridge. Follow the bridge to its conclusion and head right, through the blue wall.

Inside, you've a little platforming to do. This bit with the purple platforms is similar to the last one, but much easier. Across the other side, head through the blue wall to be greeted by a checkpoint marker. Just past it, you will need to grab the charge and activate the bridge in front of you. You have another two bridges after this, so make sure you get them all on one charge. If you should fall into the room below, use the yellow panels to climb back up to the start of this section.

Head across the final bridge and smack the Bug one before heading through the blue panel. In the next area, you'll encounter a rather annoying platform. The platform orbits the centre of the room, but by striking the green switch next to it, the platform will detach and go flying, only stopping when it hits a wall - at which point, it'll bounce off and fly back to its point of origin. If you should fall, grab the charge from the centre of the room and use the launchpad to get back up.

Providing you figure out that you need to hit the switch just before the platform points towards the area across from you, you'll be fine. In the final area, continue forward until you spy the Mech on the platform with the charge. Make your way up there and give it a piece of your mind.

Grab the charge and head back the way you came. You can spring jump onto the last green block on the left. From there, jump over to the platform next to it (it drops once activated), then over to the next green block. Head across the newly-formed bridge, then jump over to the block with the charge on (it's quite hard to see, so just jump for the charge). Fully-charged again, spring jump over to the next green block and head across the bridge it forms. Jump over to the green platform and ride it over to the Remote.

=== Hidden Silver Remote ===

On the penultimate floor of the Bionic Launch Tower (i.e. the second floor after the third charge), you'll find the Remote in the top-right corner. Simply jump over to it.

Mao Tse Tongue

03.08

=== Defeat the Deadly Dragon ===

There are two ways you can head from here, but on this occasion, you need to head past the 'Fish' sign (to the left). The building to the left can be broken into via either the window or the door - cool people favour the window. Inside, you'll be confronted by a Ninja. Rather than flip out and kill you, this one will amble up to you and attempt a horizontal slash. Simply step back and smack him until he's down.

Head through the door that's just opened and prepare to face another Ninja over by the cushions. Red Ninja prefer to attack from a distance with shurikens

(can be knocked out of the air or ducked). Despite their different taste in weapons, they'll go down just the same once you get close enough.

Hop on to the spinning platform ahead, then jump over to the platform with the gong (the wall behind it is breakable, and conceals items). Once struck, the stairs in front of the exit (to the right) will raise, allowing you to reach it. Straight across from where you hopped on the platform, you can find a Green Fly. Behind the panel, you'll find some more items. If you fall off at any point, the yin yang symbol on the floor acts as a launchpad, and will take you up to the window.

Break the window and head around to the suit of gold armour. Once you get close enough, it'll spring to life and attempt to fillet you in a similar manner to a Ninja (only with longer range and quicker attacks). With the exception of its head, it's invulnerable. Your first hit will remove its helmet, the second its funny little head.

With the Samurai quite dead, the door to the left will unlock. Try not to fall from the roofs here, as you'll end up right at the start. I hate walking, you hate walking, it's lose/lose. Follow the roof around to the left, dispatching both Ninja when you come to them (hiding behind vases). The door near the second Ninja will now unlock.

With the exception of hitting the gong to open the nearby door, there's nothing to do in this next room. In the next area, head around to the right and climb up the yellow panels on the wall. Before you can do that, though, you'll need to take out the Fire Head guarding them. These heads behave exactly like the Skulls you encountered in the horror levels, they just have, well, skin.

At the top of those lovely yellow panels, you can smash the door to reveal a Green Fly. Now, jump over to the cannon; to fire it, simply tail whip it - go on, give it a go. To actually reach the exit you've just blown open, stand near the front of the cannon and push in the direction of one of the gongs. Once you've shot both of them, the stairs in front of the exit will raise.

The exit brings you out in another blue-coloured corridor. Your only company is a Green Fly and the Ninja hiding out near the vase. Do what you will, then exit through the window. You're back on the rooftops - as before, falling isn't advisable. Follow the roof around to the left (don't miss the checkpoint marker) and make your way across the yellow panels. Over at the other side, smash your way through the window and take out the lone Ninja before exiting.

Back out in the street, head left and dispatch the Samurai. The Scorpions you see up on the ledge should be treated just like quicker versions of the Mech. Sweep them, then go to town while they're sunny side down. At the top of the ledges, take out the Fire Head, then make your way right. Here, you'll find another launchpad. Not only do they boost the height of vertical jumps, they boost the height of horizontal jumps, so try one of those.

Once you're over the gap, jump at the pole to slide your way towards the next platform. That very platform contains a Green Fly and another Fire Head - it also contains another launchpad that you can use to span the gap and reach another pole. At the bottom of that pole, you'll be ambushed by two Ninja - fortunately, they still suck, and your tail whip covers a full circle.

Climb the ledges and slide down one last pole to reach the exit. Another room, another Ninja, another window to break - oh, happy days. Out on the roof, you still shouldn't fall, and left is still the preferred direction to head in. Just around the corner, a sneaky Ninja waits to Ninja you to death. Ride the pole down to the next roof, and take care of the Ninja near the vase to open

the door.

Out on the street, you'll find a Red Ninja at either side of you - be quick and remove them, lest thee find thy self skewered. With those down, two more will appear (if they don't, head forward a bit to trigger them). With those down, four regular Ninja will join in. Providing you lived, your attention will be drawn to the diamond-shaped block that just appeared.

Oh, and if you're wondering, behind those doors are some more items (if you're somehow running short). Jumping onto that diamond-shaped block allows you to reach the yellow panels above your head. Follow the panels around to reach the ledge. Up here is where you'll find the Dragon. In fact, you might want to hang around on the yellow panels for a little while until you see it go past. The Dragon flies round the area, spewing flames with considerable range at you. Behind the panels in front of you, you'll find a Green Fly (you'll need it). Behind the other panels in this area, you'll only find items.

To kill it, you'll need to make use of the cannon in the centre. Try not to aim the cannon, rather, wait for the Dragon to fly in front of it. Your goal is to avoid its flames until then (believe me, they can and will reach you). As long as you always keep the Dragon in sight, you'll be fine. Each hit will remove one section of the Dragon - once its down to just the head and one other section, one more hit will kill it (eight hits in total). With the Dragon made dead, the doors will open. In the room behind them is the Remote.

=== Traverse the Rocking Pillars ===

Choose to head right this time and smash your way into the Moo Shoe Store. Inside, defeat the Ninja to open the door. Swinging blades, eh? Head down and right to reach the yellow panels that'll take you closer to them. Just before said panels, two Ninja will appear, so make them disappear.

Fortunately, those swinging blades are no more deadly than anything else here, simply removing a single hit-point per slice. Use the camera to get a look from the side so you can see exactly where the blades are hitting. Once past them, you'll need to be quick over the dark sections of walkway, as they'll drop when stepped on. At the other side, take care of the Red Ninja and jump over to the single yellow panel on the wall. This panel will spin around and drop you in the next room.

Strike the gong in front of you to raise some pillars, allowing you access to the upper part of the level. Kill the Fire Head and use either launchpad to reach the platform above (there's a Green Fly here). To reach the exit, you're going to have to time your run not only past another swinging blade, but also past an entire walkway made of the dark blocks. The blocks are your real enemy - if you have to take a hit from the blade, do so. Across the other side, strike the gong to open the door. The exit is just down this small corridor.

Upon the ugly carpet, you must fight five Ninja to reveal a pair of launchpads. Take the one on the left side of the room and strike the gong over to the left. Around the other side of the room is another gong (in your path is a single Fire Head). With the second gong struck, a yellow door panel will appear near to where the Fire Head was - hop on and go for a ride. Happily enough, this brings you out in the final room.

Make your way straight ahead and use one of the launchpads to reach the yellow tiles above. On the platform they lead to, you'll be able to see your goal ahead - the crossing of the rocking pillars. This is actually quite easy, as the pillars don't really rock, they just sway gently. They can't shake you off, so take your time and allow the pillars to lean in the direction of the

next one.

=== Hidden Silver Remote ===

In the room with the spinning platform (left from the start), instead of breaking the window to leave the area, spring jump onto the orange sign. From here, you can reach the next section of roof. Behind the first panel, you'll find the Silver Remote.

o-INFO-----o
| With your 9th Silver Remote, a new bonus level -- In Drag Net -- drops in |
| to pay a visit to the Central Area. |
o-----o

In Drag Net

03.09

=== Find the Items in the Given Time ===

Oddly, nothing about being dressed as a woman. This level may seem quite chaotic (it's certainly very noisy), but it's a simple affair. On the street itself, you can find 27 items in plain sight. With those gone, turn your attention to the fire escapes. Start with the one to the left of the start point and work your way up. At the top, you can slide down the cable to reach the one opposite.

After you have collected all the items here, ride the cable down to reach the one opposite. Make your way around the fire escapes (being sure to collect any items below you) and across the rail bridge. The A Train is always right on time, and will smash your face in if you're not paying attention. Don't worry, though, if you haven't already noticed, dying in a bonus level doesn't count.

The final couple of items come from riding the other cable at the top of the first fire escape you climbed. Once you've got all the items, the A-Train will stop and allow you on board to reach the Remote.

o-INFO-----o
| With your 4th Gold Remote, a new secret level --- Lava Dabba Doo -- will |
| appear on top of the archway above Gilligex Isle. The chequered tiles on |
| the first arch can be climbed, allowing you to get on top. The platform |
| there will take you to where you want to be. |
o-----o

Lava Dabba Doo

03.10

=== Navigate the River of Fire ===

Head right and climb up onto the ledge. From here, you'll be able to get a better look at the moving platforms, one of which is right next to you. Ride it up and make your way from platform-to-platform. The exit to this area can be found at the top.

To get where you wanna go, you're gonna have to face that boulder. Well, two boulders, actually. They roll down two slopes that are parallel to each other; when they reach a ramp, they'll be launched into the air - this makes standing

next to one of these ramps a pretty good idea. In between the slopes are several lava pits interspersed by small tracts of land. If you fall, hope you land on one of those. At the top, you can grab a Green Fly. If you should fall near the end, you'll have to cling to the wall and head back to the start.

In the next area, fear the mighty Egg with Legs! Not really, it's a bit of a loser. Fear the vast expanse of lava, though. Not only will the lava boil you, but the Leviathan that dwells in it will snap at your heels. To the left, across the lava, is a wall you can cling to. Make a good jump over to it, then follow that path as around. The path isn't overly safe, what, with the Ants and fireballs, but there's nothing too strenuous, and there's certainly nothing that will knock you off. From thine lofty perch, hop down and head over the gap in front of you.

That Prehistoric Gecko you see isn't too much of a threat, just watch out for its tail, as it'll give you a slap even after being severed. Keep heading the way you're going and use the sticky wall to get past the lava pit. The teeth in the ground at the end of this little bit can be smashed to allow progress.

Around to the left, you have to make a large jump towards the sticky wall. If you fall, then you're right back at the start of the level, and it's a long hike back. Dispatch the Egg and head over the lava pit, then climb the ledges and grab the probably much-needed Green Fly at the top. Head right and climb the wall - at the top, move next to the target and drop from the ceiling.

From here, jump over to the sticky wall and follow it to its conclusion, where you should drop down. In this last area, prepare for a raft ride. Hitch a ride on the first raft you see, then hop over to the little island with the checkpoint marker. Progress saved, hop onto another raft and be prepared to knock the teeth out of the archway ahead - unless you like swimming in fire.

When the raft reaches the plumes of fire, jump over to the sticky wall and head around to the end. From here, the only thing you can do is wait until a raft sails past and drop down onto it. Just up from here, you'll reach a tidal section of the river, where the rafts just swirl around aimlessly. That's all well and fine, but you'll be dislodged from your own raft by another if you hang around - hop over to that little island and be quick about it. Grab a ride on the first raft you see, then get ready to jump as you approach those branches.

Just before the end of the first such section, abandon ship and make your way across those platforms. Sure, there are two Leviathans milling about here, but this little bit ends with a Green Fly, and is by far easier than navigating the second set of jumps. As long as you're swinging your tail when a Leviathan attacks, you'll be fine.

This next bit is just nasty. The current of the river is sweeping the rafts towards a wall of flames. Needless to say, but said anyway, if you can't make your way across the drifting rafts before you reach that point, you're fried. Having crossed the first three rafts, you'll find yourself needing to continue up river. To do so, you're gonna have to do some more raft-hopping.

Not too far up the river, there's a little island you can grab a Green Fly and a rest on. The second island along the line isn't worth the time or effort, but the fourth one will reward you with another Green Fly. If you thought the worst was over, you haven't seen the lavafall yet.

As the rafts wash down, you need to use them to make your way up. If you don't land a clean jump on every raft, you simply won't get up. For this reason, I suggest you break out the spring jump for ease. At the top, you can grab a

Green Fly for your troubles. The last little bit before the Remote is quite fast and awkward - if you have the health to spare, just bounce along the lava to get there quicker. If you don't, just take your time.

o-INFO-----o
| With your 14th Red Remote, the Green Gate in the Central Area will open. |
o-----o

=== Lost Gex Tape ===

On the river, when you reach the lavafall with the three rafts, rotate the camera to the right and you should see a thin sticky wall hidden in the corner. You can jump over to it safely just as long as you aim for the very edge. At the top, head into the cave along to the right. Initially, you'll find an Ant and a Green Fly, but beyond the bones, you'll find a large, fire-breathing head. The head only takes a single hit, so that's nice. It's also nice that it drops the first of three Lost Gex Tapes.

Mooshoo Pork

03.11

=== Throw the Switch to Defeat Mooshoo ===

Both you and Mooshoo have taken to flipping the red switch at the back of the room to deal damage to each other. If you hit the switch, Mooshoo will be electrocuted, but if Mooshoo hits the switch, an electrical current will be sent across the floor (via the grates at either side of the device in the centre). This isn't really a big deal, as you can just jump over it (stay on the right side of the room while Mooshoo is at the switch). There's a pit at the bottom of the room that needs avoiding as you run around, and jumping on the device in the centre of the room will see you electrocuted.

Once Mooshoo has been electrocuted, he'll remain invincible until he reaches the switch. If he starts camping it, either try and wait him out (bad), or approach him to try and lure him away (good). If Mooshoo gets close enough to attempt an attack, he'll run straight back to the switch afterwards. If you gain too much distance on him, he'll just head straight back. After the third hit, the grates will break, leaving more holes to jump over. The fourth hit is the one that fries his bacon. Once Mooshoo is done, the Red Gate on the left side of the Central Area will open.

The Umpire Strikes Out

03.12

=== Ride the Rocket ===

This level introduces a new and exciting dynamic, death by asphyxiation! If the air gauge fully depletes, you'll be down a life. This means your jumps are going to have to be perfect, because your air runs out far too quickly to make mistakes.

If you look behind the start point, you'll see a whole area you couldn't see when your back was turned. Anyway, drop down and make your way across the catwalk and over the floating platforms - there are a few of them, but it's no big deal. At their conclusion, you'll find an air chamber (step inside for air to spare) and an interesting enemy. Rather than damaging you normally, this

little sucker will latch onto you and drain your air supply until you've shook it off. Also interesting is the fact that it drops air when smacked about.

Head up the next bit of catwalk and wait for the orbiting a set of platforms to arrive. It's a long ride around, so you'd better make it across them before they get too far away. Your goal is obviously to make it all the way across them, and you can certainly do that with a full tank of air, but if you're concerned, there are two platforms along the way with air tanks.

Way, way over the other side, you'll find an air chamber. Make your way across the platforms and jump on top of the ship. That tile with the gecko foot print on activates it - you can't do anything now but enjoy the ride. Once the ship disintegrates, you'll find yourself inside of the Death Star with another air chamber in sight. Chill and refill, then prepare for a world of pain.

Which way should you go? How about in the direction of that laser barrage? There are many, many lasers, but they're slow, and there are plenty of gaps in which to slink your way through. Stay away from the middle, as a ship strafes down there periodically. At the end of the corridor, throw yourself down the hole.

In front of the Remote is a security wall. Don't even think about getting too close to it, as you'll only get shot. How do you get past it? That brings me nicely to the little robot that's also here. R2-Beat-U, as I like to call it, is a trigger-happy little thing that self-destructs after you smack it three times. You got it yet? Defeat the robot and watch it take out the wall.

For the record, along with R2 is an Alien with a lightsabre. Their heads are quite big, and most certainly like to explode when struck. Think of them as a Ninja with an exploding head. Killing one without a headshot leaves behind an activated lightsabre, which is obviously quite dangerous.

=== Enter the Battle Dome ===

Make your way across the rotating platforms ahead of you. If you fall onto the asteroid, you'll be accosted by an Alien and its beloved lightsabre. No need to worry about that, though, as you'll suffocate long before you can get back off the asteroid.

Across the other side, amongst the Worms (like small, less scary Leviathans), you can grab some more air. If you have a look around this area, you will see a Green Fly over on a neighbouring asteroid, but I'll let you decide if you need it or not. Follow the path around and take a breather in the air chamber - just watch out for those orbiting asteroids as you approach it, yeah.

Once you've gotten a lung-full, hop out and make your way across the platforms to the right. Once you're over them, you can hang out in another air chamber. Heading over the platforms to the left is a bit redundant, as all you'll find is a Green Fly and some air. You're more likely to die from lack of one or the other on the way across.

The tower brimming with purple light is your ticket to the upper part of the level. With the exception of the energy pulse you see it emit once in awhile, the purple bits are safe. At the top, and not too soon, you'll find some air. Now, here's a horrid bit: the walkway ahead introduces moving lasers. If a laser hits you, not only will it hurt (duh), it'll also drag you back a bit, wasting your time and air. To reach the next air chamber, you need to follow the walkway around and jump over to a purple cylinder at the end. At the top is where you'll find the chamber.

Over on the next platform, you'll find another Alien. If you should fall while trying to make it across the rotating platforms, you're likely to land on an asteroid fairly far below (where you'll find some some air and an R2-Beat-U unit). To get back up top, make ample use of those platforms to reach the bottom half of the cylinder from just a minute ago.

Across the other side, you'll find a lovely checkpoint marker and some air. Make your way down the next couple of levels and jump onto the purple platform to take a ride further down. Not overly far from you is another air chamber - hug it. The platforms next to you may look daunting, but they're actually just regular platforms. Simply jump from one to the other and enjoy the plentiful supply of air. On the top-right platform of the stack, there's yet another air chamber (not like I'm complaining).

The next couple of platforms you need to jump across aren't your main concern, as they're tiny in number, and they rotate really slowly. The problem is the walkway with fast-moving lasers once you get across. Mercifully, it's a very short walkway, and one that leads round to an air chamber and another cylinder for you to climb. At the top of which is an air chamber and a nasty platform section.

All the platforms are rotating way too fast for you to make your way across, however, if you wait, each platform will stop in turn, but only for a couple of seconds. Shortly after the second platform stops, the first will begin to spin again, and so on. There are four in total, so it shouldn't make you cry.

At the other side, the Remote is in sight, however, there's a security wall in place. As before, get too close and you'll get shot in the face. R2-Beat-U to the rescue! Yeah, smack that little robot like you know how, as it's still the only thing that get past the security wall.

=== Hidden Silver Remote ===

From the first air chamber on 'Ride the Rocket,' jump to the asteroid with the communications mast on the right. Behind it, a spaceship will appear for your enjoyment. Hop on to be taken to a secret area below. If you're too slow at getting off, the spaceship will explode, sending you to spacey oblivion. Down here, you'll find a pair of R2-Beat-U units, a Green Fly, and the Silver Remote. To get away from this area, jump into the portal near the Remote - this drops you back at the start.

```
o-INFO-----o
| With your 12th Silver Remote, a new bonus level -- The Spy Who Loved |
| Himself -- drops down just across from In Drag Net. |
o-----o
```

```
-----
The Spy Who Loved Himself                                03.13
-----
```

=== Find the Items in the Given Time ===

There are only 35 items to find this time, but they're a less willing to be found. For starters, the area you start in only has 4 items. To reach the next section, you need to ride the piston up to a conveyor belt, which then takes you to a second piston. Of course, both the conveyor and the pistons are sitting above a static pit.

After the second conveyor, you'll find yourself back on solid ground, however,

that ground is quite small, and your only goal is to head over to the elevator. That platform will take you up to a room with another 6 items. Navigate your way up and over the fast-moving conveyor belts (falling tends to see you fall all the way back to the ground floor), and hitch a ride on the moving platform at the top. This particular platform is slightly trickier to jump to, as you have to deal with a conveyor belt propelling you towards it at speed.

Up top, jump over to the sticky wall bathed in blue light. Around the room runs lasers: one along the top, one along the middle, and one along the bottom. They won't knock you off the wall, but they'll still ruin your day. Around the outside of the room (heading left), you'll find 15 items. It also leads around to the final room and the last few items.

You probably haven't failed to notice the giant Mechanical Sharks swimming down the middle of the room. Well, they're sharks and they're mechanical, and they want you dead. Fortunately, these sharks are a bit of a damp squib and go down just as easily as enemies that aren't Mechanical Sharks. 10 items left, and 4 of those are just in front of you. Another 5 items can be found on the left conveyor belt, and the final item over on the right conveyor belt (with some to spare). Incidentally, those belts are slanted towards the static, though they don't move overly fast, and pose little danger.

Head over the pistons and hit the switch, amigo. The Mission Impossible-style corridor leads to a room with a fish tank and some lovely red sofas. The sofas are launchpads, if you're wondering. The one on the left will take you to some extra items, should you have been careless, and the one on the right will take you up to a screen with a switch behind it. Hitting the switch makes things a little more disco, and lowers some (fast-spinning) platforms in the middle of the room. The platforms spin so fast, anything but a clean jump will see you thrown to the ground. Across the other side, you'll find the Remote.

Pangaea 90210

03.14

=== Assault the Lava Island ===

Jump across the river of lava and proceed straight ahead. Smash the Egg, then cross the river by means of the ledge to the left. Ignore the Fire Plant (it spits embers), if you like, and kill the Dragonfly - they're quite fast and annoying, but don't make great use of their power of flight. That large flower down the left path looks like it might eat you, however, its true purpose is less exciting - it's a launchpad. This particular one only serves to nab you a few more items.

Just ahead of you is a lava pool with some moving platforms, well, two (mind the Egg while you're there). It's as simple as anything, just wait until the first platform reaches your end, then transfer over to the second one once you have the chance. The Pterosaur hanging around the next platform usually flies too high for you to hit, so wait for it to go on the attack first (they shriek when getting ready to attack).

If you're in need of a Green Fly, you'll have to navigate two pillars to reach it. You can only see one as it stands, but once you jump onto it, it starts to sink while the second rises - wait until the first one is about the same level as the second, then jump across and over to the other side. If you don't feel like it, or should fall, simply head along the bottom and use the launchpad to get back on track.

So, you ran around for a bit, then used the flower, right? Smash the Egg, then continue across the lava river. Across the other side, look to the left and you will see some platforms. Well, at the top, you'll find a Red Fly, which is nice for dealing with the Chasmosaur that's hanging around this area. They don't take a great deal of hits before becoming extinct, but while they are raging, they become a damage-sponge.

Not too far along, there's a Fire Plant situated across a (non-fatal) gap. Without the power-up, it'd be a bit of a pain. Once you're over, climb the sticky wall to reach the top of the cliff. If you're quick, you can also use it to deal with the Pterosaur on the island to the right. Funnily enough, this is the island you were looking for, which means the Remote is right above you.

=== Climb the Volcano ===

Do you remember the lavafall, the one where you had to climb the platforms to reach the Red Fly? Well, you can climb that lavafall using the protruding platforms. Once you're up to the ledge, head around and collect another Red Fly (oh, and watch out for the Egg with Legs), then climb the sticky wall.

The sticky wall in question branches off in two different directions: the right path is, well, the right path. That path is littered with lava hazards, but you're invincible, so it doesn't matter. Keep following the path, but mind the Dragonfly and the Fire Plant not too far ahead. In the area where the Fire Plant is, if you drop down to the left, you can grab a Purple Fly. To get back up, simply climb up the wall.

Make your way across the platforms ahead of you, being wary of the Pterosaur and another Fire Plant. Once you've crossed those few platforms, you'll have to deal with a falling boulder. It lands near the second patch of dirt, then bounces to land close to the first patch. As long as you're not standing near either, you can continue without incident.

Smash the Egg, then scale the platforms to the left. What we have here is a rising/lowering pillar section like you encountered earlier, with the notable inclusion of an extra two pillars. The first pillar controls the second, and the third controls the fourth. It's just like last time, but you need to do it twice in a row. Across the other side is a Fire Plant, but if you haven't already noticed, they're rather slow to discharge their embers.

Smash the teeth blocking your way, then continue up the ledges found around the corner. Along the bottom of this area is a Green Fly, if you feel the need a pick-me-up before attempting this next bit. A boulder falls towards the end of the second platform and another falls in the middle of the third. At top of those is a Chasmosaur, but fortunately, this path is quite narrow, and the chance of it getting caught against the wall is quite high. You know the deal, wait for it to calm down before attacking it.

Follow the path around to reach the Remote. As you approach the top of the crater, watch out for a pair of fast-moving boulders cutting across your path. The Remote itself is protected by some teeth and a couple of volcanic jets (which you can squeeze between like they aren't there).

=== Hidden Silver Remote ===

After you've climbed the lavafall, instead of heading right on the sticky wall, head left. Follow the path around, and when you see the boulders drop down, follow them over the cliff to find the Silver Remote. To get back, you can jump down behind where the Remote was. If you didn't throw yourself down to the Remote, you could have continued along, fought a Chasmosaur, read some

amusing graffiti, and nabbed a Purple Fly. You can also reach that area by continuing past the lava island.

Fine Tooning

03.15

=== Climb the Tree ===

Follow the path around, doing your best to avoid the Flowers. When you reach the water, head up the ramp to the right. The block in front of you can be moved by hitting the nearby target switch. If you send it all the way to the left, you can use it to reach some extra items; if you send it all the way to the right (where it initially starts out), you can use it to give your jump some extra height, allowing you to flying kick over to where you see the mushroom.

You need to get through that hedge arch up ahead, but the never-ending stream of dominoes are set on knocking you down (two domino puns in one sentence). Fortunately, the dominoes can be smashed with almost no effort. At the other side, take care of the Bee, then take notice of the sign. Climb the cliff, but watch out for falling bowling balls. If you stand to the right of the first log, you'll be safe. The same can't be said if you stand to the right of the next one up.

When you reach the sign, do as it says and tuck yourself to the left of the log. If you look to the left, you can find a Green Fly. From here, you'll have to make it to the top in one go. Wait until a ball drops, then follow that line until another one drops, then switch over.

Once you've smashed the annoying Bee at the top, your next task will be some platform-hopping. For the most part, it's straightforward. The exception to this is the vanishing block that can prevent your jump to the fourth platform if you mistime.

If you should fall, take care of the Scorpion, then strike each of the three switches once to create a block staircase - these blocks don't remain in place for long, so be quick to climb them and jump to the sticky wall to get back to the start. Or you could be a little naughty and jump from the top of the staircase over to the last section of moving platforms. Of course, this carries its own risk, as if you miss, you'll land on a cactus below.

Over at the other side, smash the checkpoint marker to the right, then use the moving blocks to reach the plateau. Across the gap at the end is a switch, in front of that gap is a vanishing block, and in front of that is a Hard Head Area (marked by the chequered pattern on the ground), so time your jump well. The switch activates another set of vanishing blocks below. Drop down and use them to get across the river. If you fall in, you can climb out using a sticky wall.

Across said river, hit the first switch once and the second switch twice - this stacks the blocks to allow you to reach the girder above. If you need some more health, you can head past the ship and through another Hard Head Area to find a Green Fly. Tilt the girder towards the blocks, then jump back over to them - as the girder tilts towards you, hop on top. Tilt this next girder back so as to allow you to reach the top of the next one. Repeat this for the rest of the girders, then jump across to the small island at the top.

Once you're back on solid ground, head over the rotating blocks to the left,

==== Watch for Falling Lava ====

Jump over the lava river (keep an eye out for the Dragonfly) and smash the Prehistoric Gecko's face in - and remember, once the tail comes off, it will still attack you. When you reach the lava-filled room, use the flower to reach the ledge with the Blue Fly (this makes you immune to falling lava, but not regular lava, and also adds a freeze effect to your attack - the effect disappears if you get hit).

After grabbing the Blue Fly, use the second flower to reach the cave opposite the sticky wall (rotate the camera a little bit if you have trouble seeing it). In the cave, smash the Egg, then head around to the sticky wall. Consume the Blue Fly and cling to the wall. At the top of this section, you can find a Green Fly, but time is something you haven't got much of, so head right and climb the next sticky wall. Keep following the path to reach the Remote.

o-INFO-----o
| With your 21st Red Remote, the Green Gate Area boss level -- Gexzilla vs. |
| MechaRez -- opens in, surprisingly enough, the Green Gate Area. |
o-----o

==== Dodge the Steam Vents ====

Instead of using the second flower to reach the cave, cling to the sticky wall and follow it around. At the end, you should be able to see a checkpoint marker up on the arch. As you can tell, the flowers are the way up there. If you feel like battling a Prehistoric Gecko and a Pterosaur, you can head to the right of the flowers to find a Green Fly across the lava.

Now, from the checkpoint, drop down and head into the cave. The first platform you need to jump to has a volcanic jet, so watch for that. From the second platform, drop down and take out the Pterosaur before continuing over the many platforms in amongst the lava. At the end, a Pterosaur and a Prehistoric Gecko lie in wait, after which, you need to jump onto the moving platform. At the top, head right and across the platforms (watch for the jets). At the other side, you'll find the Remote.

==== Bounce up the Flowers ====

From the checkpoint marker, follow the path around and make your way over the lava by clinging to the wall to the right. Make sure you take out the Pterosaur before attempting to jump across the flowers, as it'll follow you all the way across in a stalker-ish fashion. The fourth flower you can't actually see, so make a leap into the unknown, using the trail of items as a guide.

At the very top of the flower section, you'll find a Prehistoric Gecko that can quite easily push you off if you're not careful. Wait for the Pterosaur to come from the next area before jumping down. Once you're whacked it, jump down and use the flower to reach the area with the Remote.

==== Hidden Silver Remote ====

Before the last platform section before the Red Remote on 'Dodge the Steam Vents,' look to the right to see the Silver Remote.

o-INFO-----o
| With your 18th Silver Remote, a new bonus level -- Trouble in Uranus -- |
| will make an appearance in the Red Gate Area. |

=== Find the Items in the Given Time ===

Another simple task, and only the usual 50 items to collect this time in this amusing take on Lost in Space. Follow the path around, collecting every item you see - there are no hidden items, which is awesome. The ever-present danger in this level is falling off the edge of a platform due to the dark landscape. Once you're on the coloured platforms, head in the direction of the blue one. That brown circle at the end of the path is a portal - step into it. Once you've traversed this next section and grabbed the remainder of the items, the ramp on the nearby UFO will drop, revealing the Remote.

o-INFO-----o
| With your 8th Gold Remote, a new secret level -- Texas Chainsaw Manicure |
| -- lands on top of the archway above Gilligex Isle. |
o-----o

=== Ride the Floating Furniture ===

Use the tables to reach the walkway, then head left (or right, choice is yours). The sticky wall? It leads nowhere, just ignore it. When you reach the axes, head past them and use the tables to reach the next floor. Head the only way you can and use the slightly erratic table to reach the sticky wall.

At the end of the wall, use the table to cross the really small gap between you and the exit door. If an axe gave you more whacks than you'd have liked, you can navigate another couple of tables to grab a Green Fly before heading through the door.

Kill the Pumpkin and head upstairs. At the top of those very stairs (mind the axes), jump up to the right and follow the path along to the exit (those tables can push you off if you're not careful). In this next room, destroy either of the Skulls and use the sticky wall to reach the platform, then the tables to reach the door. If you're low on health or something, the alcove to the left of the door holds a Green Fly.

So, you entered the door, right? Head up the stairs and do battle with the Monster and a Bat. Behind those nearby bars is the exit and another Monster. Save yourself some trouble later and kill it through the bars. Continue along the path and head up the stairs and through the door (watch out for the Skull at the top).

Ignore or destroy the Skull here and use the levitating table to reach the ledge. Notice how the axes here drop and slide along? Wait until they drop, then follow along behind them; they'll raise up and slide past you, leaving you happy. After the double axes, use the table (you don't need to change tables) to reach a switch that will raise the bars in the previous room. If you cross the gap after the first axe, you can grab a Green Fly. Mind you, watch out for the tables changing height and pushing you off onto the damage panels below.

With the switch hit, head back to the previously barred doors and head through them. As soon as you enter the room, you'll be assailed by a Killer Doll, which is only made more annoying by the fact that its head will likely bounce into the path of the axes. Speaking of axes, these slide along, too - one moves towards you and one away from you. To get past, approach the one that slides towards you (the one on the left) and jump over it.

Of course, this isn't the end of the axes, there's another set just ahead of you. The second set, however, is more conventional, and you can just run along after them. The third and final axe is more of the same, thankfully. Use the table to reach the sticky wall, which leads around to a walkway. Follow said walkway along and jump from table-to-table to reach the door. If you should fall here, you'll land right in the middle of the second set of axes, which will probably end badly. Dispatch the Pumpkins and climb the stairs, being mindful of the axes here.

At the top, jump up to the right and head over to the tables. These are no ordinary tables, no, these ones will quite happily throw you down into the void below. Watch them - once you see the first table fly to the right, the second table will shortly follow suit. Once the first table has returned to normal, jump to it and wait for the second table to become safe. Now, Holmes, jump over to it and head through the door.

In here, you can head either left or right at the branch. The left sees you head up some stairs and confront a Monster, while the right sees you hop across some tables. Either way, it doesn't matter, as you'll be in a position to cross the coffins. Yes, more spinning platforms, and this time there are many of them, well, five. As before, wait until the first platform returns to a safe state, then start jumping as each platform in turn becomes safe. To save some time, jump straight to the third platform and spring jump across the other two. At the other side is the exit.

Down on the floor to the right is a Killer Doll. You don't wanna be there, but if you miss a jump, that's where you're obviously gonna end up. Either kill it now, or hope you don't fall. If you do happen to fall down there, use the sticky wall to get out.

Head past the axes and hop to the first table. The second table is unstable, and can throw you off if you're not quick. Once you've crossed the pit once, wait for a table to come floating past, then hitch a ride. The tables spin quite fast, so if you're having trouble timing your jumps, spin the camera in the direction opposite the way the table is spinning. The third table takes you to the Remote.

=== Lost Gex Tape ===

In the second room, drop off the stairs to the right and kill the Monster. You can't miss the Tape in the middle of that area. To get back out, climb the sticky wall.

Honey I Shrunk the Gecko

03.20

=== Charge to the Top ===

Head over to the green light and grab a charge, then use the launchpad that's nearby to get up to the next area. In this corridor, you will face a

few enemies similar to Scorpions and their ilk, so nothing to fear. At the end, grab a charge and hop onto the platform to activate it. Once at the top, grab the charge from the top-left corner. Once you pass one of the two Mechs that live here, they'll spring into life Energiser Bunny-style, so be mindful.

With that charge, head over to the corner diagonally opposite and use the launchpad to get up to the bridge, which also needs activating. If you need some health, you'll find a Green Fly on the nearby ledge. You may as well put the Capacitor out of its misery while you're here. Jump across the platforms and dispatch the Bug, then head up the purple platforms. Once you step on a platform, they'll all lower. If they ever get too far down, just hop off and wait for them to reset.

Cling to the yellow wall and climb up to the ceiling. There are some Bugs up here, but if you haven't already tried, you can still attack stuff while upside down. Head over to the light and grab a charge, then drop down and activate the bridge. Head across said green walkway and into the next area.

Just like in your previous visit to Circuit Central, there's a platform section with a ball of purple electricity surging all over the place. On the first section, a single charge surges towards you quite quickly, but the path is straight and short, so yay. The next section sees you running from an equally fast ball, but again, the path is quite short (slightly less straight, though). You can nab a Green Fly from the path on the left, if you so wish.

Waiting for you at the end is a Capacitor - I thought you'd find that funny. Nothing to do now but head into the next area. In the next area (great segue), you will find a checkpoint marker directly ahead of you, so y'know, smack it. In the top-left corner, you'll find a charge point with a deactivated Mech close by. It's the same deal as before, grab a charge and watch that Mech go. However, this Mech drops an explosive device when overturned. A really small explosive device that's hardly worth mentioning. There's a launchpad in the bottom-left corner, and that's where you need to go.

Use the launchpad to reach the sticky wall, then follow it to its conclusion. At that very conclusion, swat the Bug and grab another charge before clinging to the next sticky wall and following it to pastures new. From the end of it, quickly head over the platforms and energise the bridge. At the end of the path, you'll find another charge point with a deactivated Mech at either side. Grab the charge and sprint to the left, where you'll find two launchpads waiting for you and your juice. At the top, feel free to head into the next area.

Take care of the Bugs and the Capacitor, then make your way over to yet another perilous purple platform section. This path runs in a zigzag, which would be kinda troublesome if you couldn't just jump over to the second part of the path from the first corner. That green platform, other than acting as respite from the electrical current, isn't much use. Once charged, it'll take you back to the start, which is no good. Follow the rest of the path around, but when it starts to head down and around, don't bother, just jump down to the last section of walkway, then smack the Bug and head into the next area.

Here, you'll find two launchpads and a charge point. The first launchpad (on the left) will take you to a Green Fly, and the one behind the charge point is the way of progress. Bounce your way up the shaft, then marvel in the glow of the Red Remote in the corner.

=== Find the I/O Tower ===

In the room with the checkpoint marker, don't bother with the charge,

instead, jump up to the platform above it and murder the Capacitor. Up here, climb the purple platforms to find another charge, which you should use to activate the nearby bridge. Once across the bridge, head into the next area.

In the top-right corner of this next area, you can find a Green Fly if those mean Capacitors were picking on you. To the right of the entrance door, you can find a platform with which you can use to get on top of the block. From up there, you can jump over to a rotating platform.

The platforms work like last time - wait until you're almost pointing in the direction you want to move, then hit the button to release it. In this instance, you need to fire the platform over to another dock, from which you can jump over to the sticky wall. The magnets on each dock are quite strong, so you've got quite a nice margin of error when aiming.

Once at the top, if you're so inclined, you can take the next sticky wall around to grab a few extra items. However, the next rotating platform is where it's at. From the first platform, you need to shoot yourself diagonally-left to reach the next dock. From that one, it's diagonally-right. Oh, and there's a Green Fly sitting near the second dock if you want it. From the third dock, you can jump over to the exit. If you're crafty and want to save time, you can shoot towards the exit and miss both of the other docks by a fraction.

Now, in this next area, promise me you won't fall, as you'll land in the room with the checkpoint marker and set yourself back a good few minutes. There are only two docks in this area, and they're in close proximity, so reaching the other side is, on paper, an easy thing to do.

In the next area, say 'hello' to the I/O Tower. Climb the purple platforms over at the other side of the room to reach the ledge. From that ledge, you can reach another of those lovely rotating platforms. From the second such platform, you can jump over to a sticky wall that'll lead you to a few extra items. The fourth such platform allows you to reach the Remote.

=== Charge the A.C.T. Steps ===

When you reach the part with the charge point with a Mech at either side, take the path to the right this time and hop onto the platform. At the top, fight your way down the corridor and climb the sticky wall. Up on the ceiling, there's a Green Fly in plain sight, because I know you like them. Progress is the name of the game, and I wanna play that game with you, so head right and down the tunnel with the red lights. When you find you can't go any further, drop off the wall. Nothing to do now but head into the next area.

Grab the charge in the middle of the room and climb the purple platforms to the left (mind the Mech that springs to life). At the top, hop onto the green platform to hitch a ride across to the other side of the room. Now, this in itself is useless, so grab another charge and trigger the green platform just to the right of where this one ends up. It'll take you slightly higher, which is nice. Both platforms form a step, making getting back up easy if you fall.

Go back and grab yet another charge, then bring yourself back up here and activate the third platform. Thankfully, there's another charge point at its terminus. Grab said charge and ride the next platform across the gap, where one quick trip over a bridge will bring you to the Remote.

o-INFO-----o
| With your 26th Red Remote, the left path inside the Blue Gate Area opens. |
o-----o

=== Hidden Silver Remote ===

In the room with the charge point with a Mech at either side, grab the charge and head to the left. Use the launch pad to reach the sticky wall above and behind you, then head back around to the charge point and climb through the gap in the ceiling to find the Silver Remote.

Poltergex

03.21

=== Reach the top of the Morgue ===

Head up the stairs to the right and take the left branch, then enter the door. Use the chandeliers (they fall when stepped on) to reach the other side of the room. If you should fall, head back the way you came (being more than wary of the Poltergeist) and head through the door, which will bring you out into the main hall.

Presuming you made it over to the other side, dispatch the Skull and head into the next room. In here, make your way over the chandeliers (same deal as before) and whack the Pumpkin and enter the door. If you fall, you'll have to make your way down a corridor filled with heads popping out of the walls to get back up.

This next room is a little more complicated. Head over the chandeliers to the left and destroy the Skull. The two doors in this area don't lead anywhere, and instead give you a couple of items each. If you fall in the first part of the room, you can use the floating objects to the right to get back up - just hitch a ride on one and wait for it to do a circuit and bring you back to the door.

Anyway, in the area with those two doors, use the chandelier to get across to the exit. If you fall, you're dead. If the chandelier should drop you, you'll have to hitch a ride on a floating item and try again. At the bottom of these stairs, you'll find a pair of Monsters - disassemble them, then take the door opposite the grandfather clock (cut a sharp left from the foot of the stairs).

Head down the stairs and enter the door. Gurneys, fridges, lots of blood - yup, I'd say this is the morgue. Climb the draws on the wall opposite you. At the top, take care of the Monster and head around the corner. At the top of the draws, you'll find the Remote. They're a little hard to get used to, as one slides in as the other slides out, but a few seconds of observation and you'll be fine.

=== Ascend the Ghost Tower ===

In the second room, drop down and head past the Poltergeists and through the door. In this next area, take out the Monster and grab the Blue Fly before climbing the sticky wall to the exit. Why do you need power-up that makes you fireproof? Because it also makes you ghost-proof.

In here, deftly avoid the axes and kill off the Killer Doll ahead. To get out of here, you'll need to endure another run of axes, at the end of which is the door. This room is all about Poltergeist, of which there are many. Many of them and many lights in which my advice for you is to step (unless you still have the Blue Fly, in which case, you shouldn't care).

Head left from the first light. At the second light, look to your right and

you'll see a sticky wall. Make your way over to and up it, then follow the walkway around (there's a Pumpkin, a Monster, and a Skull along the way). The last jump is too far to make normally, but a flying kick will easily reach.

Head through the door and use either of the two sticky walls to get to the other side. It also doesn't matter which of the two doors you choose, as they lead to the same place. In this room, you'll see three Monsters behind bars, along with three coffins at either side of the room. The aim is to push the coffins into the alcoves to open the door, ideally without releasing all the Monsters. Top-left and middle-right raise the bars over the door, if you're wondering.

In the next room, take a ride on a floating object to reach the upper floor. Don't worry about the falling axes, they shouldn't hit you. Follow the path around and take care of the Pumpkin guarding the door (personally, I wouldn't assign a marrow to guard anything). Inside, head around to the left while doing your best to avoid the head-throwing Poltergeist, then enter the door (to the right of that door, in the alcove, is a Purple Fly).

In the next area, it doesn't matter which set of chandeliers you choose to jump across, because they end up in the same place - just don't fall, unless you like massive setbacks. At the other side, enter the door and quickly take care of the Killer Doll, then grab the Purple Fly and climb the stairs. On the way up, you'll encounter two head-throwing Poltergeist before you reach the Remote.

=== Smash Eight Blood Coolers ===

You can find the first Blood Cooler by taking the right branch of the first staircase. The second one can be found to the left of the second room. In the third room, the third Blood Cooler can be found on the ground floor. On the ground floor of the room with the floating objects, look below the entrance for number four.

In the room with the pair of Monsters, take a left at the bottom of the stairs and take the door to find the fifth Blood Cooler. From the bookcase in the same room, use the vanishing table to reach the walkway that holds especial object number six. In the room with the cauldron, Blood Cooler number seven can be found by climbing the nearby sticky wall. The final Blood Cooler can be located by heading left from the first light in the Poltergeist room and continuing straight.

The Remote can be found by heading back to the walkway where you found the sixth Blood Cooler (from the first light in the Poltergeist room, just head straight until you come to the door) and taking the door to your left. Up the stairs and beyond the walls with faces and the lone Skull, you'll find the Remote. If you look above the entrance here, you'll find a Purple Fly.

=== Hidden Silver Remote ===

In the room with the floating objects, on the ground floor, ride one over to the two coffins in the alcoves. Pushing these coffins further into the alcoves will open the gates at the other side of the room, one of which has another coffin inside. Push this coffin further into the alcove to open the gate opposite you. Obviously, the Silver Remote is behind that gate.

o-INFO-----o
| With your 21st Silver Remote, a new bonus level -- Lizard in a China Shop |
| -- will appear in the Red Gate Area. To find it, you will need to climb |
| the column near Pangaea 90210. |
o-----o

=== Find the Items in the Given Time ===

31 is an unusually small amount of items to collect, but it's an unusually obnoxious level, so it balances out. Use the launchpad to travel straight up so you can grab the items above the arch. From the arch, you can reach the other side of the river, where you'll find another few items.

When you see a boat sail past, hop on board. Jump off at the first given opportunity and use the launchpad to reach the roof of the arch. The idea here is to make your way across the spinning plates to grab a worthwhile amount of items. If you don't land a spring jump perfectly, and find yourself grabbing the edge, you'll be thrown off the moment you pull yourself up.

Once you've reached the building and acquired the items, drop back down and wait for another boat to arrive. Before the boat sails under the arch, you can jump over to the floating platforms on the left for some more items. These platforms are horribly unstable and bounce around quite a bit, so be careful. When the ship comes back, reacquaint yourself with it.

At the bottom of that nifty little water ramp, you'll find the ship has reached its terminus, promptly smashing into the wall and sinking. Make sure you've abandoned ship in the direction of the floating platforms before that happens. After the sliding down the pole, you have two of those fast-spinning plates to get past. Unfortunately, they're situated over water, and will throw you to your death should you screw up. The Remote is only one leap away.

=== Defeat Mecharez ===

While Mecharez is getting vocal, walk over and hit it. When it flies to the top of the building, tail whip it until it collapses, dropping Mecharez on its face and giving you a free hit. If you don't destroy the building in time, it'll have a little fun with its laser. The smaller the building it chooses, the less hits it takes to demolish.

At this point, it should start charging at you (which it telegraphs nicely). Keep your distance while running in circles - once it stops, you can get another hit in. I'd suggest jumping, but Gexzilla is terrible at it. Once Mecharez gets low on health, it'll start to spam a version of its dash with increased range. Anything else that it does between now and the time it dies has already been seen. Tanks and the like can stun you for a short while, but won't do any damage. With Mecharez defeated, the gate to the Blue Area will open.

=== Find the Arched Asteroid ===

The asteroid you start on is pretty barren, but if you pay attention, you will see a switch. This switch calls a bridge into existence, and at the other side, you'll find a Manta and a tank of air. From here, head over the small platforms and fight off another Manta before grabbing some air. There's only one way forward, and that's over the tilting platforms. If you look down from the edge, you'll see a small platform with a Green Fly on - I doubt you'll need it, but it's nice to know.

There are only two such platforms, and they don't tilt significantly enough to throw you off. From the second one, you should probably, y'know, head over the only other platforms here. Mind you, they drop when stepped on, kind of like the chandeliers you're accustomed to. The difference, though, is they don't fall very far, and they come back up of their own accord. Glorified time-wasters, really.

Across the other side, you'll find a much-needed air chamber. After you've caught your breath, head along the path until you reach the end, then head inside of the cylinder. The elevator inside of said cylinder will take you down to a series of small platforms, one of which contains an air chamber. The platform to the right can be used to head back to the top.

Make your way down, being mindful of the Ants. One of the last platforms holds a Green Fly, but you probably saw that yourself. At the very bottom, dispatch R2-Beat-U and activate the switch here. And yes, there's some air here, too. The switch will call up a bridge for your bridging pleasure. Crossing this particular bridge sees you encounter some flame jets, but only one set.

Air is rare, so hurry across the tilting platforms and kill off the Alien on the asteroid at the other side. Here, you'll find an air chamber and another switch. Along with those, you'll find a Blue Fly that won't in any way allow you to get past those flame jets safely. Actually, they're not hard to avoid.

Over the other side is the tried-and-tested switch, air chamber, and R2-Beat-U combo. Hitting the switch sees the bridge you created before moved over to near that very switch, allowing you to climb ever-higher. At the very top, you will find an air chamber and the arched asteroid alluded to in the title.

If you're wondering how to get up there, here's the science-y bit. The grey-coloured section of asteroid you can see to the right can be clung to (mind the Worm). Following that grey bit around takes you inside of the asteroid, and that bit in turn leads to a platform that will take you away from the Remote. Well, that sucks. Grab some more air and head over the platforms. They lead around to one final confrontation with R2-Beat-U (there's some more air here, too), and a platform. The platform in question takes you to the Remote.

=== Ride the Warp Tube ===

From the second air chamber, where you headed around and down the elevator, that is where you want to be. That cylinder can be and should be climbed - the exact spot isn't hard to locate, just take the first left. At the top, grab the air and ride the platform. At the top of that, you'll find an air chamber, which is nice, and an Alien, which isn't.

So, you grabbed some Alien and killed the air? You have three choices now: left, right, or through the portal ahead. Facing the portal, head right and ride the platform. It's a pretty neat ride up to the top. Once you get there, you'll find an air chamber. Of course, you're more interested in the lasers ahead. The last one is the only one that will catch you off guard, as it moves in a circle, whereas the others are fixed and run straight.

Down on the following asteroid, there's a chance to get some air, and a chance to fight another Alien. On the asteroid next to the following air chamber, you can grab a Green Fly. There's an Alien chilling round that chamber, so be careful (if you haven't noticed before, while you're in an air chamber, enemies can't hurt you). From the asteroid with the air, cling to the tower and climb up it. At the top, enjoy the air chamber, then head over the platforms.

The awkward thing, however, is the platforms don't stop moving. They slide left-to-right, intersecting in the middle. They're quite slow and easy to jump to, but they take some time to cross. Once you're across, you will need to carefully head round the flame-spewing planet to reach the much-needed air chamber.

If you thought the horrid platforming was over, think again. This next set of platforms are in orbit. They all move together, and they all move at the same speed, so the only tricky bit is getting onto the first one. From the top platform, you can reach the asteroid with the Remote (if you were too slow in getting up, you're dead).

=== Destroy Five Crystal Power Cells ===

Before riding the first elevator down, look around to the right of it to see the first Power Cell. Simply cling to the cylinder and head around to it. The second one can be found after riding the first elevator down, near to the space probe to the right.

As for number three and four, they can be found in the same area, and that's through the portal. In this area, grab some air, then remove R2-Beat-U from action. In plain sight, you'll find both Power Cells. Now, head back through the portal and take the left path (right when coming out of the portal) and ride the platform. It drops you off on a small platform with an air chamber. Hop onto the other platform and you'll be taken up to the fifth Power Cell.

From the air chamber, you can now head straight. You actually have to climb these platforms, as they're spaced far enough apart to stop you spring jumping up them. From a full tank of air, you'll have a scarily small amount left once you reach the top. Apropos the top, you'll find an air chamber and the Remote.

=== Hidden Silver Remote ===

This one is easy, it's in the top-right corner of the asteroid with the third and fourth Power Cells.

```
o-INFO-----o
| With your 24th Silver Remote, a new bonus level -- Bugged Out -- appears |
| in the bottom-right corner of the Green Gate Area.                       |
o-----o
```

Bugged Out

03.25

=== Find the Items in the Given Time ===

Well, this is slightly different. You start out on a little walkway above a pit of static. Just down from you is a wheel that, when struck, sends Ants flying out of the televisions that line the walls of this small area. You have the usual three minutes to acquire 70 items by killing enemies. If needed, two

Green Flies can be found just up from your starting position (like you can't already see them). Once you've collected all the items, the Gold Remote will appear on your starting point.

Samurai Night Fever

03.26

=== Navigate the Great Spinner ===

Turn around and head over the bridge. That spiked bar is as painful as it looks, so mind yourself. Use the launchpad behind it to, well, reach the next part. Up here, dispatch the Red Ninja and follow the path around. At the bottom, you'll encounter a regular Ninja and a Dragonfly for your troubles.

The panel under the sign on the wall can be broken for some items. Use the moving platforms to get across the gap, and try not to fall, as those damage panels are most unforgiving. Over at the other side, strike the gong to cause the block next to the arch to temporarily rise from the ground. With a couple of spring jumps, you can be on top of said arch, where you can nab a Purple Fly. If you look to the left of where you entered in this area, you'll find a sticky wall begging to be clung to. As always, follow it around to its conclusion, but I warn you, be wary of those slightly different tiles as you approach the corner - they're retractable spikes.

Up top, you'll find a Green Fly in front of one of those lovely spiky bars, along with a Ninja. Grab one and kill the other, then head to the left, over a second spiky bar. The bridge is comprised of those nice blocks that give way when stepped on (dropping you to your death), so put a spring in your jump. Strike the gong at the end to open the doors situated behind the first bar.

Head through those very doors and use one of the launchpads to leap the gap. Ahead, you may see a slight discolouration of the wooden floor - if you jump on this spot, you'll break the floor and find some extra items. To get back up, simply climb the panel. Just ahead of you, you have another gap that requires clearing and a Fire Head that requires smacking for great justice.

After the Fire Head is the opposite of alive, use the launchpad behind it to leap to a pillar. Situated on the pillar is another launchpad that will allow to reach the second one. If you should fall at any point, you'll have to deal with the Ninja running around on the ground. Of course, to get back up, simply climb the sticky wall.

Once you've made it across, you'll be confronted by the Great Spinner. Hitch a ride on one of the arms and wait for it to reach the next bit of solid ground, where you should jump off. On that very piece of solid ground, strike the gong to lower the ramp behind it, allowing you to continue.

From the top of the ramp, step on the ornate tile to be taken down to another gong. Striking this one will tilt the ramp towards you, allowing you to reach the next section of the Great Spinner. Before you can risk life and limb with that, there's a Samurai blocking the way. As ever, two hits to the head makes it dead. Hop on board and you'll be taken around to the Remote. There's a gong right next to it, and if you hit it before grabbing the Remote, you'll thank me later.

o-INFO-----o
| With your 33rd Red Remote, the Blue Gate Area boss level -- Channel Z -- |
| opens up. This is the showdown with Rez, so if you want to run off and |

| fight him now, skip ahead. Me? I'm going to get the rest of the Remotes |
| and, y'know, stuff. |

o-----o

=== Ride the Swinging Platforms ===

Head around the left side of the pagoda in front of you and take care of the Ninja. Just around the corner, you'll notice the sticky wall for your sticky self to climb down. Strike the gong at the bottom to open some doors, but what doors? The doors found to the right of the pagoda, actually.

Head through the doors and cross the bridge of unreliable platforms. Over at the cool side, the other side, look to your left and promptly faint. To reach the other side of the gap, you need to use all the platforms. Start on the right side, then follow the platforms around. The only movements they'll make are a rather rhythmic up and down.

Now for the fun part. Over at the other side, jump onto the spinning platform to the right. From there, you can jump over to one of the platforms on the opposite pole. Don't worry too much, as at the moment, it's all safely over ground. Amusingly enough, the second platform you jump to doesn't meet up with the top platform on the first post, so you'll need to switch platforms.

From the third platform, you can reach solid ground again. Solid ground with a Ninja. Injure the Ninja, then head over the small bridge. You probably were wondering where those evil pendulum of death sounds were coming from - well, wonder no more. There are three to contend with here, but if you take your time and use the slices in the ground to judge your distance to them, you'll do well (and certainly not die in pieces).

Beyond those pendulums, you'll find a massively swiny platform. If you don't jump to it cleanly, and end up grabbing the ledge, you're dead. Providing you lived to reach the other side, kill the Dragonfly (note the Blue Fly) before jumping over to another of those swiny platforms. At the other side, there are some platforms to navigate, but they're nice and just slide backwards and forwards gently - there's even an island halfway. The island, however, is occupied by a Red Ninja, but it's still nicer than the last two platforms.

Across the other side, take care of the Samurai to open the doors behind it. And what do you find? A collapsible bridge intersected by a swinging pendulum. Wait until the pendulum has swung off the screen, then wait for a second before you run over and jump the gap.

Over at the other side, use the spinning platforms to cross the gap, but watch out for the Fire Head on the other side, as it can knock you over the edge. You need to cross that bridge, but the twin pendulums and spikes in the middle don't want you to. The moment you see the spikes retract, run like a little girl and don't stop. Do battle with the Samurai at the bottom, then strike the gong to reveal the Remote. There's a gong next to this one, too, and again, if you hit it, you'll thank me later.

=== Climb the Towering Temple ===

The gate to the right of your start point is now open (those two gongs did it - you may thank me now). Head through the gate (would be rude not to) and head up the ramp. To the right, you'll notice a launchpad that can and should be used to make progress.

Swinging between the gap in front of you is one of our favourite platforms. There's no way around it, you need to use it to cross the gap. At the other

side, there's only a small distance between the edge and a pendulum in the face. There are no slices out of the ground here, so use the crenelations to judge the distance between yourself and the blade. At the end, you'll need to dodge a blade and make it to one of those swinging platforms.

The timing? Well, it isn't as hard as you think, as the platform is moving much slower and the blade swings a little further each time, meaning it takes a fraction longer to come back. When the blade is over to the right and the platform is just about to kiss the edge, that's your time to jump.

If you're so inclined, you can jump off to the small section of wall to the right to grab some extra items, but I really wouldn't. To make progress, you will need to jump from this platform over to a one swinging in the opposite direction. The only hard bit is spinning the camera so you can best judge the distance. From the second platform, jump over to the wall, which is far easier said than done, as you magically can't seem to grab the ledge.

Providing you made it, a little way down the path, you'll encounter a pair of pendulums swinging towards you, meaning you'll have to use the slices in the ground to squeeze between the blades. At the end of the path, unleash your rage upon the Ninja and hop into the cage. When the cage stops its fantastical journey, be sure to jump out of it.

Here, you'll find a Green Fly if you need it. To the right, there's a gap in the fencing, and that's where you need to go - through the gap and over the damage panels. Either dispatch or ignore the nearby Fire Head, and jump over to the platform with the Samurai. Again, you can either kill it or ignore it, as your goal is to climb the sticky wall. Follow it all the way around, but keep an eye out for the spikes towards the end.

Up top, head to the middle of the bridge on the left. From here, you can reach the spinning platforms that are unfortunately sitting above yet more damage panels. They spin quite gently, actually. Make your way across the pair of them, then jump onto the sticky wall. Again, towards the end of it are some spikes.

The third floor is relatively easy. Use the first platform to transfer to the second, then the second to the third. From that one, you can reach the wooden path that'll take you to the fourth floor. Up here are two more sets of spinning platforms, and across from them is another groovy cage.

This particular cage takes you up to the roof. Regardless of whether you head left or right here, you'll encounter a Fire Head. You'd probably do best to avoid them here, as the Remote is just around the corner, and you don't want to keep it waiting. It's guarded by a Red Ninja, but that won't matter once you step on the button.

=== Hidden Silver Remote ===

From the area where you got the Purple Fly (that involved hitting the gong to raise the block), head to the top-left corner. Look down and you'll see some sticky panels. Push into the corner and drop off the edge, you should stick to them nicely (that or fall to your death). Follow the wall to the end to reach the Silver Remote. Jump into the glowing light to get back up top.

=== Penetrate Rez's Inner Sanctum ===

Head down the ramp and weave between the static pits. In front of you, you can hitch a ride on a moving platform. Well, they're not moving yet, but once you stand on one, the other will begin to orbit around it - by jumping backwards and forwards between platforms, you'll start to cover ground.

If you should fall, simply climb back up the wall with the safety tape down the side. Down there, you're not alone - that Socket Monster, while physically weak and squeaky, will fire blasts of electricity at you. When it's getting ready to fire, it'll become electrified, meaning you can't hit it.

At the other side, approach the hatch in the wall and it'll open, leading you to the next area. In here, it all gets a little disco. Jumping on the disco blocks in the right order will reveal the exit, of course, you won't know the right order until you jump onto a block. Whether you choose the right block or not, the correct one will be highlighted in the mirror.

In the next room, in the top-right corner, you'll find a large remote - spring jump on both buttons to make it give you a lift. Up on the ledge, head along to the left and jump over to the first platform you see coming out of the static. This very platform will take you to the other side of the room.

As you make your way up the ramp, be wary of the wind blowing from the vents. At the top, you'll find another set of orbiting platforms. If you use them to travel straight ahead, you can grab a Purple Fly; if you use them to travel to the left, you'll find a Green Fly and a sticky wall to take you higher.

The enemy you see floating around here can only be defeated by spring jumping on it until it's flattened into the ground. You're not in a position to do that here, so bat it away with a tail whip. Head across the conveyor belt, being sure to watch out for the gust of wind that'll send you back to the ground, then climb the sticky wall. At the top of the wall, you'll find some vents that'll blow you back down - nothing serious, just wait below them for the wind to stop, then finish your climb.

At the top, you'll find another Socket Monster and, behind that, a platform bathed in light. Defeat the first, then jump over to the second. The platform will take you up to a Green Fly and the exit. Once more, it's disco time, this time, with four disco blocks. The order, again, is random, and failure this time creates one of those annoying flying enemies from earlier (which is great if you want to stock up on items and lives). Of course, success breaks the mirror and reveals the exit.

That large pit of static can be passed by hitting the wheel to the left until a platform appears. Once it's up, you'll have a short time to make it across before it sinks again. At the other side, knock all of the buttons into the remote to hitch a ride. If you need some health, cut a sharp left at the top to find a Green Fly. The wheel, once spun, raises a couple of small platforms out of the static - these stay up for as long as expected, but allow you to reach the sticky wall unharmed.

In the middle of said sticky wall is a couple of fans that'll quite happily blow you into the static if you mistime your movement. Once you reach the walkway, there's only a little walk before you reach another section of wall. At the top, ride the conveyor belt, again, being wary of the fan. Across the gap, there's another belt, but it's moving towards you this time. Along this belt is another two fans - once you've past the first one, jump in place to arrest the movement of the belt until the second one stops. Oh, and the exit is at the other side.

Mercifully, at the start of this room is a checkpoint marker. The platform bobbing about in the static, with the exception of the screen in the middle, is regularly covered in the stuff. Wait on the screen until the area in front of you is clear, then jump over to the conveyor belt. From there, again, you'll need to wait until you're clear to go before jumping over to the next one. So, yeah, it's more of the same until you reach the exit. If you took a hit here, there's a Green Fly at the end.

In this next area, strike the wheel until the platforms rise up from out of the purple liquid (don't fall in, because you won't live to regret it), then make your way across. To the right, you'll have to tackle a series of conveyor belts as you get ever-higher. Take your time and remember to arrest the movement of the belts by jumping in place.

At the very top, you'll need to jump over to the platform bathed in light. It won't take you to the exit this time, it'll take you up to a path that leads around to a pair of orbiting platforms. This time, you'll need to be really careful, as the Socket Monster at the other side of the room is trigger happy, and will gladly shoot you off.

If you can get across and whack it one, you'll be able to grab a Green Fly, which frankly isn't worth the effort. The wall conveyor to the right is the way to go, amigo. At the top, mind you, there's a vent to knock you back down. Presuming you made it to the top, there's a couple of fast-moving conveyor belts to be wary of. Here, right here, the key to success is to spring jump - spring jump as far onto the belt as you can, then keep bouncing.

After the second belt, you'll need to whack the wheel to raise a pair of platforms from the static, as you've previously done. The problem, however, is that right at the end is a vent that's just waiting to blow you down to the ground. Keep spinning the wheel until it stops, then immediately spring jump over the platforms.

The remote at the other side has four buttons to depress - they're quite quick to pop back out, so be quick yourself. The remote, once activated, will take you up to a moving platform. From here, you'll have to quickly use it to reach the conveyor belt before you're taken into the static field. From that belt, you can reach another platform that will take you within jumping distance of the exit.

If you don't see a platform when you first ride the remote up, just keep doing it, as one will come along eventually. Welcome to the final area, it's quite pretty. Also quite electric, so don't go touching anything. Head straight and jump onto the platform when it comes down - this will take you up to the Remote.

=== Hidden Silver Remote ===

Use the second set of orbiting platforms to travel to the right, where you will surely find the Silver Remote.

o-INFO-----o
| With your 27th Silver Remote, the final bonus level -- Chips and Dips -- |
| will appear in the Blue Gate Area, opposite Pain in the Asteroids. |
o-----o

==== Find the Items in the Given Time ====

You have the same time as always, and the semi-regular sum of 50 items to collect this time. This level is horribly straightforward. There's only one path to take, and that's up. When you reach the area with the stacks of launchpads, drop all the way down and grab the charge you need to climb them. By time you have all the items, time will be quite low, so you'll only have one chance to ride the multitude of launchpads to the elevator that comes after this. Nothing tricky about it, though, so you should be able to do it easily.

o-INFO-----o
| With your 12th and final Gold Remote, a new secret level -- Mazed and |
| Confused -- will appear near the other two Gold Remote levels. |
o-----o

Mazed and Confused

03.29

==== Pass the T.V. Forest ====

Head down the slope in front of you and take care of the flying enemy with a spring jump. You have two choices: either go left or right. Actually, you have no choices, because I want you to go left. Before you do, mind you, there is a Green Fly right in front of you, should you want it. Left, by the way, sees you enter the maze.

Follow the path around until you reach the cross-section, then head right, past the claws and vents (the latter blowing you into the former). When you reach the large gap, leap over it with a flying kick. If you fall, you'll have to follow the path back around to the start of the maze. Head past yet another claw and vent, then cling to the sticky wall and follow it around, being careful not to let the vents blow you into the static.

At the end, in the room, you'll find two Green Flies and a green tunnel with a small red dot hovering above it. Grab what you need and drop into the tunnel to be transported to the final area. Make your way up and over the tree-like television sets, but watch out for the Socket Monster prowling around here.

Once you're over the other side, bounce up the dishes and dispatch the Socket Monster at the top. Head left and make your way up the ramp, following the path upwards. When you reach the 'Stuff to Buy' shack, head up the spiralling path around the tower to the left. From here, it's just two more dishes before you reach the Remote.

==== Cross the Blue Beams to the Rez Tower ====

From the cross-section of the maze, head left, being wary of the claws on the walls and the vents, until you reach the sticky wall. Follow it around to its conclusion, again, keeping a keen eye out for vents along the way. At the other side, head right and leap over the static pit, then follow the path around, being mindful of yet another vent and claw tag-team.

The energy bridges here, as you'll notice, pulse in two different directions, and quite quickly at that. Ride the one to the right and continue along the subsequent ones. About halfway along the third one, you'll have to jump, lest thee fall. Fall where? Fall on another bridge that will take you back around

to the start.

Along the next bridge, presuming you jumped, you'll have to do so again. The penalty for failing here is death. Once you reach the other side, jump over to the fast-spinning dish and then over to the platform with the energy bridge. That bridge takes you up to another spinning dish, and from that dish in turn, you can reach another one, followed by an energy bridge.

Now, the bridge, you say? That takes you to your death if you don't jump onto the one on the right as soon as you're given the chance to do so. From the end of that one, it's just a case of riding the rest of the bridges to their conclusion, smashing any obstructions you come across. At the end of the last bridge, you'll find yourself on a metal walkway. From here, follow the path around to a giant metal Rez head.

To reach the Remote, you need to knock all the teeth out of the head by jumping and tail whipping them. However, the head passively fights back with the burners situated on some of the teeth. Wait until a flame retracts, then jump up and smack it. With all the teeth gone, the head will explode, revealing a disembodied brain and eyeballs, which will then bounce happily away, revealing the Remote. Be careful, though, as the brain can hurt you.

=== Lost Gex Tape ===

After crossing the large gap (the one that requires you to use the flying kick) inside the maze, take the second right, then bounce on the remote buttons to activate it, allowing you to get on top of the maze itself. Follow the path around to the right and, at the first corner, jump over to the right, then keep heading along, jumping as required. Eventually, you'll come to two large teeth - the Tape lies just beyond them. If you drop down to the right and head back in the direction you came, you can get out of the maze.

Channel Z

03.30

=== Defeat Rez in the Final Battle ===

Jump onto the platform to the right to be taken to the top of the area. A Green Fly awaits to the right of where you end up. Step into the green light to be taken to Rez. When Rez finishes laughing, he'll charge at you, rather slowly if truth be told, so avoiding him won't be hard. When he hits a wall, he'll be stunned, so use this time to smack him one.

With each hit, he'll stumble into the electrical field in the middle of the room. When the view switches to second-person mode, complete with a Rez-eye view, avoid the targeting reticule that appears on screen as best you can. Basically, this continues until you land the third hit, after which, he'll fly to the centre of the room and start laughing manically. Oh, and yeah, he becomes the size of a house.

In this form, Rez primarily attacks by sweeping his arm along the ground, which can be jumped, with you ideally jumping towards it rather than away from it; by shooting an eye laser, which can be jumped or simply run from (he telegraphs this by tilting his head back); or by smashing his hand down on top of you, which should be jumped away from in the direction opposite the arm he's using.

As you run around the room in a panic, be sure to take notice of the large buttons that appear. When Rez slams his fist down within relative proximity of

one, he'll push it, dropping a large telly on his head. After each hit, the number of times he uses his sweep attack will increase by one, while the number of times he slams his fists down will decrease by one, meaning more attacks to avoid and less chances for him to push a button.

Well, congratulations, you defeated Rez and saved the world and stuff. If you went to the bother of collecting all the Remotes, after the ending has played, you'll be treated to a little slide-show of concepts for enemies and levels, as well as various pieces of promotional art.

=====
Cheats, Codes, and Easter Eggs
=====

04.00

=== Debug Mode ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, and Down. This gives you access to debug info, a level select, and the option to mess around with collectables. Use Select to open or close the menu.

=== Infinite Lives ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Up, Up, Down, Right, Triangle, and Down.

=== Invincibility ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Left, Right, Triangle, Down, Right, and Left.

=== Level Select ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Right, Right, Left, Right, Triangle, Down, and Right. This is the same level select that's unlocked via Debug Mode. Use Select to open or close the menu.

=== Rambling Gex ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Down, Right, Up, Down, Right, Left, Right, Down, and Down. When you unpause the game, Gex will randomly say something once.

=== Stage Timer ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Right, Triangle, Right, Left, Triangle, and X. This adds a little timer to the bottom-left corner of the screen. You can't use this code on bonus levels, as their own timer occupies that space.

=== Voice Activation Mode ===

Pause the game and highlight 'Exit,' then enter the following code while holding down L2: Triangle, Left, O, Up, and Down. Pressing Select will make Gex say a random line. On occasion, you'll hear a buzzing sound instead, this is likely the game trying to read a file that was moved or renamed.

=== Easter Eggs ===

--- Secret Message ---

In the Media Dimension, drop down behind Lava Dabba Doo and walk forward until you're allowed to move the camera. Rotate it all the way around to reveal: "rich JEZZA! '98 Faith Hope Unity" scrawled on the wall.

--- Secret Gex Web Page --

On 'www.dotcom.com,' during 'Scale the Bionic Launch Tower,' you'll come to a section with a platform orbiting a docking station. Stand looking so that you can see the exit door you'd usually take, then switch to first-person mode and look in the top-left corner of the area. You should see a question mark floating on a small ledge.

If you send the platform over towards the processor to the left of the exit area, you can bounce on top of it and reach said question mark. If you hit it, you'll receive the following message: "Congratulations! Now enter this URL: www.crystald.com/secretgex.html to access the secret Gex web page." The page no longer exists, sadly. On it, you'd have found the cheat codes listed in this guide and a Windows 95 desktop theme.

=====		=====
Frequently Asked Questions		05.00
=====		=====

=== General Questions ===

Q: What's the difference between this and the N64 version?

A: Well, the N64 version has a super exclusive extra level, Gecques Cousteau, an underwater-themed level based around the Titanic. Yeah, it's pretty sweet. As a downside, a lot of the bonus levels have been removed, along with Poltergex and a lot of the voice files.

=== Questions About This Guide ===

Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: *Chokes* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it.

Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... *ahem* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

=====
Credits and Outro 06.00
=====

You've saved the world and probably have a villa in the Media Dimension, which is nice. Rez is, well, I don't know where he is. Good job, you let him escape. This is the end of the guide as we know it, and I feel fine. I hope it helped you out, because you're a good bunch, and I mean that most sincerely, folks. See you next time.

=== Special Mentions and Thanks ===

Blue Magic (AKA roxy magic): Roxy informed me of the hidden question mark on 'www.dotcom.com' [4. Cheats, Codes, and Easter Eggs].

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.

=====
Gex: Enter the Gecko (C) 1998 BMG Interactive Entertainment
Gex: Enter the Gecko - FAQ/Walkthrough (C) 2014 Mike Penance
=====