PlayStation

NTSC U/C

PlayStation

RAYMAN™



KIDS TO ADULTS

K-A

AGES 6+

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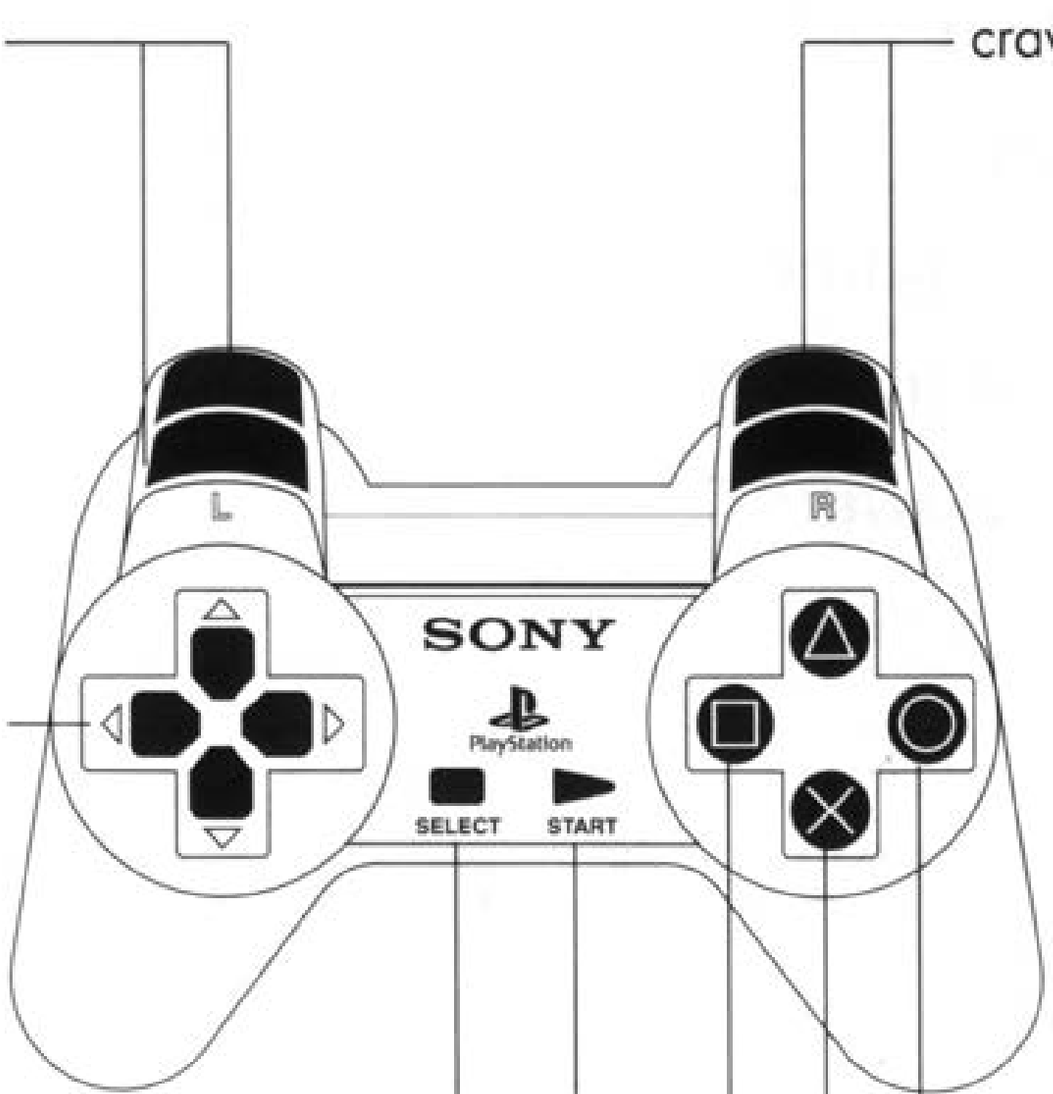
Ubi Soft
ENTERTAINMENT

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THE CONTROLS



crawl left

crawl right

directional pad

Select

Start
Pause

poke his tong out,
sow seed, or race

jump + helicopter

fist

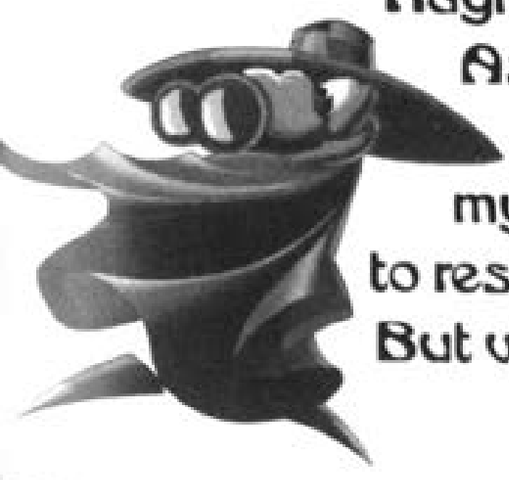
DEFAULT CONFIGURATION

INTRODUCTION



"Hi Folks!
You want to know what's going on?
Let me tell you the story of Rayman...

In Rayman's world, nature and people live together in peace... The Great Protoon provides and maintains the harmony and balance in the world.
Sorry Folks, this apparently can't last. Do you want to play or what?... one fateful day, the evil Mr Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it! The Electoons who used to gravitate around it lose their natural stability and scatter all over the world! Troublesome, isn't it? And untidy, too! In the now-unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find!
They definitely need a hero to save them now, don't you think?



Rayman to the rescue!
As the guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper and reassemble them all to restore the world's harmony.
But will the bad guys let him do it?..."

THE BASICS



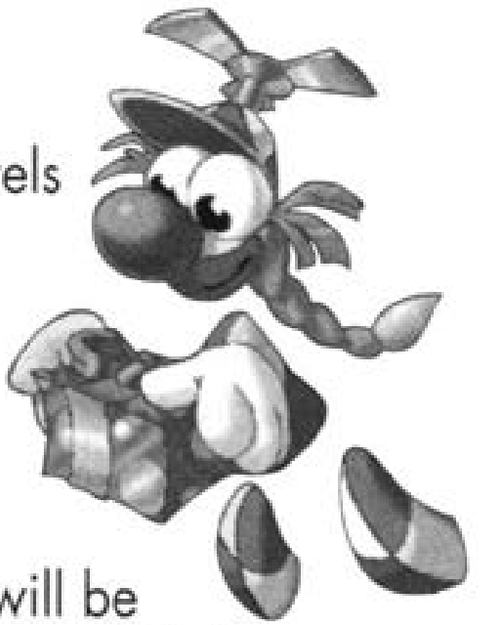
Rayman has to free the imprisoned Electoons to re-establish order in his world. For each level there is a medallion with 6 empty spaces, each of which corresponds to a cage of Electoons which you have to find. Each time you free a cage of Electoons, one space on the medallion is filled.
In order to enter the Candy Chateau level, you must first free all of the Electoons in the first five worlds.

At the start of the game, Rayman can carry out simple actions: walking, jumping, holding onto vines, and crawling. As you progress through the game, Rayman gets new powers: A punching fist; the ability to hang onto platforms; a grabbing fist; the ability to run; and even a special helicopter feature!



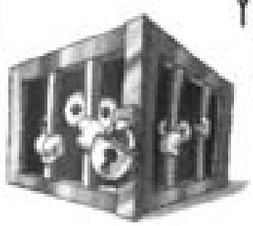
Betilla the Fairy grants him these very special powers. A brief explanation of how to use your new powers will appear on the screen each time you get one.

Once you have acquired a new power, it can be used throughout of the game.
But, you should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen it all yet!
Some surprises are waiting for you, things that you were unable to reach the first time you went through...



At the beginning of each game, a map of Rayman's world will be displayed. Each time you have completed a level, the stages available to you will be highlighted on the screen. Most of the time, you will be able to choose move in two directions.

The "normal" exit to any level is at the end of it.
Exits are indicated by an exit sign - logical, hmm?



You can also exit the first stage of a level by going back out through the entrance door; however if you do this, you will lose all of the items (Tings, special powers, etc) that you picked up in this stage.

STARTING THE GAME

Insert your Rayman disc in your PlayStation console. Press the **POWER** button. From the "RAYMAN" title screen, pressing the **START** button as screens are displayed leads you to the game, validating all the pre-selected options.
If you want to change anything on those selection screens, then follow the messages written on each of them. If you leave the "RAYMAN" title screen unchanged for a few seconds, an automatic demo showing several sequences of the game will be shown. You can stop it at any time and go back to the "RAYMAN" screen by pressing the **X** or **START** button.

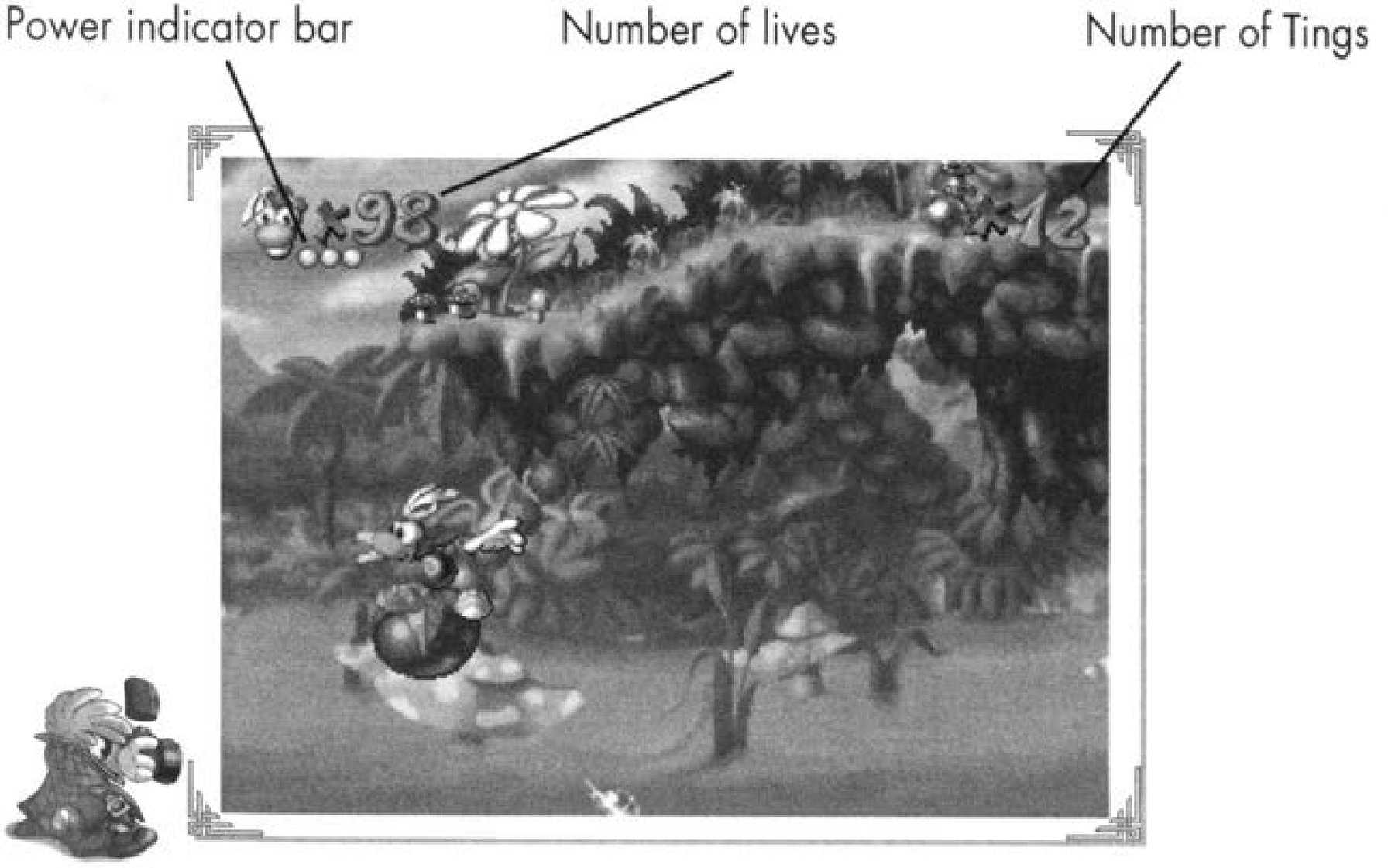
☆ *If you have a Sony PlayStation Memory Card:* you can choose between using the Memory Card saving system, or use passwords. See the *"Saving the game"* section for more details on these two possibilities, and on using the "Choose a game" screen that follows if you selected the Memory Card system.

☆ *If you don't have a Sony PlayStation Memory Card:* you can either to start the game from the beginning, or use a password... if you already have one ! See the *"Saving the game"* section for more details on passwords.

In the Options screen, you can change the level of the music and the sound effects, as well as the functions of your PlayStation buttons. In most of these selection screens, pressing the **SELECT** button allows you to return to the "RAYMAN" title screen.



INFORMATION AVAILABLE ON YOUR SCREEN



RAYMAN'S POWERS

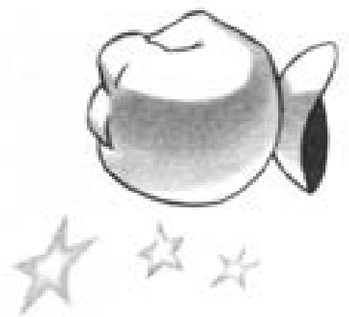
From the start of the game, you can make Rayman crawl. Press **R (1 or 2)** to crawl to the right and **L (1 or 2)** to crawl to the left.

There are two types of powers: permanent powers (those that you keep no matter what happens in the game) and temporary powers.

☆ *The permanent powers are given by Betilla the Fairy:*

Telescopic fist

Press ■ to get a punching fist. The longer you keep the button pressed, the further the fist will go.

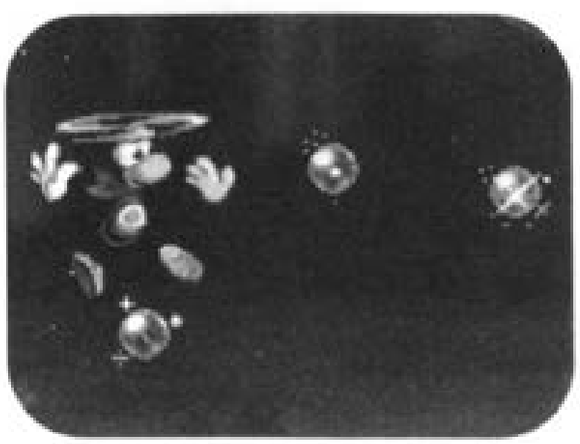


Hanging onto platforms

When Rayman jumps or falls, he automatically hangs onto the nearby platforms.

Helicopter

Press **X** to jump, then press it again to slow your descent with your helicopter blades.



Running

This power-up not only allows you to move faster (obviously!), but also to build up speed to jump further. To activate it, press ● while you're walking.

Grabbing fist



Thanks to this power, Rayman is able to hang onto and swing on flying rings. The grabbing fist also allows him to pull the bonus icons towards himself. Same button as the telescopic fist ■.

☆ *Rayman's other friends give him the temporary powers:*

Magic seed

Tarayzan gives Rayman a magic seed, which grows into a plant immediately. To grow plants, press ●.

Super helicopter

This power is yours when the Musician gives you the magic flask which activates it. It allows you to fly while retaining control of your direction.



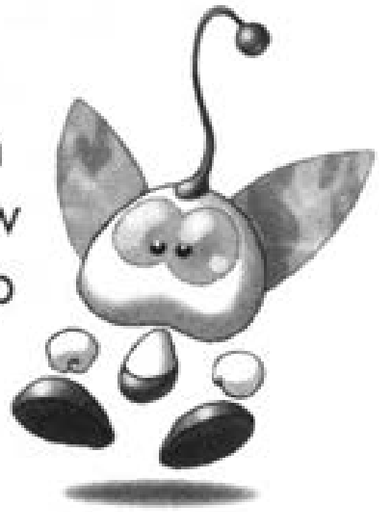
To activate it, press **X**. To go higher, press **X** several times.

A hint: the super-helicopter power may come in handy in the Blue Mountain world, too - those sharp spinning blades could help you do more than just fly!

Firefly

Joe the Extra-Terrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The firefly follows Rayman's punching fist, which he must throw out in front of him to light the route ahead.

Flying Blue Elves



These little creatures give Rayman the ability to shrink down in size, so he can easily pass through some of the game's narrow passages. Walk up to one to become small, and walk back up to him or to another one to become normal-sized again.



IMPROVING YOUR GAME

We won't give away all the secrets of the game (there has to be some suspense!), but a few hints could be very useful.

Powers

They symbolize Rayman's energy reserves.
He starts off with 3 powers, but can win more on his journey... or lose some during his battles!
When you have run out of power, you lose a life.



A **Simple Power** gives you one extra energy point.
A **Double Power** gives you two energy points.



A **Big Power** gives you a full load of energy points.

Lives

Look for them, they come in handy when you face the enemies that await you.



Speed-ups



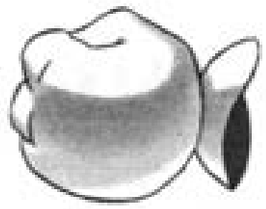
They increase the speed of the punching fist.
There are 3 different speeds available.





The golden fist

Increases the power of Rayman's blows.



Please note: Your fist loses its power and its exceptional speed each time you are hit by an enemy.

Tings

If Rayman picks up one hundred of them, he gains an extra life, but they can also be used to pay the magician (who'll give you access to the bonus stages).
But careful!
When Rayman dies, he loses all of the Tings he collected.



Continues

If you lose your last life, a Continue allows you to restart the game from the last level played with a credit of 5 lives. The Continue screen appears after Rayman dies for the last time.
If you want to use a Continue, you must ring the alarm clock (by pressing the **X** button or the **START** one) to awaken Rayman from his stupor before he staggers to the "Game Over" sign.



The magician



He is hidden away in the scenery. With his help, Rayman can enter into secret worlds. In these bonus stages, your skill and rapidity will allow you to earn Tings or a bonus life.
But please note that this magic stunt has to be deserved, and it will cost you 10 Tings to take advantage of it.

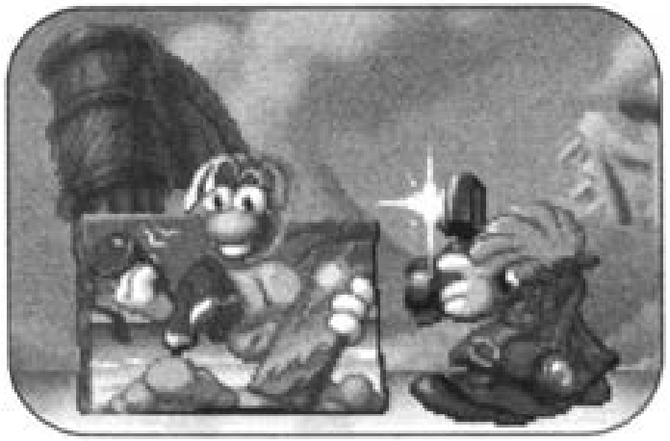
Note: You will gain a bonus life if you manage to get a perfect score in the bonus map. This means you will have to get all the Tings within a minimum time limit.





The photographer

He is there to immortalize your feats! When you lose a life, you start again in the last place where he took a picture of you.



SAVING THE GAME

If you do not have a Sony PlayStation Memory Card

Each time you finish a stage, a password is given to you when you are on the world map. To get it, move Rayman to any of the save spots on the map, which are marked with the magician's top hat, and validate with the **X** button: the password that appears written on the screen.
This password system saves the following data: The number of lives, continues and permanent powers available, and the stages that are open to you. If you have found the 6 Electoons cages hidden in each stage, it will be saved as a completed stage; but if you have found less than 6 cages (from 1 to 5), the stage will be saved as an open stage, but the cages reappear when you restart the game with a password: you will then have to find and open all the cages you previously had again.

Next time you start Rayman, enter the password in the password screen at the beginning of the game.

If you don't have any passwords yet, or do not want to use any, simply choose the **START** or **X** line in the "Enter Password/Start" screen.

If you have a Sony PlayStation Memory Card

Each time you finish a stage, you can save your game when you are on the world map: move Rayman to any of the save spots on the map, which are marked with the magician's top hat, and validate with the **X** button. You will then be asked to confirm that you definitely want to clear the previously saved version of your game with the current one. If you do confirm, your game is saved on the Memory Card. If you do not confirm, the password corresponding to your location in the game is given to you, and the previously saved version of your game stays unmodified. As you then continue the current game, later savings on the Memory Card will be possible. Be careful, if you start the game with the password, you won't be able to save it on the memory card. ***Beware:*** The password doesn't save the Electoons cages you have opened in a stage if you don't have the 6 of them, the Memory Card saving does! The Memory Card saving system allows you to restart a game taking into account the exact number of cages you have found.

When you start the game, you always have the choice of 2 saving systems:

- ☆ The Memory Card/By selecting a previously saved game or by starting up a new one at the "Choose a game" screen. You can then save your game on the Memory Card at a later stage.
- ☆ The password system/If you choose it, enter your password in the password screen. Remember that in this case, saving on the memory card will not be possible.



Playing a saved game at the Save/Load screen

When you start up RAYMAN, you can decide to continue to play a game that you started and saved earlier. You can choose from up to three previously saved games. The commands at the Save/Load screen permit you to do one of two things: ERASE or COPY a game.

- ☆ ERASE allows you to erase the saved version in order to restart the game from the beginning.
- ☆ COPY allows you to duplicate the saved version of a current game; as a result, you can continue playing the game, and if you are not pleased with your performance, you can restart the game from the point where you copied the previously saved game.

To use the COPY function:

1. Select COPY
2. Select the game you wish to duplicate.
3. Validate your choice by pressing one of the action buttons.
   A golden fist appears before the game you've chosen to duplicate, and a white fist appears before the space where it will be duplicated. If you wish, you can move the white fist to choose a different save space.
4. Validate again, then enter a new name for the copied game.

The Save/Load screen gives you information about your previously saved games, including the name under which the game was saved, the number of lives available, the number of Continues available, and what percentage of the game's challenges you have accomplished.



EXITING THE GAME

When you are at the world map screen, you can choose to exit the game by pressing the **SELECT** button. Doing so will send you back to the Options screen. You can then change the options of your current game and go back to it with the "EXIT" command or the **START** button. From the Options screen, you can also quit the current game by pressing the **SELECT** button. Doing this will take you to the "RAYMAN" title screen.
But be careful if you are using a Memory Card: you must press **SELECT** before leaving the level you have just left otherwise you will lose your game.

WORLDS



In the different worlds of the game described here, you might meet the "bosses" more than once! And always be on the lookout for the Antitoons, Mr. Dark's foot soldiers.
They're small, but they're dangerous!

The dream forest



Rayman has to proceed through the jungle without ever falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens!
The big boss is Moskito, a persistant giant mosquito.

Band land

In a scene filled with clouds and slippery sheet music bars, Rayman must advance among music instruments (drums, maracas, cymbals...) and avoid wrong notes. Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.



Blue mountains

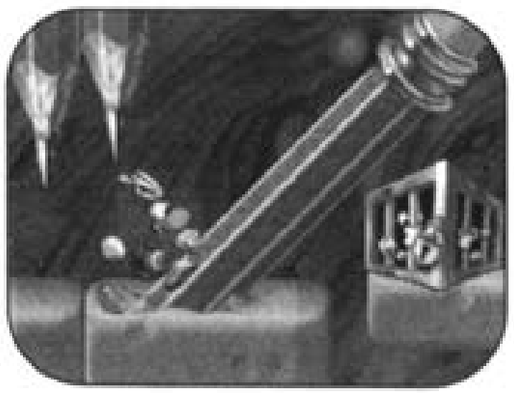


Rayman has to move forward, avoiding rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar.
The big boss to defeat is Mister Stone, a creature made of rock.



Picture city

This is the world of images, as well as the world of mirages.
Once he walks across the stage of a small theater, Rayman comes across beings straight from a pirate movie or a science fiction film. In particular, he'll meet Space Mama, a tough cookie with a deadly rolling pin.





The caves of skops

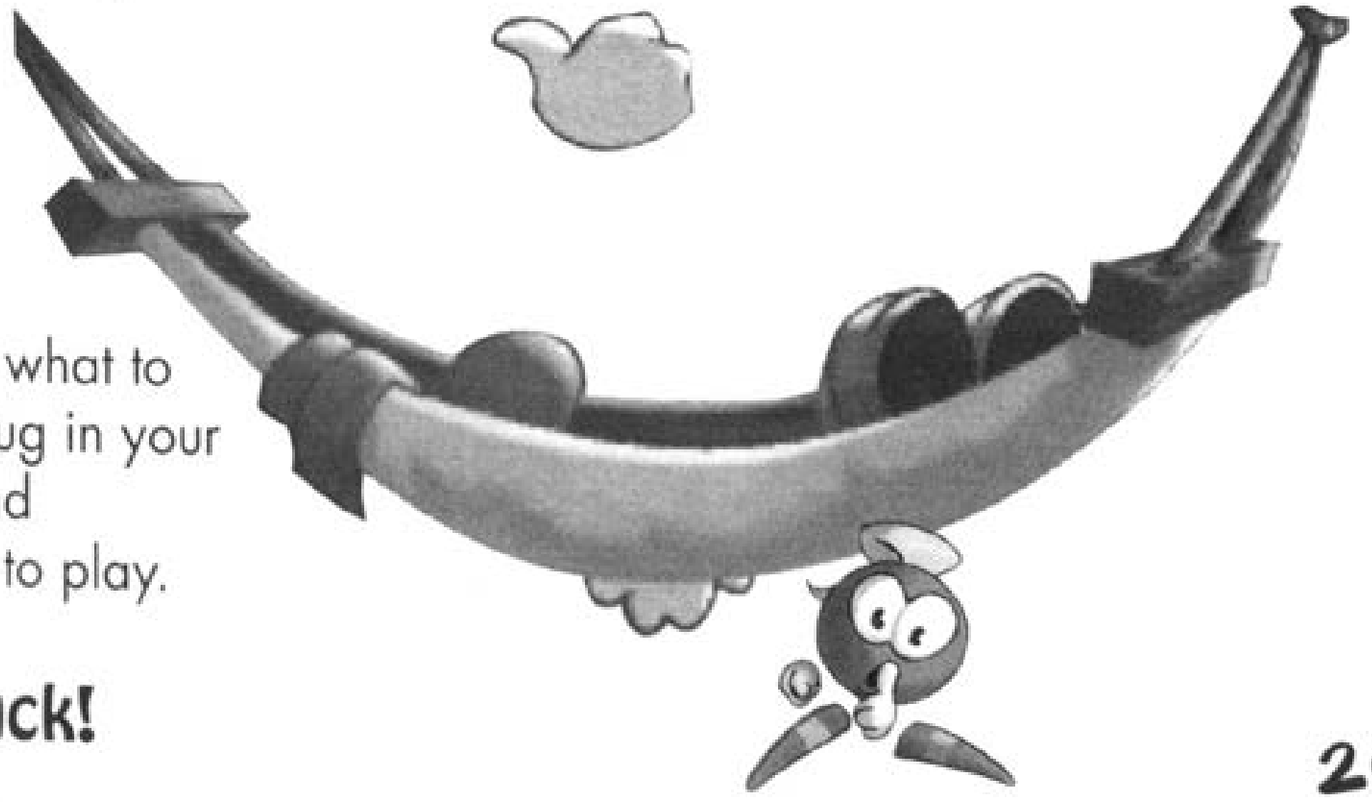
This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop. First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must work his way around the stalactites in the cave to find the lair of Skops the Scorpion.



Candy chateau



Welcome to the world of desserts where Mister Dark is hidden, guarded by clowns performing amazing stunts. But be careful, Mister Dark is diabolical!



Now that you know what to expect, plug in your joypad and get ready to play.

Good luck!

RAYMAN

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