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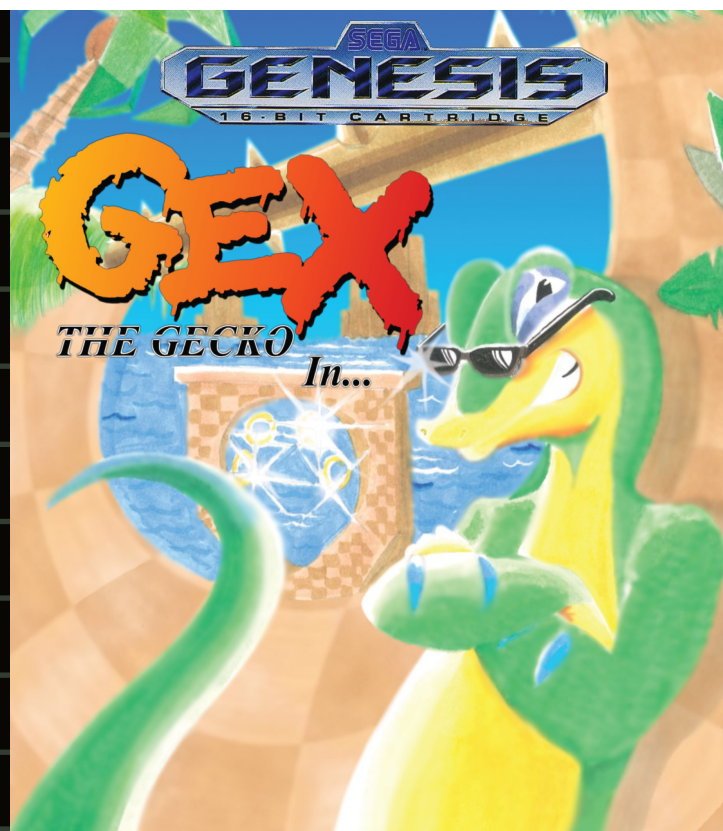
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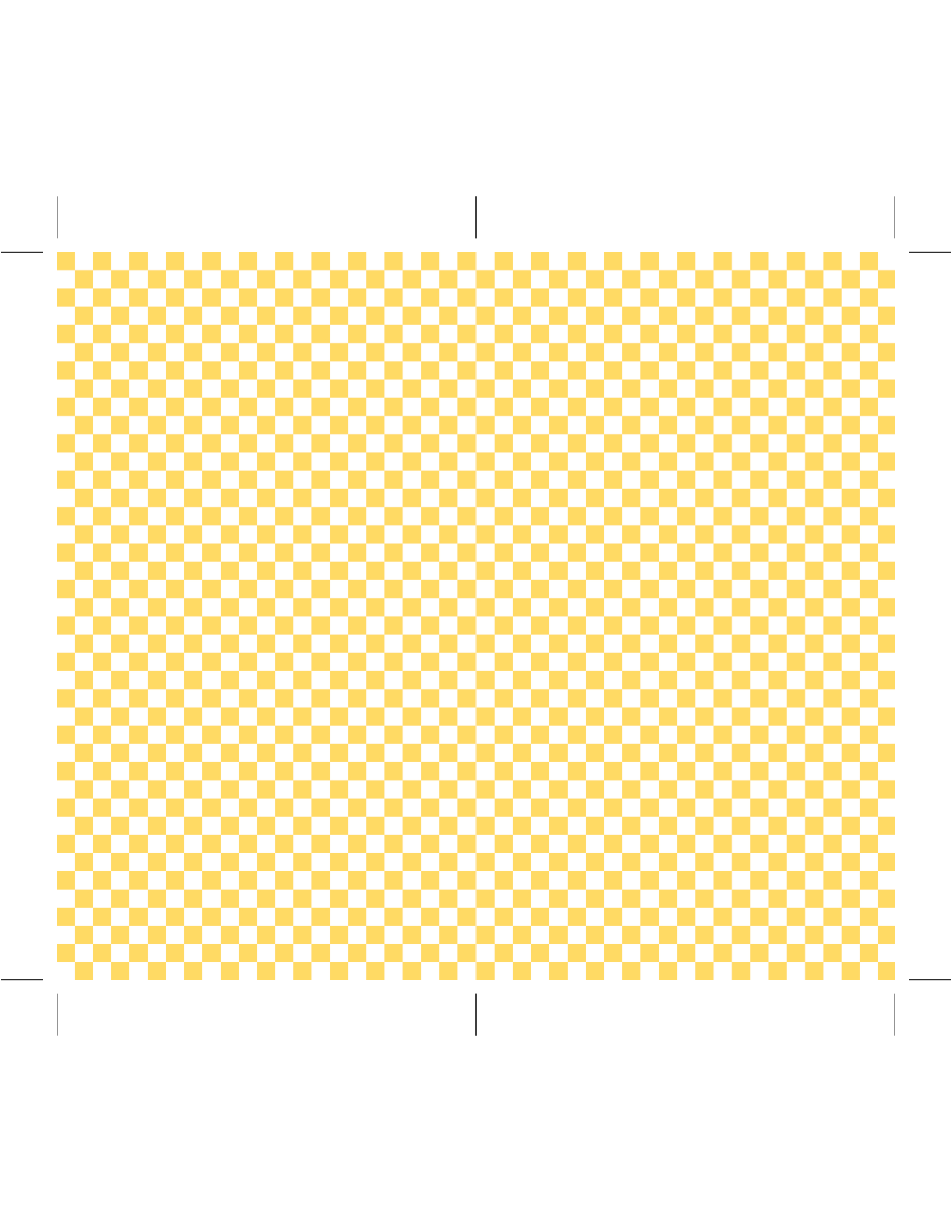
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PRINTED IN THE U.S.A.



**SONIC™**  
**THE  
HEDGEHOG**

**INSTRUCTION MANUAL**



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**KEEP THIS IN MIND-**this is not an official product and therefor cannot be registered! And yes, aside from that one remark in the Special Thanks about Gex™, this IS indeed the classic "legally covering our asses portion" of the enclosed instruction manual-whether everybody likes it, or not!

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**Who would want to even COPY this stupid ass video game anyway?!**

30

## Getting Started

1. Set up your Sega Genesis System as described in it's instruction manual. Plug in Control Pad 1. (bear in mind *Gex The Gecko In Sonic The Hedgehog* is for one player only. That means: **TAKE TURNS!**)
2. Make sure that the power switch is OFF. Then insert the *Gex The Gecko In Sonic The Hedgehog* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega Screen should inevitably appear.
4. Press Start when the title screen appears, and let the fun begin... then again, THAT depends on your definition of the word "fun".

**Important:** If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with it's label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge. Don't even think about **TILTING** the cartridge either! Neither Hoghead Inc. Nor Sega are responsible for damaging your equipment. **NONE WHATSOEVER!**

**Genesis Cartridge Slot**  
(it's just below that Sega 32x Adaptor THERE!)



**Genesis Control Pad 1**

**Who even uses the Sega CD? It's AS BAD as the 3DO!**

1

## WHIP Dr. Robotnik!

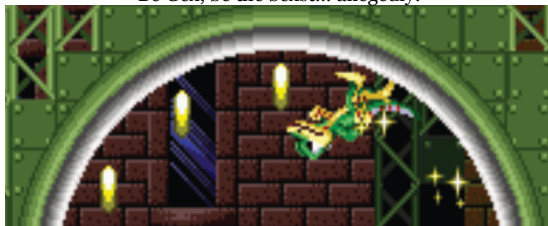
Dr. Ivo Robotnik, the mad scientist, is snatching innocent animals and turning them into evil robots! Only one tough dude can put an end to the demented scientist's fiendish scheme. It's... NOT Sonic, the real cool hedgehog with the spiked haircut, and power sneakers that give him super speed? Oh no, no, no, no, no... this time, in this hack, it's Gex, the real annoying-ass gecko with the bald lizard head, and is designed as a focus-group abomination! HE gets his own time to shine. Uh... Yay?! (be thankful this manual didn't AT LEAST quote the Sonic The Hedgehog Movie... no—not the OVA, the Live-Action one with Jim Carrey as Dr. Robotnik. In all honesty, the movie's great!) Anyway, back to describing this piece of shit....



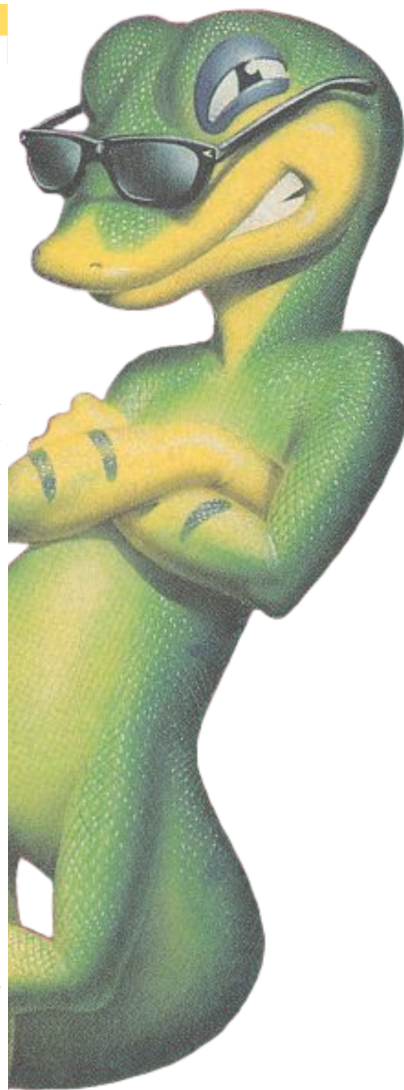
Help Gex fight hordes of metal maniacs, and whip them across the face with his Tail-Whip. Speed down twisting tunnels and swing over dangerous booby traps. Leap across lava pits and dodge burning rocks. Then splash through the chilling waters of some particularly infamous limestone hypogeal cavern. And if you are skilled, you can play an extra bonus game for pieces to a Secret Remote that will warp Gex out of Mobius... your greatest challenge lurks in a Secret lab where you come face-to-face with Dr. Robotnik himself (that's the Final Zone)!

And to close off this manual's story, as it said back in 1991... and since a character we all know and love (or just tolerate outside of just the original three & Knuckles, that first 8-bit game—whether be Master System/Game Gear, Jam on Saturn, Adventure 1 & 2? The Advance Trilogy, Colors, Generations & Mania) is not really in this game per say... look's like we'll have to get creative: slip and slide your way more speedily than your average blueblood day gecko, get his tail back home so he can perhaps watch some more pay-per-view by recollecting the days of when his previous adventures weren't so batshit insane.

Be Gex, be the best... allegedly.



At least the backstory for this game doesn't go on, and on like the original Gex's story did-taking up 6 pages of filler dreck that has NOTHING to do with the actual game itself. Confused? Well, Rez transported Gex to Planet Mobius (where Sonic lives) by mistake, blah, blah, blah... Gex has to escape just to watch more television in his Mansion at Maui Hawaii (if he still even has it? Makes you question what the HELL has happened after the events of Gex 3 from 1999—his last true game), blah, blah, blah... Hold Right To Win, whilst at times jumping... oh no... Fanfictions are going to occur... that is if this gecko (not the insurance one—THIS other one) has ANY **unironic** fans left in this point in time at all! Just play the game, or continue reading our cheeky manual.



...It *may* be worth money someday what with all the "retro-collecting" scalpers and whatnot!



**Notes** or in this case: feel free to draw hatred ALL over Gex, or take this up to the guy who voiced him: Dana Gould, and ask him for his autograph...

## Take Control!

Don't play stupid! You've played a Sonic before... if not, "For best game play, learn the different functions before you start." As in Please, for the love of God... DO NOT DSP it! JUST DON'T! He is forever proof blind LPs rarely work!

Directional Button  
(D-Button)



### Directional Button (D-Button)

- Press left or right to make Gex walk about in those directions. Yes, WALK!
- When Gex is standing still, press up or down to see the top or the bottom section of the screen. (This won't work if Gex is already at the highest or lowest point). He can also climb up onto a background element that way.
- Press up while in front of a background element to have Gex climb up, climb down, and all around. He can still Tail-Whip, and use his tongue.
- Press down while in midair to have Gex perform the Tail Bounce. Use it to help gain him some additional height & air by pressing up after landing.

### Start Button

- Press to start the game, *OBVIOUSLY!* ...Does Ludacris need to be quoted?
- Press to pause the game; press again to resume play. Like in ALL Games.

### Button A

- Press to perform Gex's Tail-Whip: exclusive to *this* ROM hack, and this ROM hack alone (unless you want to see yet another ROM Hack starring this ass wipe in particular...?), he can also Tail-Whip while climbing walls.

### Button B

- Press to have Gex use his tongue. If he has consumed a different-colored fly from a wrecked TV, he can use to his advantage (think... Fire Flowers, only you can ACTUALLY aim with his tongue. Kinda like Metroid on!).
- Hold down to accelerate. Yes, you read that correctly, you don't hold a direction to build up speed... like in a 2-D Mario game. Strange, isn't it?!

### Button C

- Jump. Just jump. No Super Sonic Spin Attack... JUST a regular, bog-standard jump. You can't jump on top of badniks unless you Tail Bounce on them—kinda like Scrooge McDuck's pogo jump from Ducktales! Gex can also swim while he is underwater as well! Eat your heart out, Bubsy!

## Getting Started



When you turn the power on, the title screen appears. In a few moments, the demonstration game begins. Press the Start Button to return to the Title screen. Then press it again to start the game... question is: why would you? Don't you value your sanity, or are you masochistic enough to endure through all of What Gex had done in the past?!

## Hit Paws

As Son—er... Gex, you must evade traps and dodge crazed robots as you slip and slide through six zones like the lizard that he is—not only that, he has the Tail Bounce, allowing him to bound really high using any of the foes in this game, and Tail-Whip as his form of combat. Your goal (as Gex) is to rescue Sonic's friends from the nasty grasp of the demented scientist, Dr. Robotnik! Oh, and you also have to collect some Remote Controls along the way. Then Gex can finally go back to... whatever the hell he was doing in the first place.



Staying alive will be tough, so you're going to have to watch your Hit Paws! No matter how many Flies, you collect, you WILL lose one of your remaining Hit Paws when you get attacked, or touch an enemy. If an enemy attacks when you don't have any more Hit Paws and are not using the Tail Bounce, or even the Tail-Whip, you will lose one chance to complete the game.



## Manual:

Gecko1993

"Ever used Adobe InDesign, or Affinity Publisher? Well, you used Microsoft Publisher & didn't even know it!"

## Special Thanks:

To our mothers, fathers, families and friends for backing our life choices (no matter how stupid. Especially playing or even liking Gex in the first place).

Crystal Dynamics for creating the one thing meant to be the next Sonic, but in the end became nothing more than just another victim of Internet Hype...

Dana Gould for voicing this ridiculous, yet truthfully speaking (past all that vitriol): quite charming character all under Crystal Dynamics in the first place!

Sega for not only creating the iconic Sonic The Hedgehog, but also, helping to give us one of our wings for getting into the Video Gaming Industry!

**Sonic Hacking Contest** (if they even got balls to tolerate all this maladroitness):

Somecallmejohnny along with the rest of The BrainScratch Commentaries  
Josh Wallen of GeekCritique (IS Gex even WORTH Geeking over? Maybe not.)

**Gextra Life** (The Ones Who Started The Whole Gang Bang of... Gexposure):

Josh "ChipCheezum" Stinson  
Grant "GeneralIronicus" ...yeah-just call him Grant, okay?  
Jessica "Voidburger" O'Brien

And everyone else within the Sonic Hacking Community, all Sonic Fans and Gex Fans—ironic, or unironic alike!

Also... well, practically anyone who has ACTUALLY played this game at all!

*Thank-You very much!*

**Gex™ The Gecko In... Sonic The Hedgehog™** is a ROM Image modified from its original source material, and is to be freely distributed—courtesy of Hoghead Inc.

\*Also the printable insert, cartridge label, and 24x36" Poster are just an added bonus!

Gexby shippers, get out all your torches, and pitchforks to form an angry mob. Afterward, feel free to perform a lethal injection, burn me at the stake or shoot my head CLEAN off with all of your shotguns ALL because of my difference of opinion on how Gex™ isn't THE worst franchise, deserving ALL this revulsion?

...WOW—that is a LOT of Joshes in the credits! We are not joshing- seems that Hoghead Inc. knows, or hires way too many people with the first name Josh...

## Credits

The following credits list the staff responsible for making this game all possible. You know, all the ROM hacking, this game's enclosed instruction manual that you are currently reading, the cover art, the inspiration & all of that good shit...

**This is just some video game from Hoghead Inc.**

### Original Game By:

Sega And Sonic Team (well, whatever USED to be Sonic Team...)

### "Executive" In Charge:

JoenickROS

SEE YOU NEXT POSSIBLE ROM HACK. IT'S THE CLOSEST THING TO A NEW GEX GAME SO FAR...

### ROM Hacked By:

PacManfan64 (Graphics)  
JoenickROS (Additional Code)  
Natsumi (AMPS Driver, Debugging)  
MarkeyJester (Dual PCM And Code For Extended Run Animation)



### Tools Used:

Any Tools under Sonic Retro's Sonic Hacking Utilities ([Obviously](#))  
Affinity Photo (Packaging, Sprite Modification)  
Bizhawk & Gens (Emulation/Playtesting)  
Microsoft Publisher (Manual)  
Hours, upon hours, upon hours of willpower, passion, and so MUCH patience

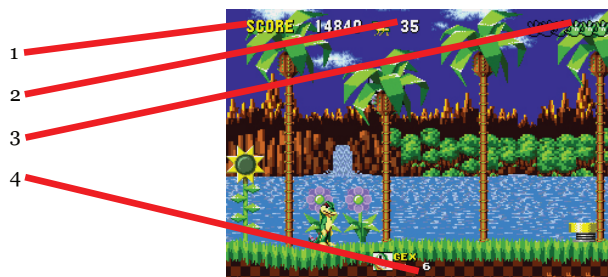
### Quality Assurance & Playtesting:

Gecko1993  
PacManfan64

### Packaging, Poster and Cover Artwork By:

Gecko1993  
Josh Detty of Printex (Final Touchup for the initial front cover)

You can keep track of the Flies you have devoured, the chances you have left, remaining Hit Paws, and your score by looking at the counters on the screen. Pretty arcade-like, eh? Well, guess what, this is not the SNK NEO·GEO (if anyone knows what the hell THAT obscure console even IS); this is the Sega Genesis (or Megadrive if you live in either Europe or Japan)! Don't expect this particular game to pop up in any arcades (wherever available) anytime soon...



1. Your present score. (which is pretty much worthless in this day & age)
2. The number of chances Gex has to get through the game.
3. The number of Flies Gex has downed.
4. Hit Paws: This shows how many hits Gex has before he gets killed.

Nope, there is no time limit in this game. So, feel free to waltz around the Zones' three acts to your heart's content without any consequences... except for all of the Badniks wandering around, all the obstacles, and the fact you have to keep Gex alive by maintaining his Hit Paws all throughout.

## Lampposts



You'll come across lampposts in every zone (except for the Final and Secret Zones). Your present score, will be recorded if you pass the lamppost. If you die, you will continue the game from the last Lamppost you passed. You will lose all your Flies, sure, but you will start the game with the score that was recorded....!!!

In layman's terms, the Lamppost is a waypoint. So, that means if you fall into a pit or otherwise don't make it through an act, you'll start at the last lamppost you crossed. Da-DING!

## Items For Survival

Break open Bug Orbs for health with Gex's own Tail-Whip, or a Lick to get special items that will help you defeat the evil Dr. Ivo Robotnik... or is he named Eggman (that is if you are referring to his original Japanese name)?



**Hit Paws:** If Gex takes a hit from any of Robotnik's Badniks (or Eggman's Robots, whichever you prefer), he can find an extra Hit Paw when smashed open, thus replenishing his initial three Hit Paws. You can also stack extra hits up to three times, making for a grand total of six consecutive hits before he bites the dust!

**Firefly:** Depending on what colored Firefly was trapped, Gex will shoot out that specific element in relation to that insect. For example, if he gets a Red Firefly, he will be granted the ability to shoot fireballs; Yellow Firefly grants Gex the ability to hurl Volts of Electrostatic Discharge—like in Contra, and Blue allows him to shoot ice-freezing foes into platforms ala Metroid...



**Ladybug:** Fills ALL six of Gex's consecutive Hit Paws Slots. Did you also know that instead of the original's Time Bonus (until this feature is applied), you'll actually get an "Xtra" bonus; dependent upon how much health you have left over? No? Well, that's because that feature has yet to be added in the later version of this hack you are playing in question.

**Caterpillar:** Protects you from damage for a short amount of time; given how frail this lizard is: just like his own ego... but just like his "accolades" from long ago, it doesn't last forever. Hard to believe, but yes, there WAS a time when Gex long ago was "revered" (reviewers & publications were maybe bribed...)!

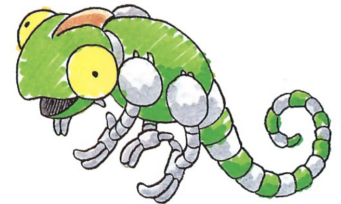


**Centipede:** Makes Gex move much quicker for a short amount of time. "I'm only running from my problems..." sure you are, Gex. Sure you are... would said problems entail almost everyone... BEATING AND STRANGLING THE EVER-LOVING SHIT OUT OF YOU?! Then again, the bastard has his fans... especially with KANYE WEST himself being one of them... yep. NO JOKE.

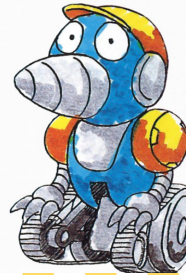
**Butterfly:** This gives you one extra chance to finish the game.  
*Note:* Scarfing down 100 flies also earns you an extra chance.



Newtron



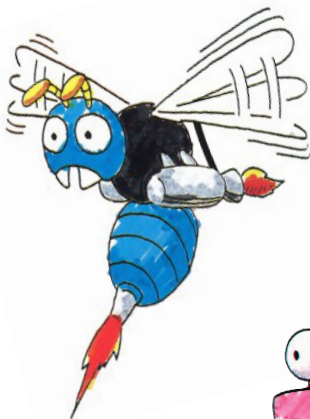
Burrobot



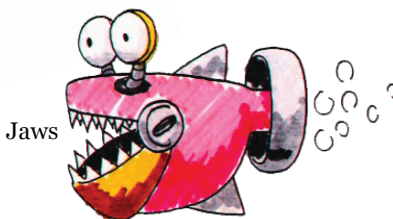
## "Survival" Tips

- Watch the traps carefully to see how they move and improve your chances of avoiding them. Then again... why would you when you'd rather want to KILL Gex...
- Look for ways to get to places that seem impossible to reach. Too bad he can't just climb up the walls in the background like in the other games he starred in... that is one of his VERY FEW positives (that and his games were-despite their obvious lack of polish; at least remotely FUNCTIONAL? You know, unlike The Cheetahmen?!)
- Use the Tail Whip to find hidden items, and break open walls for some secrets...
- As much as you WANT to kill Gex off, and prevent ANOTHER game that carries on whatever is left of his legacy from taking effect (no thanks in part to his fans-ironic or unironic alike), pick up the most Hit Paws for a perfect score at the end of a Zone's act. This will give you a plethora of bonus points at the end!
- Destroy enemies in succession for bonus points. You know: Just like in practically almost EVERY platformer ever... whether it is Gex, or even MARIO for that matter!
- Remember to Tail Whip or Tail Bounce to land a successful hit on foes & bug orbs.
- Keep dying all the time? This game hardly has any flaws like Gex's own games had, so get good and practice, or die like a scrub, Phail Burnett (a.k.a DSPGaming).
- Don't like this hack? Then just go play the original, unaltered Sonic The Hedgehog, or any OTHER ROM Hack where Gex's presence alone didn't fuck it all up (like he apparently did with almost everything he touches; except Bubsy & Charity) instead!
- By collecting Flies and improving dat score doe, you may be lucky and obtain a Continue worth about: three more lives after a Game Over. Oh wow... seriously stop playing this ROM Hack, and continue to make Gex an outright laughing stock!

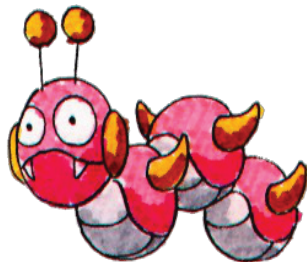




Buzzbomber



Jaws



Caterkiller

Ball Hog



Oh, and yeah, there is also Batbrain, Spikes (no, not the obstacle), Orbinaut, some fire-breathing head statue, Bomb and Star Pointer. All not pictured simply because

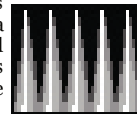
## Obstacles To Overcome

Besides loops, and sprinting, you sometimes have to slow down & pay attention to what will happen next. In other words: watch out for Bumpers and spikes. Have fun with swings, and springs... Yadda yadda yadda... it's a platform game.



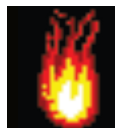
**Springboards:** The yellow ones will send you flying, while the red ones will send you flying ever further! Be mindful of the springs when they are oriented sideways. They function in the same manner as traditional booby-traps—trying to send you back to previously-conquered obstacles, forcing you to take a hit.

**Spikes:** Don't fall into these—they hurt! Though to give this ROM Hack SOME credit where it is due, Gex himself isn't a victim to the infamous Spike Behavioral Bug that plagued MANY an iteration of Sonic The Hedgehog. But unlike his original game on the Panasonic 3DO, he cannot Tail Bounce upon them without any harm, so you're pretty much screwed!



**Button:** Keep your eyes peeled for them—especially within the confines of Labyrinth Zone! They open the way further. Some, like in Marble Zone: Act 1 in Particular, are weighted Pressure Switches. These require you to solve a puzzle to progress even further. Just whatever you do, don't screw it up. The “puzzle” itself isn't that tough at all (check out page 14 for more details)!

**Maces:** Whether swinging on a chain ball, or orbiting around a platform within a halfpipe at varying speeds—sometimes duets in Spring Yard Zone, mind your footing; or else you're in for it! Now, if you're playing as Sonic, you'll spill all your Rings; but as Gex, he'll only lose some Hit Paws, but do not become so reckless when around them—keep that reptile alive...



**Fire:** Whether it spreads, or is shot out of, some OTHER kind of obstacle, take into consideration that Gex is no Salamander—that means, he's not fireproof—no matter how many times tortured him in the torches in the Hub World of Gex: Enter The Gecko. Then again, he once said, “Gecko tastes like chicken”... wow, how MORBID! Sounds like Gex has some Death Wish...

**Liquids:** Gex is really a reptile; he's not an amphibian. So look out for that scary countdown that tells him how long he has left before he runs out of oxygen, and drowns. Unlike his other contemporaries in the 1990s, you can ACTUALLY have Gex swim! Just watch for any rapids. They'll take you on quite a wild journey.



### More, and yet more to come as the adventure progresses!

This section of the manual MAY have been redundant to those who have played the original version of this game in the past. If that's the case, then why read this part at all? Is it out of boredom? If that happens to be the case, go and take the advice of the Original Gex's special ending instead of just frittering your life away! Oh wait—that statement is outdated since Video Games are a part of our culture in this day & age, because... why waste money on “fixing” the Economy?

## Zip Through The Zones!

Just like in the vanilla Sonic The Hedgehog, there are six action-packed zones, each with three acts (a total of 25 levels). There, you'll square off against Dr. Robotnik at the end of every Third Act. Yeah—you keep on insulting the good doctor whenever you meet up with him, Gex, and just see what happens next... oh, and yeah—there MAY be an Exclusive Secret Zone at the very end of this game, putting ALL the different skills that you have learned in this game to the very test...? Also for those who are interested in pre-release screenshots, here you go! You'll get a somewhat "Taste" of what this game was originally like.....



### 1. Green Hill Zone

Go around the giant loop, tumble down tunnels, and jump over crumbling cliffs before you get a chance to blink. Bounce on Springboards, but not on spikes. The most iconic if not reused & over-used first level in the entire Sonic The Hedgehog franchise! C'mon can't you think of ANY OTHER creative ideas for a level 1, Sega???



### 2. Marble Zone

Leap across pools of red-hot lava and shifting islands. Then find the way to some kind of underground palace where massive weights and flying balls of fire block your path. Hmm... Super Mario Bros.? Oh yes, Mr. The Hedgehog, YES! That look on your face is JUST! You're not the *only* game plagiarist here...

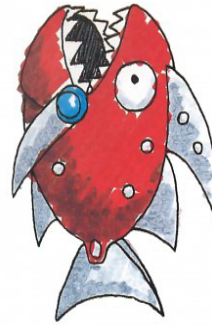


### 3. Spring Yard Zone

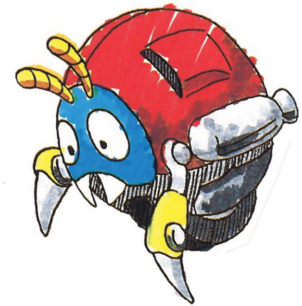
Jump from springs and bounce off bumpers as if you're in a real pinball machine... minus the flippers. THAT gimmick is not implemented until Sonic 2—more specifically, Casino Night Zone—there, it introduces a TRUE series staple (for better or for worse):  
COMPULSIVE GAMBLING!

## Robotnik's Badniks

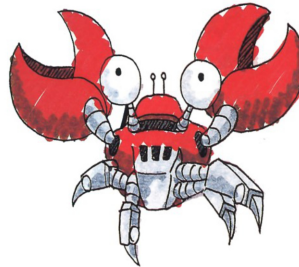
Seriously, just look at all this Sonichu "styled" artwork, will ya?!



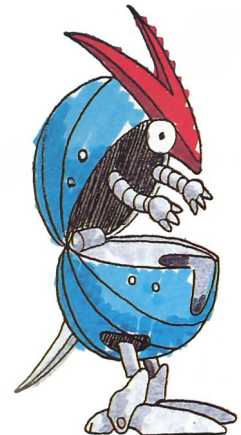
Chopper



Moto Bug



Crabmeat



Roller

Talk about inconsistent art quality! Then again, the original Gex was never actually consistent with it's "style" to begin with. Seriously, Gex stood out like a sore thumb with his 3D-Rendered look-clashing against all the game's other hand-drawn assets...

## Game Over

You have 3 chances to complete the game. If you lose all three chances, the game ends. That way you can give YOUR own “Completionist Rating” of “Look at it”, forever sealing this ROM Hack’s fate of collecting dust on the shelf, NEVER to be played again...no thanks in part to this once-loquacious pest of a “character”!



## Continue

If Gex is lucky enough (which he isn’t) to earn a Continue, the Continue screen will appear after Gex loses his last life. On this screen, press the Start button before that archetypal Ten-Second timer expires just so you can... well, continue of course! UGH...

## Scoring (seriously, this is pointless!)

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of Act 3 earns you 1,000 points. Both the Time Bonus, and the Ring Bonus will be added to your final score... THAT DOESN’T SAVE! Instead of a cliché “Scorebook” at the end of this snide game manual... *“hey, like, check out the end, dude!”*



**Note:** For more in-depth coverage of each zone’s acts, we implore you to check out page 12 of this manual! The reason as to why this is the case is because this game plays much differently from your archetypal Sonic The Hedgehog ROM Hack (yes, you can probably say it’s not as good)! So be on the lookout for this Remote Control within the Zone’s act! If you fail to find it, you’ll have to backtrack to a certain part of the act, and to ACTUALLY look for it to truly complete it, and progress.



## 4. Labyrinth Zone

Explore an intricate maze filled with water. A scary countdown begins, letting you know when you are going to DROWN! Breathing in air bubbles (and swimming) keeps Gex from drowning. This is agreeably the absolute WORST level in this game! It is slow-paced; ironically in a game where speed is key!



## 5. Star Light Zone

Speed through the stars like a roller coaster in a world that twists and turns like a corkscrew. THIS is what the ENTIRE game should have been like (but don’t worry about it. Unlike this current installment in the series, Sonic The Hedgehog 2 is WAY past better)!



## 6. Scrap Brain Zone

Slippery metal floors, razor-sharp saws and grinding wheels, and now you are one step away from Dr. Robotnik’s hideout, plus more importantly, finishing this dumb hack of a game! Reason why it’s labeled as dumb is Gex himself... yeah, like he “really HAD to be here”





## Secret Zone



**Secret Zone Remote:** Just like the regular Remote (see pg. 6 for more info), you will have to scour even DEEPER within that specific act to even find it at all! THEN the warp ring at the end will appear! Just remember you cannot find them in either Act 3 of any zone, Scrap Brain Zone, nor the Final Zone, either!

Once you find the well-hidden Secret Zone Remote within almost any of the zones, you can warp to the Secret Zone where you'll ricochet off multi-colored blocks in a "360°" maze! There are six different Secret Zones. In each, your goal is to touch the Master Remote Control in order for Gex to return back home... Pretty much JUST like in the original Panasonic 3DO pack-in title (no not the worse one: Crash N' Burn-the one with the titular character who is in this very game).



The Secret Zone is really (from the words of Admiral Ackbar from "Return of The Jedi") a trap. You can escape if you do either one of these two things.

- Touch the Chaos Emerald (Sonic Sez... er Says)
- Touch the Goal, but entry is limited to **JUST TEN CHANCES!**
- Sorry, we cannot disclose THOSE locations! Figure it all out for yourself...



## Act 3:

Whoops! Sorry about that—you'll have to figure it all out for yourself. Good luck!

**So**

## What Is Next For Gex, If Anything At All?!

If you made it this far without turning off the Sega Genesis from Gex's different play style, you're doing real well. And if you made it this far with finding the Secret Remote Controls (not actually described in the manual itself because shhh... they're a secret, duh!), then, "Gosh, we're all impressed in here I can tell you!" Now you got to clear Scrap Brain Zone Act 3, and fight Robotnik in the Secret Lab! It won't be easy, so what you are going to have to do-& without spoiling it—is to endure through a gauntlet—probably the toughest act in the whole game if you played the Original Sonic The Hedgehog (but there IS a shortcut at the beginning, making it somewhat easier... even though you STILL have to trudge along through a rehashed portion of everyone's "favorite" zone)!

After that, you will be able to at LONG LAST reach The Final Zone, and the Secret Lab of Dr. Robotnik! If you are careful, and conservative with all of your Hit Paws, you will be okay. Just be careful not to get crushed. You instantly die—regardless of how many Hit Paws (or even rings for that matter) you have left.



Also, the overlord of the Media Dimension: Rez himself may be involved in the trouble in some way, shape or form... wonder why the Monitors are replaced with Bug Orbs? What IS his agenda (aside from wanting to outright KILL the Gecko before either Robotnik or anybody else wants to do so first, of course)?



## Scrap Brain Zone

### Act 1:



Little information about Scrap Brain Zone Act 1's Remote can be found due to all that pollution belching from the smokestacks outside of the facility on top of South Island itself. Looks like Robotnik finally cut down that pesky Jungle Zone (GameGear/Master System; 8-bit version) in order to make room for a smoke-belching factory where his animal-operated Badniks are ALL mass-produced! Sorry, this ain't no strip mall, this is the Scrap Brain Facility itself: The Pride, and Joy of Dr. Ivo Robotnik Himself! Not one soul has ever returned from this inhospitable locale... so, tread carefully.

### Act 2:



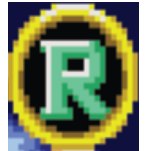
Now you are INSIDE the facility itself. Nope, there's no crawling in a cardboard box for the sake of stealth-based gameplay this time. Inside are conveyor belts, noisy circular saws, crushing pistons, incineration torches, breakaway pitfalls, mechanically automated open/close doors, loading chutes that take you all over the place, and electrical pylons—ALL being powered by the central boiler within the bowels of this huge, near labyrinthine beast of an act. Beware of Ball Hogs as you warily reach toward the inevitable end... oh, and get hit by a pair of swinging chain ball maces. Yes, Johnny—if your old Sonic '06 review is anything to go by, it IS a requirement...

## Blocks in the Secret Zone



**Bumper:** Bounce off of these. Oh, and yeah: they appear in Spring Yard Zone, too. Have fun dealing with these in Sonic 4: Episode 1's special stages. You'll NEVER want to see them in another Sonic game ever again after dealing with them...

**Reverse:** When you touch this, the maze will "rotate" in the opposite direction. If SOMEONE EVEN PORTS this to GBA, Reverse THERE is COMPLETELY & UTTERLY BROKEN!



**Goal:** This is the end of this zone. Touch this to leave, and progress with the rest of the game; but if you do that, your chances for the best ending starts dwindling!

**1-UP:** Forget about this icon. It's not in the game! And Seriously, the 360 rotating Special Stage is pretty much Cliche, and overdone. Just wait until a later version of the Hack itself, it will introduce bonus rounds that are Zone-Specific... You know, just like in the original Gex!



**Jump Stand:** Jump off this... peppermint platform (as seen in Gex 3's immediately disappointing right off the bat first level!). WOW—the back of this game's insert IS correct! The lizard bastard's lack of integrity knows NO BOUNDS—NONE WHATSOEVER! However, to give him credit where it is due; hardly anything is original anymore.....



**Up & Down:** When you touch them, the maze's "rotation" speed will either increase or decrease. Up increases the maze's speed, while down decreases said speed. Note: the Sega Genesis—unlike it's rival: the Super Nintendo cannot do any *true* 360° rotation!

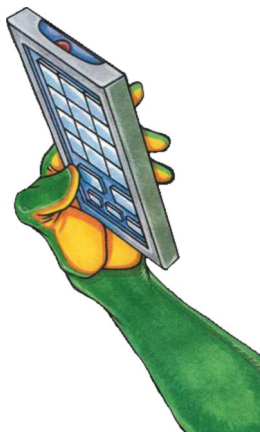


**Chaos Emeralds:** These 7 apparently special uniquely colored beryl gemstones are required to win. Collect them all in order to earn the best ending... it is not going to be one expensive Easter Egg Hunt... it's just going to be very tedious. Why is it Emeralds when Diamonds are a girl's best friend.....

## Remote Monitor Locations

Now HERE is something that wasn't covered in the Original Sonic 1 Manual (other than the fact, that it isn't printed in monochrome as before): proper locations of the Remote Controls to the end of each Zones' Acts! In order for Gex to leave Planet Mobius' South Island, he HAS to find the Remote Control Hidden somewhere within some super obscure locations! Why? Because just like his initial three games, Gex is... shall we say... "Advant Garde"? Bet you're missing the classic, traditional "Hold Right To Win" type of gameplay right about now, aren't you? Well... you're in luck! Our poor, unfortunate playtester of this game feels your pity, so you're not too far from the truth! That's why he created this section of "the enclosed instruction book"!

To help you complete the game, magnifications on where that Remote Monitor is located—complete with a series of short, simple, stupid descriptions about them. Study these carefully, and hell, with these maps you can maybe use them for future play sessions to find any OTHER secrets you may have missed out on when playing the Original Sonic The Hedgehog (on Genesis)... ...that is if you can actually READ these maps!



## Green Hill Zone

### Act 1:



Located just right under the Loop before the Lamppost. Just make sure to jump over the spikes, and to the monitor itself. If you missed the Remote, you'll have to backtrack, and attempt to smash open the Television containing that way to the end. If you have gone too far, look out for a spring on top of the purple rock after the great bound, and platform carefully back (ala Rayman 1) as the platforms leading back will IN FACT fall!

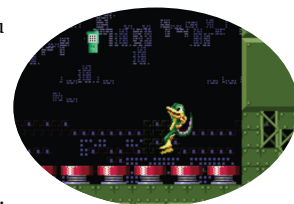


READER, MEET GEX THE SKETCH-KO. A VIATION OF SONIC THE SKETCH-HOG, AND A PROPRIETARY DEMONSTRANDUM FOR WHAT IS GOING ON. EXPECT-UM, ...GEXPECT THIS SPRAWLING TO SHOW UP THROUGHOUT THE WALKTHROUGH!

### Act 2:

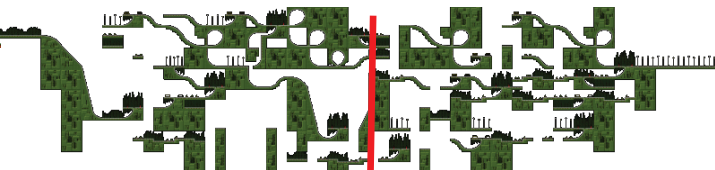


This is the most second-difficult Remote Control to find in this game, so much that you SHOULD be thankful that these maps are here to help you out! The Remote needed to reach the end is located after the Top Route ends. Go past the end of the lower route to the right, and continue leftward toward the collapsing stairs. Let them fall away, and you'd think that Gex would fall to his death, right?! Nope. The Red Springs are right there. So collect it, and just complete it, already.



FUN FACT: BEFORE STUTTERING CRAIG STARTED THIS WHOLE GEX HATE AGENDA IN 2013 WITH SCREWATTACK.COM'S INFAMOUS "WORST MASCOT EVER" VIDEO, GEX HAD FANS (NO, NOT THE OBSTACLEIN SPALIGHT ZONE—OMITTED ON PG. 7). ACTUAL PEOPLE WHO'RE FOND OF THIS FORMER FRANCHISE). THERE WAS A WORDPRESS SITE, AND EVEN A PROBOARD'S FORUM CALLED IT STALTIMENET—CREATED BY THIS FORMER FAN CALLED GEXUP (MAY GOD BLESS HIM). WHEN HE RAGEQUIT THE INTERNET NEAR THE TAIL-END OF 2016, THE FIRST GEXTRA LIFE ALSO OCCURRED, THAT IS WHEN GEX'S HATRED HAD REALLY BEGUN TO TAKE OFF. YEAH, SURE YOU HAVE ALL YOUR MEMES (ARE BELONGS TO US), ALL YOUR GAMESRADARS, PRACTICALLY EVERY OTHER LIVE STREAMER'S BIAS ABOUT HOW MUCH OF A PESTILENCE HE IS (SHOUTOUT TO SIMPLEFLIPS), BUT NOBODY, NOBODY AT ALL WOULD HAVE FORESEEN THE HELL THAT WOULD BE BROUGHT FORTH TO HIS UNWORTHY FANS ON THAT DAY. FORGET "SONIC WAS NEVER GOOD"—IGN, 2016; TRY "GEX WAS NEVER GOOD"!

### Act 3

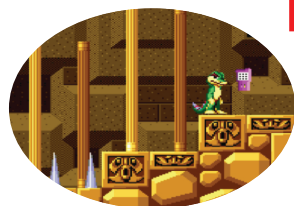
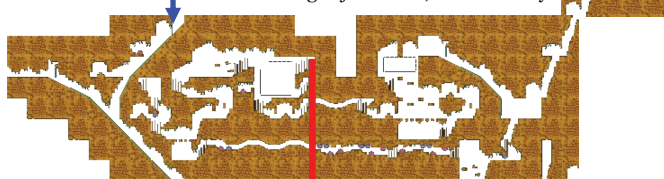


The Remote is located right on the sliced Mace Pendulum. The contraption Dr. Robotnik has in store for you as his last line of defense is the Mine Dropper. No—not Mine Sweeper, Mine DROPPER! Take into great consideration about all of the Seesaws you've been tampering around with. Since Sonic IS a momentum based, platformer, you've got to be smarter (and more skilled) than the Doctor himself—otherwise, you're toast when they explode with all that red-hot shrapnel!

### Act 3:

Home to the infamous “endless waterslide”. To make it to the end of the act in question, it requires jumping from the waterslide itself, and finding a switch in one of it’s alcoves, THEN a new path shall be opened, allowing you to progress further. Don’t hold a direction while jumping, either—doing

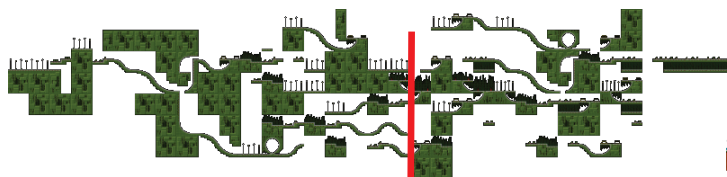
so while sliding is just... um, odd that way.



What? Were you expecting the Remote to be in an epic location, like toward the end of this Zone’s Act as the water was rising in the aqueduct for dramatic tension? Didn’t think so. And the battle against Dr. Robotnik is also pretty underwhelming as well! You just chase him to the top, climbing up the sides of the walls as the water rises in said aqueduct. Oh, and did we mention that Gex can’t actually climb while he is underwater? Oops.

## Starlight Zone

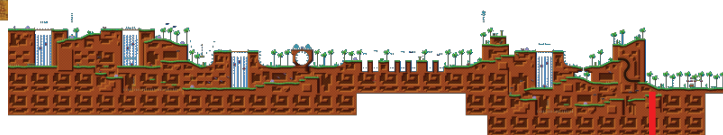
### Act 1:



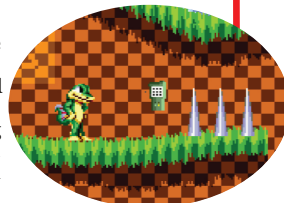
The Remote to the end of the first Act can be found on the highest point in the middle of the Zone’s Act—along side the levitating carousel of platforms. And yes, the remote is located at the highest altitude in the entire act itself. Like in Green Hill Zone: Act 3, try to stay at the highest route of the act if you wish to complete it properly...



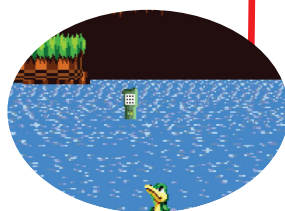
### Act 2:



Found after the breakaway cliffs before the end of the act. Continue the lower-most route until you find the Remote near the end of the act—be careful NOT to fall off. If you had reached the end of the act before, or failed to collect the Remote, look out for an elevating platform that will kindly take you back to an earlier part of the act. If you happen to perish when holding on to the Bonus Game Remote, you’ll have to backtrack from whatever checkpoint you passed, and find it all over again.



### Act 3:



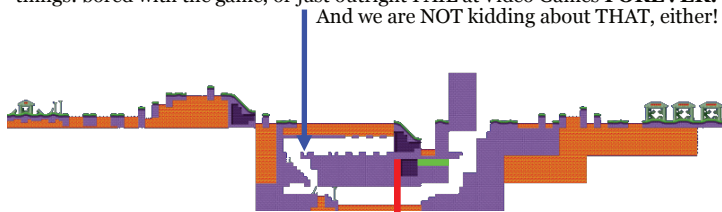
You MUST take High Road if you wish to duel against Robotnik. Take care not to fall off of the High Road, otherwise, you’ll have to cross the floating platforms, and do it all over again. Afterward, you’ll come against his latest quirky contraption for his Egg Mobile (or Egg-O-Matic Hovercraft—or is it the other way around?): The iconic Checker Wrecker Ball! If you played the Bonus Game of this Zone, it SHOULD look familiar...



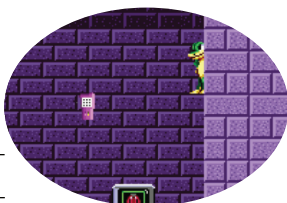
## Marble Zone

### Act 1:

One of the very few puzzles in this game—indicated as blue. Here, what you have to do is to just push the block to the right, acting as a weight for that spiked chandelier's lift. If you push the block to the left however, you are either 1 of 2 things: bored with the game, or just outright FAIL at Video Games **FOREVER!** And we are NOT kidding about THAT, either!



Found hidden in a secret room accessible in the area with the falling Spiked chandeliers. Feel around for a false wall, and when in the room full of goodies check around for another false wall near the ceiling. Tail-Whip the alcove above, and you will surely find that Remote-needed to reach the end! It's a trend here in this zone: feel around for false walls—you'll NEVER know what is hidden within the Underground Palace! These secret passage-ways are indicated as green—check them out!



\*INSERT THE LEGEND OF ZELDA DISCOVERY JINGLE HERE

ANECDOTALLY ENOUGH, OCADINA OF TIME CAME OUT IN THE SAME EXACT YEAR THAT GEX: ENTER THE GECKO DID! QUESTION IS: WHICH GAME WOULD YOU RATHER PLAY IN 1998? THOUGHT SO!

### Act 2:



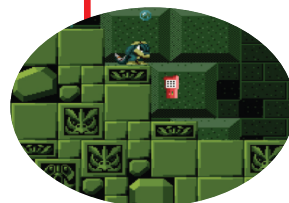
Look out for the mysterious Moss-Filled Mosque past the Lamppost to the left. Bear in mind, this ROM Hack only houses the Mosque. As in NO OTHER HACK will have this exclusive area home to a Lady-bug! There, you will find the Remote needed to reach the end of the Act inside.

## Labyrinth Zone

### Act 1:

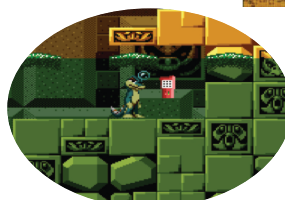


Somewhere on the second Gondola, you will find the Remote Control needed for access. Also, be on the lookout for an alternate route toward the end. If you are really explorative enough (or just familiar with the game itself -assuming that you have played it before...), you can find a switch that will take you to a shortcut toward the end. Thanks to Gex's ability to swim, actually reaching that route is much easier than it ever has been before!



GETTING SICK AND TIRED OF THESE CARTOONS BEING STREWN ABOUT THIS INSTRUCTION MANUAL? IF NOT, YOU'RE MORE THAN LIKELY GETTING TIRED OF READING THIS FONT ACCOMPANYING THESE CARTOONS OF GEX THE SKETCH-KO. YOU SHOULD BE THANKFUL THESE CARTOONS ARE STREWN ABOUT, JUST TO HELP LIGHTEN UP THIS DUMPSTER FIRE OF A ROM HACK!

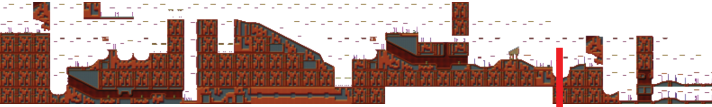
### Act 2:



You have to look in the bottom-right corner of probably the most infamous chamber of this Act. You know, the part where you have to bust monitors (or in this case TVs) to find the button—opening the way onward to the end. Though Labyrinth Zone is agreeably painful, luckily, with Gex's ability to swim, it should be less of a hassle... right?



## Act 2:

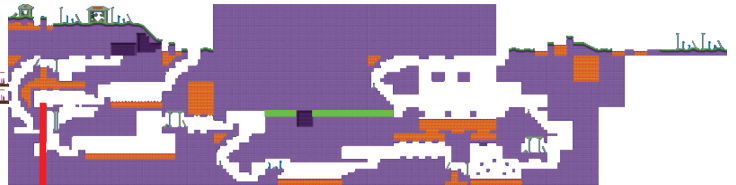


Toward the end of the Zone, you have either two choices (the same with how there are two goals at the end of this Zone. Weird you ask? Possibly. Regardless, what are these two choices of getting the Remote Control? Well, you can choose to either do this the easy way through traditional platforming, or you can do it the hard way with doing more of the half-pipe with the Spiked Mace. Also, with the platforming, it is ONE shot across. You get NO second chance unless you painfully backtrack to a higher location just to start over.

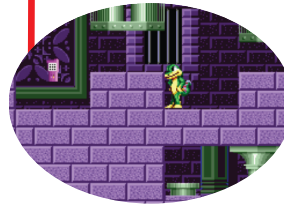


PRETTY MUCH EVERYONE'S REACTION TO HOW DIFFERENT THIS GAME PLAYS WHEN IN COMPARISON TO HOW WELL THE ORIGINAL SONIC THE HEDGEHOG DID WELL WHAT DID YOU EXPECT? IT'S A ROM HACK! DOES SMASH MOUTH NEED TO BE QUOTED? AS A MATTER OF FACT, IT IS SURPRISING TO SEE THAT NO ONE, ABSOLUTELY NOT ONE SOUL HAS THOUGHT TO SMASHING GEX'S MOUTH... CAN'T WAIT TO SEE WHAT DISTURBING ABOMINATIONS SOME "FAN" ARTISTS WOULD EVEN DARE TO CONJURE UP... WHETHER IT IS ON TWITTER, DEVIANTART, FURAFFINITY, OR EVEN TWITTER!

## Act 3:



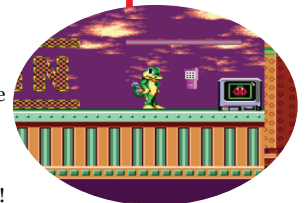
The way to Dr. Robotnik is located in the "wimp route" right around... here. The latest contraption in this zone is the Fireball Spitter. However, the fireballs he unleashes is not normal-it has the uncanny ability to catch the Marble Islets THEMSELVES ablaze! Looks like Robotnik NEEDS to check if he needs an Oil change, or has a Gasoline spill! Wonder if Dr. Robotnik has even installed an Idiot Light within the cockpit of that Egg-O-Matic of his?



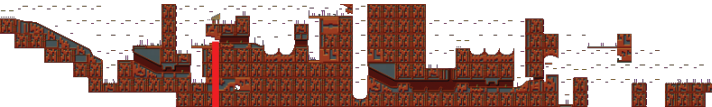
## Act 1:



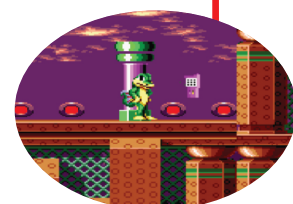
You'll find the first Remote Control on top of the half-pipe; but how do you get to it? You have to roll in the direction that the Spiked Mace is going, roll again, careful not to hit the Mace. After garnering enough momentum, the Zone's Remote is yours! This Zone is all about getting dat momentum! Remember what ya learned in Science Class there, sonny!



## Act 3:



Near the start of the High Road, keep your eyes peeled for this Act's Remote. After patiently crossing the gap, you will meet up with Robotnik in another classic contraption: The Pingas! He sees that you've been snooping as usual (for the Remotes needed to get Gex back home), but the real question is: is that really a spike, or is Dr. Robotnik just really happy just to see him? He uses this to destroy the surrounding blocks you are standing on high above the chasm, so try to delineate when it is the right time to strike whenever he descends down to your previous position! If Gex had the Super Sonic Spin Jump, this would be MUCH easier... but nope, he uses his tail.



JUST REMEMBER TO ROLL NOT RUN! THEN AGAIN, GECKOS THEMSELVES AREN'T REALLY KNOWN FOR ROLLING PER-SE. THEY'RE MORE ABOUT SCRAMBLING, SLIPPING, SLIDING, AND DROPPING THEIR TAILS IN THE CASE OF PREDATORS. GEX, FOR EXAMPLE, MAY OR MAY NOT BE RELATED TO THE GEICO GECKO (WHAT HAPPENED TO THAT LIZARD'S JOURNEY ACROSS AMERICA FROM THE MID-TO LATE 2000'S ANYWAY?). HE HAS VIDEO GAME-STYLED COMMERCIALS FROM CHARGING YOUR CELLPHONE QUICKER VIA AIRPLANE MODE TO EVEN THE ORIGIN OF THE WORD "BUG" DERIVING FROM AN INCIDENT WITH A MOTH GETTING STUCK IN A COMPUTER SEPTEMBER 9, 1942. AND SPEAKING OF MOTHS, DID YOU KNOW THE VOICE OF GEX: DANA GOULD HIMSELF HAD A MOTH GETTING STUCK INSIDE HIS EAR? HE EVEN DID A WHOLE COMEDY ROUTINE ABOUT IT. BOTH MOTHS ARE HELD ON DISPLAY AS REMINDERS TO THIS VERY DAY... CREEPY AINT IT?



