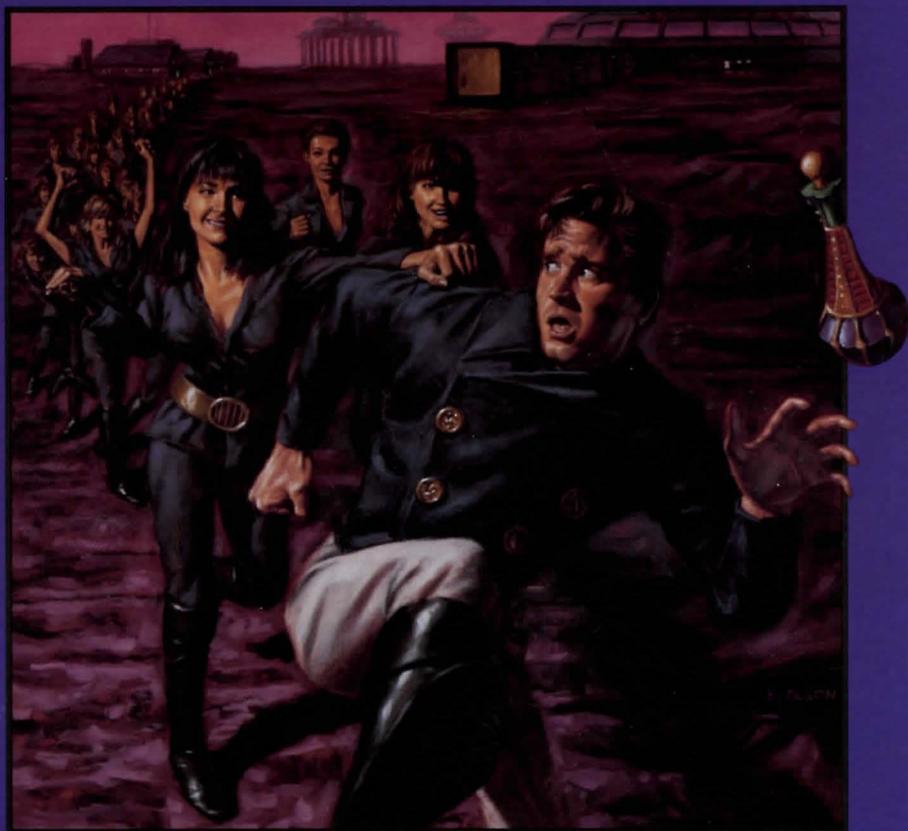


# REX NEBULAR

*And The Cosmic Gender Bender™*



**MICRO PROSE™**  
ENTERTAINMENT • SOFTWARE

# REX NEBULAR

*And The Cosmic Gender Bender™*

## Rules and Regulations

Table of Contents	
What is this Game? .....	2
Installation.....	3
Getting Started .....	5
Interface.....	8
User Options .....	12
Appendices .....	14

MicroProse Software  
180 Lakefront Drive  
Hunt Valley, MD 21030  
( 410 ) 771-1151

All rights reserved  
Copyright©1992 by MicroProse Software, Inc.

This book may not be reproduced in whole or in part, by mimeograph or xerox or any other means without permission, with the exception of quoting brief passages for the purposes of reviews.

Printing: 9 8 7 6 5 4 3 2 1

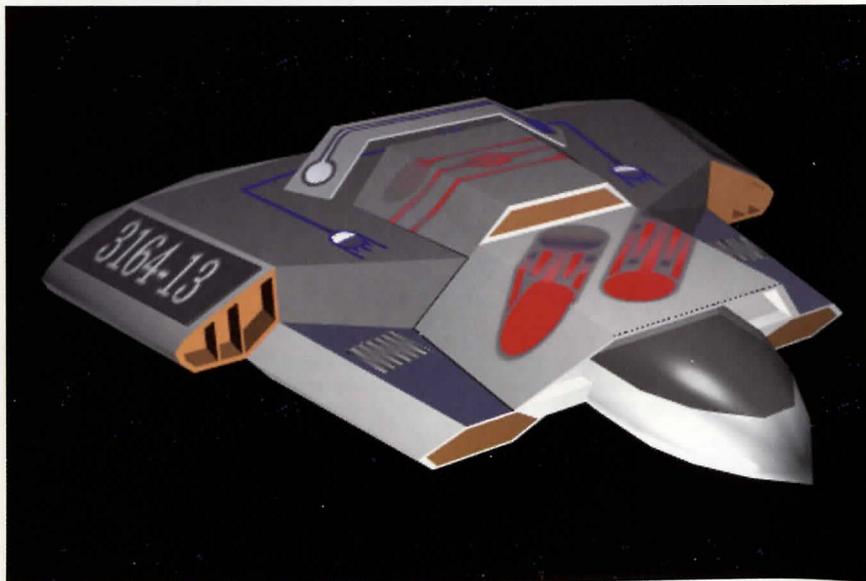
*Rex Nebular and The Cosmic Gender Bender* is a trademark of MicroProse Software, Inc.  
IBM is a registered trademark of International Business Machines, Inc.  
Tandy is a registered trademark of Tandy Corporation  
Amiga is a registered trademark of Commodore Business Machines, Inc.  
Atari is a registered trademark of Atari Corp.  
Apple and Macintosh are registered trademarks of Apple Computer, Inc.

## What is this Game?

Welcome to MicroProse's first Animated Graphic Adventure! An Animated Graphic Adventure, as the name implies, uses animated graphics to tell an adventure story. This type of game has been compared to interactive movies, TV shows, and books. We prefer not to categorize our games in this way, since they are designed specifically for the personal computer: they are interactive computer adventures.

In *Rex Nebular and the Cosmic Gender Bender*, you control the actions of Rex Nebular, galaxy-hopping adventurer-among-the-stars. Your mission, like it or not, is to recover a valuable artifact from a mysterious planet, and find a way out of the incredible mess in which you start the game. To aid you, you've got ... well, you've got your wits ... and whatever you can pull out of the wreckage of your ship ... oh! and you also have the ultra-nifty game interface that lets you tell Rex what to do.

We'd like to point out the many fine state-of-the-art technologies in this game (we'll be brief), including the sprite scaling as Rex moves forward and back, the fine 3-D objects spinning at the bottom of the screen, and the difficulty and naughtiness modes available (and the naughty lock-out mode, for you parents). We hope that the dazzling graphics, deluxe interface, gut-rupturing humor and truly vast scope of *Rex Nebular* will keep you in the MicroProse family for a long time. Enjoy!



## Installation

**Installing to Hard Disk:** *Rex Nebular* requires an installation procedure before you can play (it cannot be played from floppies). It will use up about 12 meg on your hard drive, so check if you're not sure there's enough room.

To install *Rex Nebular* on your machine, insert the disk labeled "disk one" into your floppy drive.

Change your prompt to that drive (type "a:[ENTER]" or "b:[ENTER]") and type "install[ENTER]". You may then choose the 'install game files to hard disk' option, the 'display README.TXT file' option, or return to DOS if you've changed your mind in the intervening three seconds. If the install program will not run on your computer, contact MicroProse customer service (see below).

The user-friendly MPS install program will guide you through the rest of the procedure: at each red prompt box, hit [ENTER] to answer the question with the default provided, or use the cursor or TAB keys to change to a different answer. If at any time you press ESC or select 'Cancel,' you will return to the beginning of the installation procedure, where you can escape back to DOS.

Once installation begins, pressing the ESC key will still interrupt the process, but you may have to wait a minute for the program to realize you wanted something. You will also need to switch disks each time there is a prompt, before hitting [ENTER].

When installation is complete, the program even tells you how to start the game! How's that for service?

**Hardware Configuration Options:** This high-falutin' phrase means "What sort of gizmos does your computer have?" This is where you set *Rex Nebular* up to use your fancy sound card and/or speech card. Follow the instructions in the prompt box to have *Rex Nebular* recognize your special needs.

In some cases, even our super-advanced system cannot detect your sound hardware, especially if you have a non-standard configuration. In other words, just because an option is gray doesn't mean you can't choose that option.

If the hardware option you select has special configuration options, a second series of choices allows you to specify Speech Address, IRQ, and DRQ/DMA. Standard defaults are given. Be careful — an error here could cause serious problems for your system. You may need to consult your sound system's set-up guide.

If you have a Roland MT-32 or LAPC-1, and a second system that supports digitized sound, after you select Roland you may have a second set of options for your digitized sound support.

If you select 'No Sound' during install, you cannot turn on the sound during the game. Instead you must exit to DOS and re-run the install program to reconfigure your hardware.

**Game Play Options:** *Rex Nebular* comes with many user-adjustable features, for your convenience. As you see in the red prompt box, these are:

**Mouse Interface**  
**Inventory Objects**  
**Text Window**  
**Screen Fade**  
**Memory Usage**  
**Story Line**

**Mouse Interface** lets you choose between the Standard and Easy modes. In standard mode, you have to click the mouse and hold it down in order to see what orders are available to you; in Easy mode you just glide the mouse around at the cost of a slower execution time (see "Interface" page 8 for more details).

**Inventory Objects** refers to the way-cool 3-D objects at the bottom of the screen. If you are low on memory, or you can't stand to see those things constantly whirling around, select the Still option. If you like seeing awesome displays of computer graphics, select Spinning.

**Text Window** is the whole orders interface box in the bottom third of your screen. This can either be animated with funny background pix, or still. Again, if you're low on memory or don't like being distracted, select Still. (You owe it to yourself to select Animated at least once, and check out all the terrific things going on in the background.)

**Screen Fade** lets you choose the "special effect" which is used when Rex walks from one location to another. "Smooth" fades give you the fanciest, but slowest transitions. "Fast" gives you the fastest, but least fancy transitions. "Medium" is a compromise between the two.

**Memory Usage** lets you turn off incompatible memory managers and such like. If you're having trouble running the game, try turning off one or both of EMS and XMS memory. Normally, you'll want to allocate all available memory.

**Story Line** lets you, in essence, choose the 'rating' of the game. Naughty mode is equivalent to an R rating. Nice mode is more PG-13.

In the interests of keeping our nation's youth pure (or at least allowing parents some freedom of choice), we present the Locked Nice mode! If you select this option, the game can only be played in nice mode until it is re-installed (so hide those disks away).

If you don't lock the game, you can toggle the naughty/nice mode during play (and so can your kids).

## Getting Started

If you start the game right after installing, it's easy to do: as it says on the screen, "To play NOW, type: REX". Okay, so you have to hit the ENTER key too. Sorry.

If you want to play some other time, you must first switch to the directory containing your *Rex Nebular* game. If you chose the default answer during installation, your game is in the MPS\REX directory, so type "cd C:\MPS\REX" and hit [ENTER]. Now type "REX" and [ENTER] again.

If you put *Rex Nebular* into some other directory, change to that directory first (substitute your directory names for the MPS\REX above).

### The Top Menu

You'll see the zippy opening animation the first time you run the game, followed by a menu full of choices (the second and subsequent time you run the game you'll just get the menu).

Your choices on the menu are:

**Start a new game**  
**Resume last game**  
**Watch introduction**  
**Credits**  
**Exit**

These are pretty self-explanatory (but we'll explain anyway):

**Start a New Game** starts a brand new game of *Rex* from the beginning. You'll be asked to choose a difficulty level for your game when you do this.

**Resume Last Game** restarts the very last game you were playing at the point at which you saved or quit.

If you want to restart a game other than the last one you were playing, restart your last one (or start a new one) and then call up the Options Menu using the F1 key and pick your game.

**Watch Introduction** lets you watch the zippy opening animation again, in case you need a thrill.

**Credits** shows you the entire list of the big and little people who made it all possible.

**Exit** sends you back to DOS.



## Playing

Once you choose to Start a New Game, you'll see the interior of Rex's ship, and the lines that Rex speaks as he rises from unconsciousness. Now what?

Well, if you have experience at this sort of game, you're probably already off and running. If you're familiar with this type of game but unsure how to use our (ultra-nifty) interface, you can skip to the next section to find out.

If you're a neophyte to this sort of game (or if you just like to read everything), we're about to walk you — and Rex — through the opening part of the game. If you prefer to find out all the cool effects and secrets for yourself, stop reading now and skip to the next section.

Okay, do the following:

- Move the mouse around. As the pointer passes over various "hot spots" (active screen areas), the current command, shown at the bottom of the screen, will change.

This command is actually performed when you click the left mouse button (what we call "LMB") in that area of the screen; these include such gems as "Play Video Game," "Sit in Chair," and "Peer Through Front Window." Most hot spots have a specific command of Walk To.

- Click on the chair (Sit in Chair). Now click on the view screen (Look at Viewscreen). Enjoy. Click to get rid of the text box once you've read it.

Go ahead, try Look at Viewscreen again. We dare ya.

- Click on the video game (Play Video Game).
- Click on the "Read" command at the lower right, to read your log.
- Click on the Escape Hatch (Walk to Escape Hatch).
- Click on the "Open" command in the lower left part of the screen, and then on the Escape Hatch (you've just created the "Open Escape Hatch" command!).
- Move the mouse toward the bottom of the screen until the cursor changes into a "Go" symbol (the command becomes "Walk to Life Support Section"). Click. Wait.
- Click the LMB on the binoculars (Walk to Binoculars). Now click on Take and then on the Binoculars (Take Binoculars). Note the appearance of the binoculars, name and icon, at the bottom of your screen.
- Click on the Refrigerator (Walk to Refrigerator). Now click on the Burger (Take Burger). Yum!

It's as easy as that! Explore the rest of the ship: try various commands on the items and hot spots you discover and take any items lying around that look interesting. To move to another part of the ship, move the mouse around the edge of the screen until it turns into a "Go." Don't worry, there's nothing you can do here that will kill you ... we think.

Once you've got everything you can carry, climb the ladder and escape the ship.

Oh, and one final piece of advice: beware of meeting strangers. Most of them are dangerous.

## Interface

The MicroProse Adventure Interface is designed for maximum efficiency and minimal fuss. By using the listed commands at the bottom of the screen, the special commands for each item, and the default commands for most of the “hot spots” on the screen, you can deliver a bewildering variety of orders without ever putting your fingers on the keyboard!

### Getting Around

If you want to move somewhere, click with the Left Mouse Button (LMB) on the thing or in the area toward which you want to move. If “Walk to” or “Swim to” is not the default command for that area or thing, try walking or swimming to a spot nearby.

When you want to go to a new screen, move the mouse until the cursor becomes a “GO” sign. Click the LMB and you’ll GO to a new area or room.

### Building Commands

All hot spots have a default command associated with them (such as “Play Video Game” or “Sit in Command Chair”). By clicking on a hot spot with the LMB, you automatically invoke its default command.

If you want to do something special with a hot spot or item, you can build a command of your own! For example, to throw your Logbook at the bulkhead, click on “Throw,” then “Log,” (or its 3-D icon) then the Bulkhead hot spot, and watch the command build (we supply the little words, like “at” and “in”). The command line now reads “Throw Log at Bulkhead.”

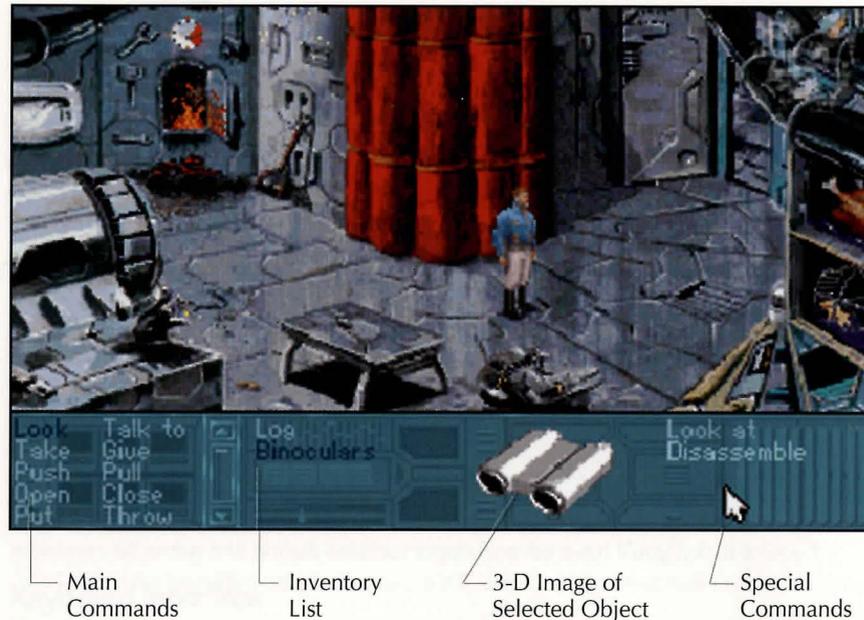
Then see how we treat people who throw things around!

### User-Defined Default

This is a fancy way of saying that it’s nice of us to set an individual default command for everything, but there are probably certain things you want to do to every item you meet (or at least a bunch of ’em). “Looking” is a good example of this and, surprisingly enough, “Look” is the initial user-defined default.

To invoke this, click on any hot spot using the Right Mouse Button (RMB). This will Look at whatever you click on.

You can even change this default (that’s why we call it “user-defined,” natch). To do this, click on a command with the RMB (one of our favorites is “Take”). This becomes the new user-defined default. Now you can RMB happily about the place, trying to take everything in sight.



### Inventory Items

**Objects:** There are a great many special items that you can pick up and carry around with you, such as your Log book, and the Rebreather apparatus. Once you pick up an item, it is listed at the bottom of your screen in your inventory box.

A spinning 3-D representation of the item is visible whenever you click on that item’s name with the LMB (clicking on the item or its name using the RMB will invoke the user-defined default). When building commands, you can click on the name of the item or its 3-D icon in order to supply nouns for your sentence.

**Special Commands:** Although we’ve created a wonderful, all-encompassing list of verbs for you to use (including the ever-popular Look, Take, and Talk to), we couldn’t possibly give you enough flexibility with one small list ... but if we gave you a list that included all the verbs you’d ever need, it would be huge. So, we came up with a compromise: the Special Commands.

Whenever you click on the name of a special item, the spiffy 3-D icon is accompanied by a list of verbs on the lower right side of the screen. These verbs can be used to build commands, but always include the special item they accompany. For example, using the Binocular’s special Look command yields the sentence fragment “Use binoculars to look at”.

By the way, if you hoard items like a packrat you'll end up with an inventory list bigger than the box that holds it. Use the handy-dandy scroll bar at the side of the list to get at items not currently visible. You can also click an item name, hold the mouse button down, and drag up or down to get to other parts of the list.

## Double-click Commands

For your sweeping convenience, we have a special Look Around command for you, allowing a general look at your surroundings. To do this, double-click (click twice in a row, fast) on the Look command using the LMB.

We have also provided (conveniently) a way for you to access the Options Menu (see page 12) without using the keyboard (for you rodentiaphiles who refuse to lift your hand from the mouse). Just press both mouse buttons at once! Incidentally, this works with the INS and DEL keys pressed simultaneously, though using the keyboard version of this command kinda defeats its whole purpose.

## Conversations

If you're lucky, you'll have several opportunities during the game to converse with one of the denizens of the world. This can usually be initiated with the Talk To command.

Once the conversation is started, you'll notice that your commands disappear from the interface box at the bottom of the screen; they're replaced by several different lines of text. Use the mouse to select the one you'd like Rex to say.



## Keyboard Interface

If you're one of the poor unfortunates who has no mouse, you'll find *Rex Nebular* ready, willing and able to accept your keyboard commands.

**Cursor Keys:** The cursor keys (on the numeric keypad, or the gray cursor keys, if you got 'em) move the mouse pointer around, pretty as you please.

**Tab:** You can zip between the game screen and the interface box by pressing the Tab key.

**Ins and Del:** The INS key on the numeric keypad acts like the LMB, allowing you to invoke commands and highlight special items. The DEL key is the equivalent of the RMB, allowing you to define or invoke the default command.

## User Options

Any time during the game, you can whack the F1 or the ESC key and call up an Options Menu. This allows you to fine-tune the way the game works for you, thus enhancing your enjoyment ten-fold. Well, maybe not that much, but close.

The Menu Options are:

**Save Game**  
**Restore Game**  
**Gameplay Options**  
**Resume Current Game**  
**Exit from Game**

**Save Game** saves the current game to disk. Pick a slot in which to store the game, and give it a name or comment to help you remember where in heck you were. Select Save or hit ENTER.

You can play this game again any time, using the Restore Game option. You can always save a game without calling the Options Menu, by pressing F2.

If you want to erase a previously saved game, select the game to be erased and then select Clear.

**Restore Game** lets you abandon the game currently being played and substitute a different saved game from disk. Pick the game you want and select Restore or hit ENTER.

This is especially useful if you saved recently, but don't like the way things have been going: just restore the previously saved game and "go back in time." You can always restore a saved game without calling the Options Menu, by pressing F3.

If you want to erase a previously saved game, select the game to be erased and then select Clear.

**Resume Current Game** is a fancy way of saying "I'm done here." The menu box goes away, and you're back in the game.

**Exit from Game** lets you quit and return to the top menu. Your game will automatically be saved in a special, magical place, to be summoned up when you choose the "Resume Last Game" option from the Top Menu.

You can end the game without calling the Options Menu by pressing F4.

**Gameplay Options** calls up another menu for you to choose from. This menu has:

**Music**  
**Sound**  
**Interface**  
**Inventory**  
**Text Window**  
**Screen Fade**  
**Storyline**

**Music** lets you turn music on and off.

**Sound** lets you turn sound effects (including speech) on and off.

**Interface** lets you switch between the default mode (as you move the pointer, the current command shows at the bottom of the screen) and the "only if I ask you" mode, in which you must hold down the Left Mouse Button in order to see the commands. The advantage to this mode is that it allows the game to run a little faster; also, some users might be more comfortable with this mode.

**Inventory** makes the 3-D icons at the bottom of the screen stop spinning. Not only will this increase your frame rate (speed of execution), but it is far less distracting to those of us who can't help looking at moving things.

By the way, if your computer has very little memory, we might not even let you turn object animations on. Sorry. Get a more powerful computer.

**Text Window** lets you turn off and on the ultra-cool animations at the bottom of the screen (the moving background in the interface box). You ought not miss the wonderful things that go swimming, flying and crawling by in that screen, but it will speed up your frame rate to turn it off.

**Screen Fade** lets you choose the "special effect" which is used when Rex walks from one location to another. "Smooth" fades give you the fanciest, but slowest transitions. "Fast" gives you the fastest, but least fancy transition. "Medium" is a compromise between the two.

**Storyline** lets you switch between naughty and nice mode. Naughty mode is for those of you who want an R rated game; nice mode is for a PG-13 effect. If you chose "Lock game into nice mode" during installation, this choice won't even appear.

# Appendices

## Rex Nebular Designers Notes

**Rex** has been a terrific product to work on. We of the MPS Labs Graphic Adventure group feel that our first adventure game, **Rex Nebular and the Cosmic Gender Bender**, is a game to be proud of. We believe that a player can tell when the people who developed a game enjoyed their work. Some games have given us the impression that its developers were not having any fun. We had such a blast creating **Rex** that if you have half as much fun playing it as we had creating it, you're in for some long nights.

### Development Issues:

Since many members of the group were veteran adventure game players, we had a reasonable idea what we wanted MicroProse's adventure game to look like. There were several issues that we, as players, thought we needed to address.

The first of these issues is game difficulty. It seems that whenever you publish a game, some of the players think it's too hard and some think it's too easy. We wanted to produce a game that would be challenging for the experienced player but not frustrating for the novice.

We addressed this issue by allowing multiple levels of play. In the most difficult mode, the game presents the player with puzzles reminiscent of the classic text-based adventure games. In the easiest mode, we bypass or simplify the harder puzzles, and don't allow the player to make irreversible mistakes.

Another important issue involves the user interface; there are several different schools of thought regarding these. We wouldn't even consider a text-based "parser" that would require the player to type his or her commands from the keyboard. We wanted a mouse-based graphical interface that would be easy to use. Unfortunately, most graphical adventure interfaces don't allow the player to enter specific commands such as "Sharpen the knife" or "Disassemble the flashlight". We felt that limiting the things a player could "say" to the game would prevent us from including many interesting puzzles in the game, simply because the player wouldn't be able to "say" the solutions.

We decided to give the player a set of basic commands such as "Take", "Give", and "Throw", that would be usable with any object. Then, we added a special list of verbs for each object, such as "Cut", "Stab", and "Sharpen".for a knife. This innovation allows a player to specify actions much more precisely than he or she can in many other adventure games today.

Several other issues that we addressed include the "My character walks like a robot!" problem and the "Drat! I forgot to save my game!" problem. Overall, we think we have come up with a gaming system that lets you spend more time enjoying the game and less time wrestling with the interface.

Finally, we addressed the "boot disk" problem. We consider it important that the average gamer be able to play **Rex** without having to create a special "boot disk". We also do not want to require someone to have QEMM386, or MSDOS 5.0, or the like. On the other hand, we believe "power users" should be able to take full advantage of their investment. Our absolute minimum memory requirement is 575K available memory as reported by MEM or CHKDSK. You may not get all the bells and whistles with this minimum configuration, but you will be able to play **Rex** with DOS 4 and a mouse driver loaded. If you have extra memory and/or a faster machine, more fancy features will be available to you.

### Technology:

Developing and using new technology has been one of the most interesting aspects of working on **Rex**. We developed image processing tools that took the pain out of scanning, new ways of using 3-D rendered images, a system for processing digital video that goes well beyond traditional rotoscoping, and many other ground-breaking techniques. The most useful technology we developed however, is our MADS (MicroProse Adventure Development System) animation environment. This innovative system allows us to create interesting animation sequences both in and out of the game, using a minimum of time and disk space. The MADS animation environment allows **Rex** to walk and swim more smoothly than any character in any adventure ever. It also allows us to bring you a ten minute introduction without requiring an extra ten megabytes of hard disk space.

We continue to develop new technology and techniques. As we near the end of **Rex**, we are compiling a list of even more exciting features which we will include in our next game. In fact, we have had to resist the urge to start our first game over again! Our commitment to continuous technological innovation will assure players of something new and eye-opening in every MicroProse adventure game.

We hope you enjoy **Rex** as much as we did.



Matt Gruson  
MPS Labs  
August 1992

## Rex Nebular Technical Notes

This section is intended for advanced users who wish to fine tune their system for maximum performance. You do not need to read this section to play **Rex Nebular**. You only need to read this section if you are having trouble getting the game to run correctly (runs too slow, runs out of memory, etc.) or if you are a "power user" who enjoys squeezing the last drops of performance out of a game. Reading this section may enable you to improve the speed of the game; it may also help you free up more memory in your system which can be used to activate more optional features or to correct a "No More Memory" error.

### Speed

If you have a slower machine and the graphics in the game seem to be slow or "clunky," try turning off some of the optional features. Set your "Text Window" to "Still" and set your "Inventory" to "Still" (These options can be changed using the INSTALL program or from the "Game Play Options" menu during the game). You can also set your "Interface" to "Standard" to improve graphics performance—in this mode, menu options are only highlighted when you hold down the mouse button.

If you are experiencing long delays when Rex walks from room to room, we suggest that you install some sort of "disk cache" program in your system. A disk cache will improve your load times dramatically. The SMARTDRV.SYS disk cache is distributed with many Microsoft products, including DOS 5.0; other vendors also sell even more advanced disk caches. A disk cache can be installed by placing the appropriate "device=" line in your CONFIG.SYS file (several sample CONFIG.SYS files are provided in the section below). If you have a 4 megabyte system, we recommend that you use at least 1 megabyte as a disk cache; if you have a 2 megabyte system, use at least 768k.

### Memory

**Rex Nebular** is designed to take advantage of all of the memory resources of your system (EMS, XMS, UMB, and so forth) in order to give you the maximum number of features possible; therefore, the more memory you can free up before running **Rex**, the more features you will be able to use. Rex requires at least 575,000 bytes free (as reported by the DOS "CHKDSK" or "MEM" command) in order to run correctly. If you have more memory, you may be able to activate some of the optional features. On the other hand, many of the optional features can slow the game down if you have a slower system, so you will need to balance options versus speed requirements when you make your selections. The optional features can be turned on and off from the INSTALL program, or from the "Game Play Options" menu during the game (press the F5 key).

The optional features in **Rex** which require extra memory include "Inventory is Spinning," which requires approximately 30k of memory, and "Text Window is Animated," which can use as much as 20k. If, during game play, the program informs you that you do not have enough memory, try turning off one of these options—you should then be able to resume your game in progress. In a pinch, you can also cut 20k off the memory requirements by running the INSTALL program and setting your "Music and Sound Card" to "No sound". If you have at least 625,000 bytes of free memory, you should be able to run with all optional features turned on.

**Rex Nebular** also takes advantage of EMS, XMS, and UMB memory, if your system has any available. Usage of this memory happens automatically without the need for any special intervention on your part. EMS memory is generally required in order for you to hear digitized speech during the opening animation sequence.

To increase the amount of free memory available in your system, we recommend that you remove all resident programs except for mouse drivers, memory managers, and disk caches from your system before playing **Rex**. If you have DOS 5.0, you can also use the "dos=high" command in your CONFIG.SYS file to free up even more memory. Below are some sample CONFIG.SYS files that you may wish to use as a pattern for your own:

#### Sample CONFIG.SYS Files

(4 Megabyte 386 with DOS 5.0)	(1 Megabyte 386 with DOS 5.0)
file = 25	files = 20
buffers = 25X	buffers = 20/X
dos = high,umb	dos = high
device = c:\dos\himem.sys	device = c:\dos\himem.sys
device = c:\dos\emm386.exe 1640	
devicehigh = c:\dos\smartdrv.sys 1024	(640k system without DOS 5.0)
	files = 20
(4 Megabyte 386 with DOS 5.0 and QEMM386)	buffers = 20
files = 25	
buffers = 25/X	
dos = high	
device = c:\qemm\qemm386.sys ram	
device = c:\qemm\loadhi.sys c:\dos\smartdrv.sys 1024	
(2 Megabyte 386 with DOS 5.0)	
files = 25	
buffers = 25/X	
dos = high,umb	
device = c:\dos\himem.sys	
device = c:\dos\emm386.exe 256	
devicehigh = c:\dos\smartdrv.sys 768	

## Abridged Credits

Produced and designed by .....	Matt Gruson
Executive Producer .....	Ted Markley
Lead programmer / Technical director .....	Brian Reynolds
Art Director .....	Kenn Nishiuye
Music by .....	Jeff Briggs
Game text / comedic consultant .....	Jeff Charlebois
Painting .....	Mike Gibson (lead) Nicholas J. Rusko-Berger
Animation .....	Frank Frazier (lead) Charles Shenton Ken Race Cindy Lang-Bachur Kevin Boehm Anne-Marie Cox
Applications programming .....	Ginny Schmidt Paul Lahaise
Sound Programming .....	Ken Lagace Jim McConkey
Voice track editor .....	Scott Patterson
Rex's Log text .....	Steve Meretzky
Manual text .....	Doug Kaufman
Manual Design & Layout .....	Joe Morel
Q.A. Management: .....	Al Roireau Mike Craighead
Rex Nebular Q.A. Project Manager .....	Frank Brown
Rex Nebular Marketing Product Manager .....	Monique Caron
Director of Publication Design .....	Iris Idokogi

This list is by no means complete. Please select the 'CREDITS' option on the game's main menu to see the complete credits.

## ONLINE SUPPORT SERVICES

MicroProse provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following Online Services for Modem Users. All are staffed by Online Service Representative Quentin Chaney.

### MicroProse Bulletin Board Service (MPS\*BBB)

(410) 785-1841, with settings of B,N,1, and supports up to 9600 baud, 4 Lines, 24 a day 7 days a week

**America Online:** Industry Connection, Keyword: "MicroProse",  
Address: MicroProse

**CompuServe:** Game Publishers Forum, Keyword: "Go GAMPUB",  
Address: 76004,2223

**Delphi:** GameSig, Address: MicroProse

**GEnie:** Scorpio RT, Keyword: "Scorpio", Address: MicroProse

**Internet:** Address: 76004,2223@CompuServe.Com

**MCI Mail:** Address: MicroProse

**PC-Link:** Computer Forum, Keyword: "MicroProse", Address: MicroProse

**Prodigy:** Computer Club: Other Games, Keyword: "MicroProse",  
Address: XHFK15D

**Promenade:** Industry Connection, Keyword: "MicroProse", Address: MicroProse

**Q-Link:** Computer Forum, MicroProse Section, Address: MPSLabs.

## Customer Service & Technical Support

Telephone help is available  
Monday to Friday,  
9AM to 5PM EST, by calling:  
(410) 771-1151

This Official Proof-of-Purchase  
can earn you a free backup disk!  
Details on Backup Order Form.

**REX NEBULAR**  
And The Cosmic Gender Bender™

Official Proof-of-Purchase

Please check game format here.

IBM 3.5     IBM 5.25

**COPYRIGHT NOTICE**  
Copyright ©1992 by MicroProse Software, Inc.,  
all rights reserved.

This manual and the computer programs and audiovisuals on the accompanying floppy disks, which are described by this manual, are copyrighted and contain proprietary information belonging to MicroProse Software, Inc. No one may give or sell copies of this manual or the accompanying disks or of listings of the programs on the disks to any person or institution, except as provided for by written agreement with MicroProse Software, Inc. No one may copy, photocopy, reproduce, translate this manual or reduce it to machine readable form, in whole or in part, without the prior written consent of MicroProse Software, Inc. Any person/persons reproducing any portion of this program, in any media, for any reason, shall be guilty of Copyright Violation, and shall be subject to civil liability at the discretion of the copyright holder.

**LIMITED WARRANTY**

Neither MICROPROSE SOFTWARE, INC., nor any dealer or distributor makes any warranty, express or implied, with respect to this manual, the disk or any related item, their quality, performance, merchantability, or fitness for any purpose. It is the responsibility solely of the purchaser to determine the suitability of the products for any purpose. Some states do not allow limitations on implied warranties or how long an implied warranty lasts, so the above limitation may not apply to you.

As a condition precedent to the warranty coverage provided below and to ensure identification, the original purchaser must complete and mail to MicroProse Software, Inc., 180 Lakefront Drive, Hunt Valley, Maryland 21030, within 30 days after purchase, the Registration/Warranty card enclosed in this product. To the original purchaser only, MicroProse Software, Inc. warrants the media to be free from defects in material for 90 days. If during the first 90 days after purchase a defect in media should occur, the software may be returned to MicroProse Software, Inc., who will replace the media at no charge. If at any time after the initial 90 day period your media becomes defective, the media may be returned to MicroProse Software for replacement at a reasonable service charge.

In no case will MicroProse Software, Inc. be held liable for direct, indirect or incidental damages resulting from any defect or omission in the manual, or other related items and processes, including, but not limited to, any interruption of service, loss of business, anticipated profit, or other consequential damages. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

**IMPORTANT:** The above warranty does not apply if the you make any unauthorized attempt to modify or duplicate the product, or if the product has been damaged by accident or abuse.

**MICROPROSE**

Entertainment • Software  
180 Lakefront Drive,  
Hunt Valley, Maryland, 21030  
(410) 771-1151



**Don't Trash!**

**Your Official Proof-of-Purchase is located on the reverse side.**

The official proof-of-purchase is required when ordering a backup copy of your game, and when participating in most MicroProse promotions!

107M 0892