RAYMAN 2
THE GREAT ESCAPE

NINTENDO 64

1 Player

RP

ESRB

Ubi Soft

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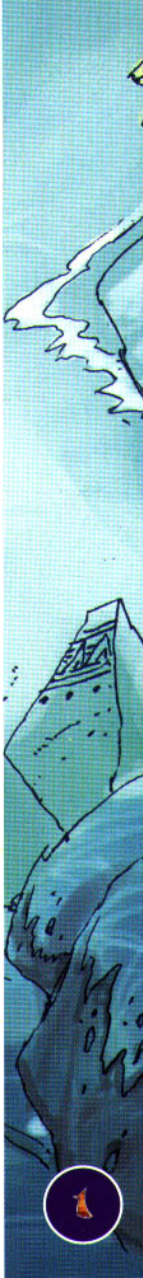
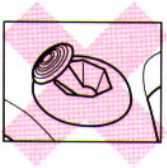


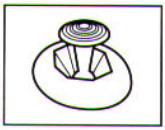
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



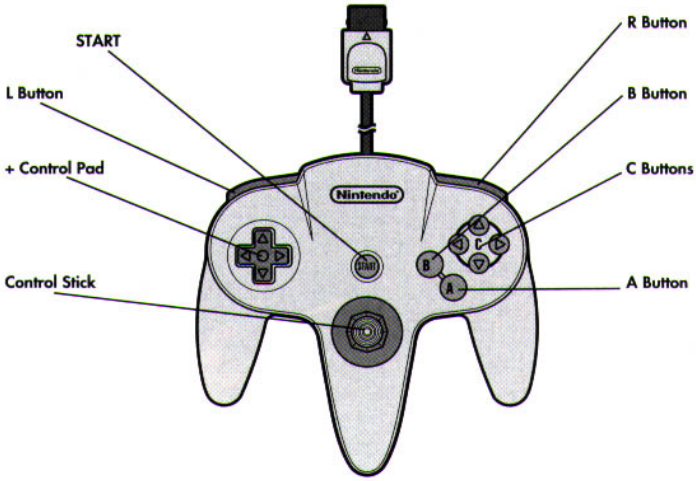
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



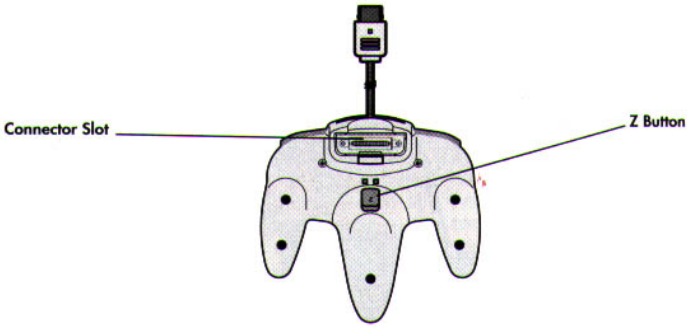
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

N64® Controller



Back of Controller





Panic in the Chamber of the Teensies and the Fairy Council: Robo-Pirates from deep in space have arrived, determined to conquer and enslave their entire world. The time for combat has come. Volunteers form small resistance groups and throw themselves into battle with the evil aggressors. Rayman® and his friend Globox go to the edge of The Great Forest, where the highest number of pirates are located.

Rayman jumps from a tree and activates his helicopter for a soft landing in the middle of a thicket of bushes. "The Pirates are coming straight at us!", cries Rayman to his friend. "Get ready!" The earth suddenly begins to tremble... Several trees collapse, creating a passageway for an army of robots. The Battle begins! Rayman leaps into action, sending metal monsters flying with his powerful energy spheres. A little later, Globox, trembling with fright, desperately tries to make the robots rust up by creating little rain storms over their heads. A robot, creaking horribly, crashes to the ground. "Not bad, Globox!" shouts Rayman with a smile. Globox tries to answer, but Rayman doesn't hear. The strained face of Ly has just appeared in his mind. "Rayman...", begins Ly, in a weary voice, "The pirates have broken the heart of the world. The energy has scattered. Other than Clark, all of our brave warriors have been captured..."

Shocked by this terrible news, Rayman lets himself be surprised by a gigantic robot who pins him between it's powerful pinchers. He tries to create a new energy sphere in the palm of his hand, but to no avail. The destruction of the Primordial Core has taken away all of his powers... Desperate, he shouts to his friend... "They've got me, Globox! Save Yourself!" "But...but...what about you?!" "No time to explain! Go find Ly, she'll tell you what to do!" After a moment of hesitation, Globox dodges between the feet of the robots, and plunges into the high grass.

An evil laugh reverberates. Rayman turns and sees Razorbeard, the leader of the Pirates. "I have you, Rayman! You'll soon be my most obedient slave...!" Rayman tries to free himself, but the iron grip of the robot tightens around him. He casts a dark look at Razorbeard and shouts defiantly: "It's not over yet, pirate! I'll find a way to escape and then I'll make you wish you'd never been born!"



Starting the Game

Carefully and correctly insert the RAYMAN® 2 Game Pak™ into your Nintendo® 64 Control Deck and turn on the Control Deck by putting the Power Switch to the ON position.
Once the title screen appears, Press START to access the Language Selection Menu.

› Navigating the Menus

To navigate the menus in RAYMAN 2, use the Control Stick.
Your previously selected choice will be outlined in red. If you wish to choose another, it will be outlined in yellow. To confirm your selection, press the A Button. To go back, press the B button .



› Select the Language

Select the language you want with the Control Stick and finalize your choice by pressing the A Button . At any point in the game you can change to another language by selecting "Language" in the Options Menu.

› Main Menu

Select "New Game" to begin a new game.
If a Nintendo 64 Controller Pak™ is properly installed in the correct slot, it will offer you the choice of a saving location.
Select "Options" to access the Options Menu.



› Options Menu

To access the Options Menu while playing the game, press START and then select "Options". In this menu, you can adjust certain parameters to insure optimal enjoyment of the game.



• **Video Settings**



Select "Resolution" to adjust it.
If you have an Expansion Pak™* correctly inserted into your console, the game will automatically go into High Resolution mode.
If you do not have an Expansion Pak, you can not go into High Resolution mode.
Select "Contrast" to adjust the contrast of the display.

When the game is in High Resolution mode, contrast is automatically adjusted to it's maximum setting.
Select "Center Screen" to correct any placement problems with the display as it appears on your television.

• **Sound Settings**

Select "Sound" to adapt the type of sound to your television. Select "Music" and use the Control Stick. To increase or decrease the sound level of the music. Select "Effects" and use the Control Stick to increase or decrease the volume of the sound effects.



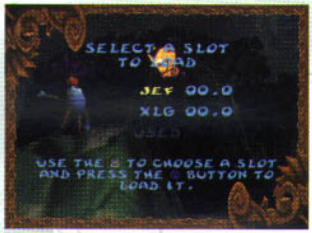
***Expansion Pak**

RAYMAN 2 is fully compatible with the Expansion Pak for Nintendo 64. Insert the Expansion Pak into the corresponding slot, and the game will automatically move into a higher resolution which will allow you to see all the amazing graphics. (For all questions, please refer to instruction manual contained in your Nintendo 64 Expansion Pak kit.)

Loading Saving Games

It is only possible to load a saved game if a Nintendo 64 Controller Pak is correctly inserted into the Controller before the Power Button is put to the "ON" position.

> Loading



It is possible to load a saved game at any moment from the game menu. To access the game menu, press START at any point during the game. Select "Load" to load a saved game.



> The Hall of Doors & Saving

In order to save a game, it is necessary that Rayman be in the Hall of Doors.
This magic place, built long ago by the Teensies, allows access to new worlds. But remember, Rayman can only get to it after traveling through an entire world.



To move from a world to another when you are in the Hall of Doors, use the Control Stick. To enter into a world, jump through by pressing the A Button.

If you choose "yes", your game will automatically be saved to the location you chose at the beginning of the game. To change this location, press START and select "save".

To delete a saved game in order to free up a slot, select "Delete" in the menu. You will be asked to confirm your decision before the game is actually deleted.

GAME SCREEN

Throughout his adventures, Rayman should break open the cages which imprison his friends. This allows him to get the Fists of Force that will make his shots more powerful, and to collect the precious energy spheres called "Lums". Above all, he must find the four magic masks which will allow him to wake Polochus, the spirit of the world.



Rayman's Air Gauge under water

Rayman's Life Bar

Number of Yellow Lums collected in this world

Number of cages destroyed in this world

Icons of Fist Power

Gauge showing how fast Rayman is ascending or descending under water

While playing, at any time you can press the R Button to display Rayman's life bar as well as the number of Yellow Lums collected and the number of cages destroyed.



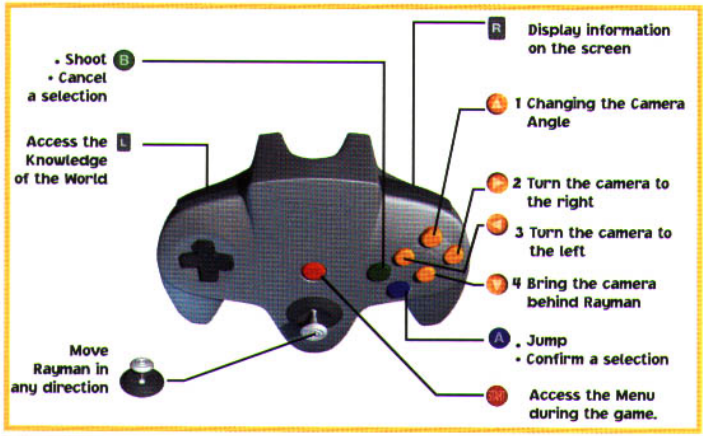
Total number of Yellow Lums

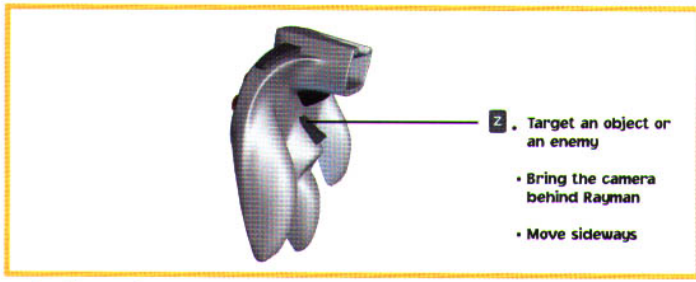
Total number of cages destroyed.

Masks found

At any time you can press START to get a complete recap of the elements collected since the beginning of the game.

Controlling Rayman





› Options Camera

To get your bearings and find your way around, making good use of the camera is crucial. Practice moving the camera and changing it's angles with the help of the various C Buttons.

C ◀ and C ▶ : provide a panoramic view moving to the left or to the right around Rayman.

C ▲ : Puts the camera back to Rayman's point of view. You can explore his field of vision using the Control Stick. Just release the button to return to your previous camera placement.

C ▼ : Puts the camera behind Rayman.

‹ TO MOVE AROUND, › point the Control Stick in the direction of your choice. The more you incline the Control Stick, the faster he moves.



‹ TO JUMP, press the A Button.

TO MOVE SIDEWAYS, › use the Control Stick while pressing the Z Button. This is very helpful for keeping your enemies in sight and avoiding their fire.



‹ TO SWIM, point the Control Stick in the direction of your choice. To dive, press the Z Button and to return to the surface, press the A Button .

Attention: Special care has been taken to give Rayman total freedom of movement while he's swimming. Take some time and practice using the controls, as this skill will come in very handy!

TO ACTIVATE HIS HELICOPTER, press the **A** Button whenever Rayman is not touching the ground, such as in the middle of a jump or during a fall. To stop the Helicopter, press the **A** Button once again. The Helicopter is helpful for landing with precision, in the middle of a jump or during a fall.

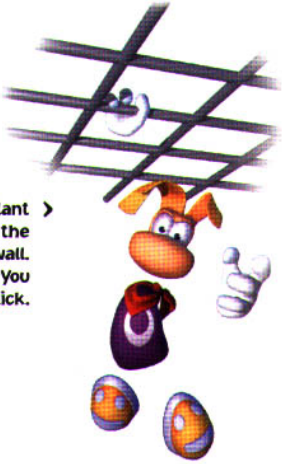
Remember, the Helicopter can only be activated when Rayman is in the air already. A little advice: use Rayman's shadow to help with a steady landing.



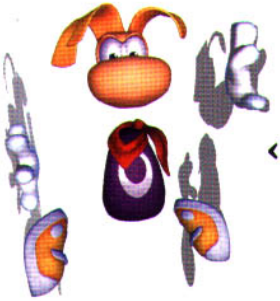


TO GRAB onto the edge of most walls. Jump, and point the Control Stick in the direction of the wall. Rayman will grab onto it automatically.





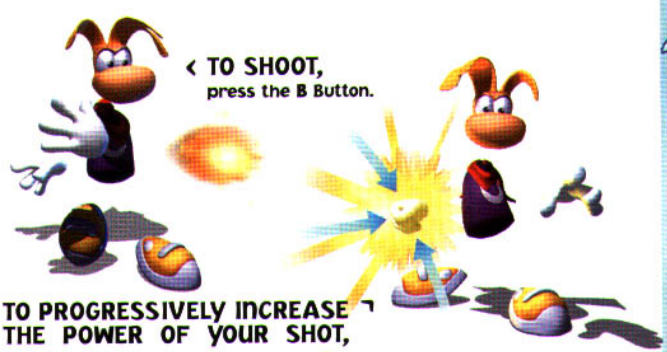
TO CLIMB along nets, walls covered in plant life, and spider webs, jump while pointing the Control Stick in the direction of the wall. Rayman will grab onto it automatically . You can then move around using the Control Stick. To get off, jump by pushing the **A** Button.



TO CLIMB UP BETWEEN TWO WALLS, jump by pressing the **A** Button and press the **A** Button again to grab the wall. Repeat these two maneuvers until you reach the top.

POWERS

Throughout his adventures, Rayman will receive new powers which give him some amazing abilities!



‹ TO SHOOT, press the **B** Button.

TO PROGRESSIVELY INCREASE THE POWER OF YOUR SHOT, leave the **B** Button pressed down. The energy ball in Rayman's hand will become bigger and bigger. When the desired strength is attained, shoot by releasing the **B** Button.



‹ TO GRAB ONTO PURPLE LUMS, shoot them. Once you've grabbed on, you can swing in the direction of your choice by using the Control Stick. To get off, press the **B** Button.

TO FLY IN HELICOPTER MODE, › activate the helicopter (see page 12) and leave the **A** Button pressed down. Not only can the helicopter be used to land you safely, but flying in helicopter mode gives you total freedom to fly in any direction! To stop flying in Helicopter mode, press the **A** Button once more.
Little advice: your trajectory can be stabilized by pressing the **Z** Button. This will help you to avoid obstacles.



RAYMAN'S FRIENDS

The inhabitants of Rayman's world fall in to two catagories: Magical Beings, gifted with fantastic powers, and the People....

› The Magical Beings

POLOCHUS

He is the spirit of the world, the creator of all that is and will be... His power is such that his dreams can become reality... Long, long ago he went away from this world, and only by reuniting the four magical masks (see page 18) can he be brought back...

LY

Ly is a fairy, and like all fairies, she posseses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her.

When she has reunited enough energy, she can create Silver Lums, which give amazing new powers to Rayman.

THE TEENSIES

Ancient and wise people who long ago built the Hall of Doors (see page 8), that magical place where access is given to all the regions of the world. Very old and a little absent minded, they have forgotten which of them is their King, and spend much of their time performing acrobatic dance moves to make the youngest green with envy.

› The People

GLOBOX

Adorable, if a little simple, Gobox is Rayman's best friend. He has the power to create forceful little rain storms which can used to put out fires or make plants grow.

With the aid of his mate Uglette, he has produced a prodigious family: more than 650 children at last count!

CLARK

A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying. His only weak point: a somewhat sensitive stomach. This can cause problems, especially when in the heat of battle, he munches a robot that's a little too rusty...

MURPHY



Nicknamed "The Flying Encyclopedia", Murphy helps Rayman by giving him loads of hints and advice. For a short reminder of Murphy's main explanations, move Rayman next to one of the many Stones of Thought scattered around throughout the world (see page 18). If you would rather have Murphy come in-person to give you his detailed explanations, stop by a Stone of Thought and keep the B Button pressed.

CARMEN THE WHALE

A magnificent marine creature, who's job it is to survey the depths of the ocean and deposit the air bubbles which can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn, who are quite fond of her air bubbles...



SSSSSAM



This young and spirited serpent is the ferryman for the Marshes of Awakening. He helps the inhabitants waterski across the swamps...

Rayman's Enemies

Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched.
His dream? Overrun Rayman's world and reduce all it's inhabitants to slavery...

The Henchmen



These are the pirate's robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There exist several different models, each with it's strong and weak points. It'll be up to you to figure them out...

The Guardian of the Cave of Bad Dreams

A terrifying monster who's job it is to guard the subterranian cave, where the creatures stemming from nightmares of Polochus are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain an even more precious treasure...

The Zombie Chickens



We can no longer even keep track of all the sinister results provoked by the arrival of the pirates: disturbances in overall harmony, the proliferation of piranhas, giant spiders and caterpillars, etc....
Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens...

Objects



› Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Breaking 10 cages increases Rayman's Life Bar.



› Kegs

Filled with gunpowder, they explode at the smallest shock. The more advanced models can even fly...



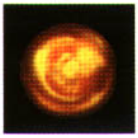
› Shells

Built by the pirates, these are mule headed missiles which can only be subdued by extreme patience. Most have legs, some can fly.



› Plums

This strange fruit has several purposes. You can throw these at your enemies, climb onto them and move around by shooting in the opposite direction, and even float through lava fields on them...



› Magic Spheres

Found on pedestals of the same color, Magic Spheres open the doors to mysterious temples...



› The Blockades

Mediocre at best architecturally, the pirates are obliged to reinforce their constructions with blockades. The blockades are very fragile but the metal ones will only yield to an explosive.



› Switches

The Pirates have cluttered the environment with switches which activate strange machines and open various doors. To make it work, just shoot at it.

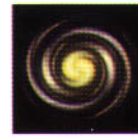
Magic Objects



› The Stones of Thought

The Stones of Thought provide a telepathic link to Murphy. Whenever Rayman needs a little help or advice, he should approach one of the Stones, and Murphy will appear in his mind.

› Magic Doors



Present at the beginning and the end of a world, they take you to the Hall of Doors (see page 8) if you go through them.



› The Power Fist

Having the Power Fist makes Rayman's shots more powerful. Attention: if Rayman dies or gets hit, he loses part of the energy in his Power Fist. After three such losses, his shots go back to normal power.

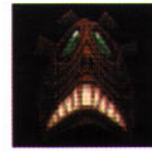
› The Four Masks

These magic masks were hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polochus....









Keep an eye out, as there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful...

> The Lums

Lums are very powerful bursts of energy. Each color has it's own special powers...



• Yellow Lums

These are the 1000 energy bursts broken from the Primordial Core when the pirates exploded it. When Rayman has collected enough of them, he'll be able to negotiate his entry into new worlds.

In addition, they contain precious knowledge. The more Rayman can gather, the more he knows of the secrets of the world. At any moment in the game, just press the L Button to read new information provided by the Yellow Lums.

• Super Yellow Lums



Ancient Lums are recognizable by their larger size and big smiles. They are five times more powerful than normal Yellow Lums.



• Red Lums

Packed with vital energy, they restore Rayman's Life Bar.

• Purple Lums



By shooting them, Rayman can grab onto them and swing from one to another, thereby crossing vast areas without touching the ground.



• Blue Lums

Oxygen rich, they restore Rayman's Air Gauge when he's moving under water.

• Green Lumz



These lums are very special. They record Rayman's progress. If he should die, he will appear at the place where he last took a Green Lums.



• Silver Lums

The Silver Lums are fashioned by Fairies. They give new and amazing powers to Rayman...

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Grosselin William
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Laporte Frederic
Laverdiere Christian
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Tanku Mihaela
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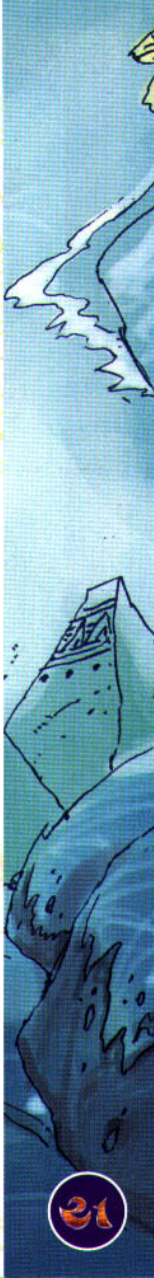



BLAST VISOR & HELMET

Protective gear for high-speedsand hazards — explosions, lava, rock-slides, high voltage attacks and more.

CPU

1.3 Ghz positronic chipset. Problem solves on the fly. Even designs & rides rollercoasters.

TRACTOR BEAM

Fully functional beam — grab, swing, toss, freeze and crush small and large objects. Even toss sheep. Precision target and hurl feature.

VISION SYSTEM

Hi-resolution 3D vision. Detects the finest details in full color. Perfect for painting, precision hurling and targeting.

POWER SUPPLY

On-board Frigid Fusion Reactor. No refueling or recharg-ing necessary.

GYRO ORBS

balance. Superior gold-
ance in high, narrow,
even teetering places.

RUBBERENE WHEEL

A rugged go-anywhere tire. Also locks firmly into rollercoaster carts, robotic dolphins, paint-ball chariots and more.

STRUTS &ROCKETS

Titanium reinforced struts with liquid hydrogen booster rockets. Can handle a wide range of leaps, jumps & landings.

IF YOU THINK HE IS FULLY LOADED WAIT UNTIL YOU SEE THE AMUSEMENT PARK.







Rocket is the most advanced amusement park robot ever made. He's ready for anything. Well, almost. Now all the tickets are stolen, the walrus is gone, a raccoon is dismantling everything, and the greatest park in the universe must open tomorrow! Fasten your seat belts it's gonna be the ride of your life.

RATING PENDING RP

Sucker Punch

Ubi Soft Entertainment

NINTENDO.64

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ROCKET robot on wheels

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