



RAYMAN 2

REVOLUTION



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.

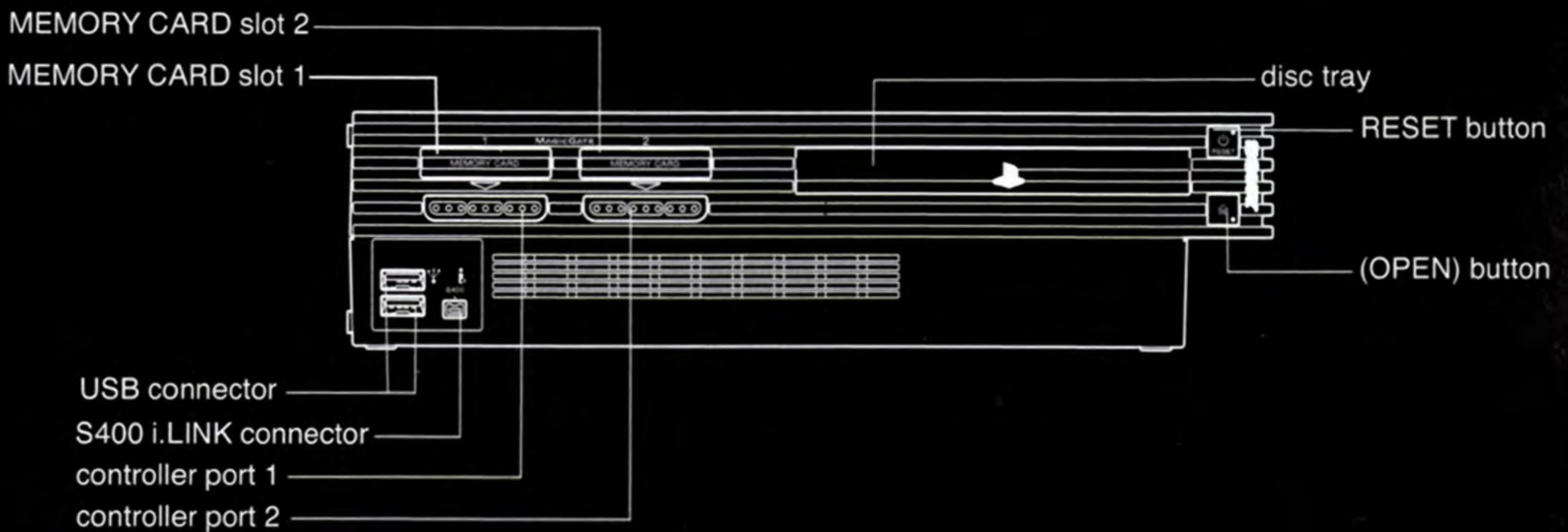
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PLAYSTATION[®] 2

COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the **Rayman[®]2 Revolution** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using **Rayman[®]2 Revolution**.

Camera Controls

To get one's bearings accurately in space, correct use of the camera is essential. Practice moving it and changing viewing angles using the "L1" and "R2" Buttons. The "L1" and "R2" Buttons enable you to pan the camera to the left or to the right around Rayman.

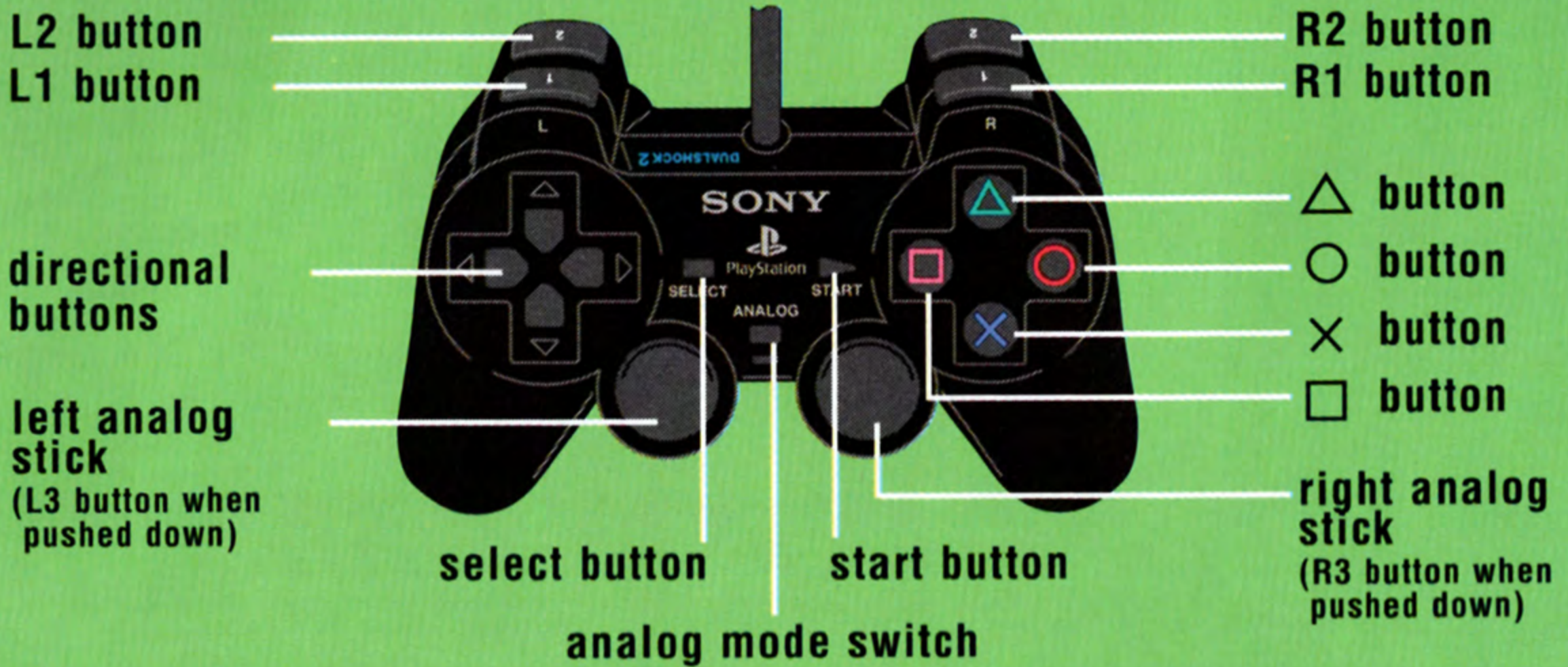
Pressing the "L1" and "R2" Buttons simultaneously places the camera at Rayman's eye-level. You can then explore his field of vision using the analog stick. To go back to the movement controls, all you have to do is release the buttons.

Please note: you can also place the camera at Rayman's eye-level by keeping the second "R3" analog stick pressed down. Move the second "R3" analog stick to explore the field of vision.

The "L2" Button places the camera behind Rayman.

CONTROLLER

DUALSHOCK™2 analog controller



△	To display the information on the screen, or to go back in the menus
○	To shoot
×	To jump, or to validate a selection
□	To shoot

- 〈SELECT BUTTON〉 Describes the current Rayman mission
- 〈START BUTTON〉 To access the menu during the game
- 〈L1 BUTTON〉 To turn the camera to the left
- 〈L2 BUTTON〉 To target an enemy, to bring the camera behind Rayman, and to move sideways
- 〈L3 BUTTON〉 To move Rayman in any direction
- 〈R1 BUTTON〉 To turn the camera to the right
- 〈R2 BUTTON〉 To activate the lumz radar
- 〈R3 BUTTON〉 To change the field of vision to Rayman's

PLEASE NOTE: THE L3 BUTTON CORRESPONDS TO THE ANALOG STICK.

THE STORY

Darkness has befallen the Fairy Council. An invasion force of Robo-Pirates is scourging the planet on a mission of destruction. In desperation, rag-tag resistance groups engage the metallic monsters, hopelessly outmatched and outnumbered.

Meanwhile, at the rim of The Great Forest, Rayman and his companion Globox lie hidden in ambush ...

Crouching in a thicket, they hear the rising din of clanging steel. "Steady yourself," Rayman whispers. Suddenly, the ground beneath them shatters as a wave of Robo-Pirates rumbles out from the brush. Rayman explodes into them, felling pirates with a volley of energy spheres. Trembling, Globox musters a rain cloud and reduces one robot to a rusted heap. Then a horrible vision – the pained face of Ly - appears before Rayman.

"Rayman," she gasps, "The pirates have broken the heart of the world and scattered all the energy - they seized everyone but Clark--"

The crushing grasp of a giant robot shocks Rayman out of the vision. Overtaken by the deathly embrace, his powers have withered with the destruction of the Primordial Core.

"Run, Globox!" he screams. Globox scampers away into the high grass, terrified.

Rayman winces as a throaty laugh thunders from above. It's Admiral Razorbeard.

"You belong to me now, slave."

Writhing in the robots' pincers, Rayman utters, "Gloat now, if you must. You can't hold me forever."



STARTING THE GAME

Insert the RAYMAN[®]2 REVOLUTION DVD into your PlayStation[®]2 console correctly and activate the console by moving the switch to ON. When the title screen appears, press START to access the language selection menu.

NAVIGATING THROUGH THE MENUS

To navigate through the RAYMAN[®]2 REVOLUTION menus, use the left analog stick* or the Directional Buttons. Previously validated selections appear in red. If you wish to make another selection, the latter appears in yellow. To validate your selection, press the "X" Button. To go back, press the "□" Button or the "○" Button.

* If the left analog stick does not work, check that the red LED under the ANALOG mode switch is lit. If it is not lit, press the ANALOG mode button to light this LED.

LANGUAGE CHOICE

ENGLISH

FRANCAIS

DEUTSCH

ITALIANO

ESPAÑOL

Selecting a Language

Select the language you want using the left analog stick or the directional buttons and validate your choice with the "X" Button. At any point in the game you may change the language used by selecting « Languages » from the Options menu.

Loading an Existing Game

You can load a game whenever you want from the game menu. To access the menu, press START at any time during the game. Then select « Load » to load a saved game. Choose the game you wish to load using the left analog stick or the directional buttons, then validate your choice using the " X " Button.



Main Menu

Select « New Game » to start a new game. Use « Load » to access your saved game on the MEMORY CARD. The « Load » option can only be selected if a MEMORY CARD is being used and if a game has previously been saved. Select « Options » to access the Options menu. To validate a choice, use the " X " Button.



Saving a Game

At the beginning of each world, you will be offered the opportunity to save your progress. If you select 'YES', your game will be saved automatically.

CONTROLLING RAYMAN



Move

To move Rayman, move the left analog stick in the direction of your choice. The more you push the left analog stick, the faster Rayman will move.

Jump

To Jump, press the "X" Button.



Move Sideways

To move sideways, use the left analog stick while keeping the "L2" Button pressed down. This is very useful if you want to keep aiming at his enemies and dodge their fire!

Swim

To swim, use the left analog stick in the direction of your choice. To dive, press the "L2" Button and, to rise back to the surface, press the "X" Button.

Please note: Rayman's swimming ability has been specially designed to give you total freedom of movement.



Activate the Helicopter

To activate the helicopter, press the "X" Button when Rayman is not touching the ground and, to stop the helicopter, press the "X" Button once again. The helicopter is used for precision landings after a jump or when falling.



Please note: the helicopter can only be activated when Rayman is in the air. A word of advice: use Rayman's shadow to ensure an accurate landing.



Hang On

To hang on to the edge of most walls, jump while moving in the direction of the wall with the left analog stick. Rayman will then hang on to the wall automatically.

Climb

To climb along netting or walls covered in plants or spiders' webs, jump while moving in the direction of the wall with the left analog stick. Rayman will then hang on to the surface automatically. You can then move him along using the analog stick. To come down, jump by pressing on the "X" Button again.



Climb Between Two Walls

To climb between two walls, jump by pressing the "X" Button and then press the "X" Button again to hang on to the wall. Repeat these two maneuvers until he reaches the top.



RAYMAN'S POWERS

THROUGHOUT HIS ADVENTURE, RAYMAN RECEIVES NEW POWERS WHICH GIVE HIM ASTOUNDING ABILITIES!



Shooting

Rayman's shooting ability evolves in the course of his adventure. It can be white, blue or yellow – and each type inflicts different kinds of damage. To shoot, press the " □ " Button or the " ○ " Button.

Hang on to Purple Lums

To hang on to Purple Lums, shoot at them with the " □ " Button or the " ○ " Button. Once Rayman is clinging on, you can swing him in the direction of your choice using the analog stick. To drop off, press on the " × " Button.



Fly

To fly with the helicopter, activate the helicopter and keep the " × " Button pressed down. This is better than using the helicopter to land because, when flying in helicopter mode, you can move through the air with total freedom! To stop the helicopter flight, press on the " × " Button once again. Take care to stabilize your trajectory by pressing on the "L2" Button. This will help you avoid obstacles.

TO USE THE LUMZ RADAR, PRESS THE <R2> BUTTON.
TO USE THE RAINDANCE, PRESS THE < × > BUTTON.

The Development of Rayman's Powers

THROUGHOUT HIS ADVENTURE, RAYMAN HAS TO COLLECT THE LUMS TO TAKE TO THE PRIMORDIAL CORE AND THE TEENSIES' MAGIC WELL. IN EXCHANGE, HE RECEIVES THE FOLLOWING IMPROVEMENTS:

The Double Rate of Fire

With this improvement, Rayman can fire twice as fast and so do twice as much damage. The henchmen had better watch out!

Bouncing Off Walls

Rayman's shots do not bounce off the different walls. In exchange for a few lumz, whatever color Rayman's shots are, they will then bounce off the walls, thus giving him a more powerful weapon against his enemies.

Bouncing Off Enemies

There's a kind of bounce that's even more powerful than bouncing off walls. By opting for this change, projectiles do not only bounce off walls but also off the enemies themselves! Imagine the damage that such a weapon can wreak on Razorbeard's armies!

Level 1: Accumulation

Increase Shooting Power

To progressively increase shooting power, keep the " " Button or the " " Button pressed down. The energy sphere in Rayman's hand will then grow in size. Once the desired power has been reached, shoot by releasing the " " Button or the " " Button.



Level 2: Accumulation

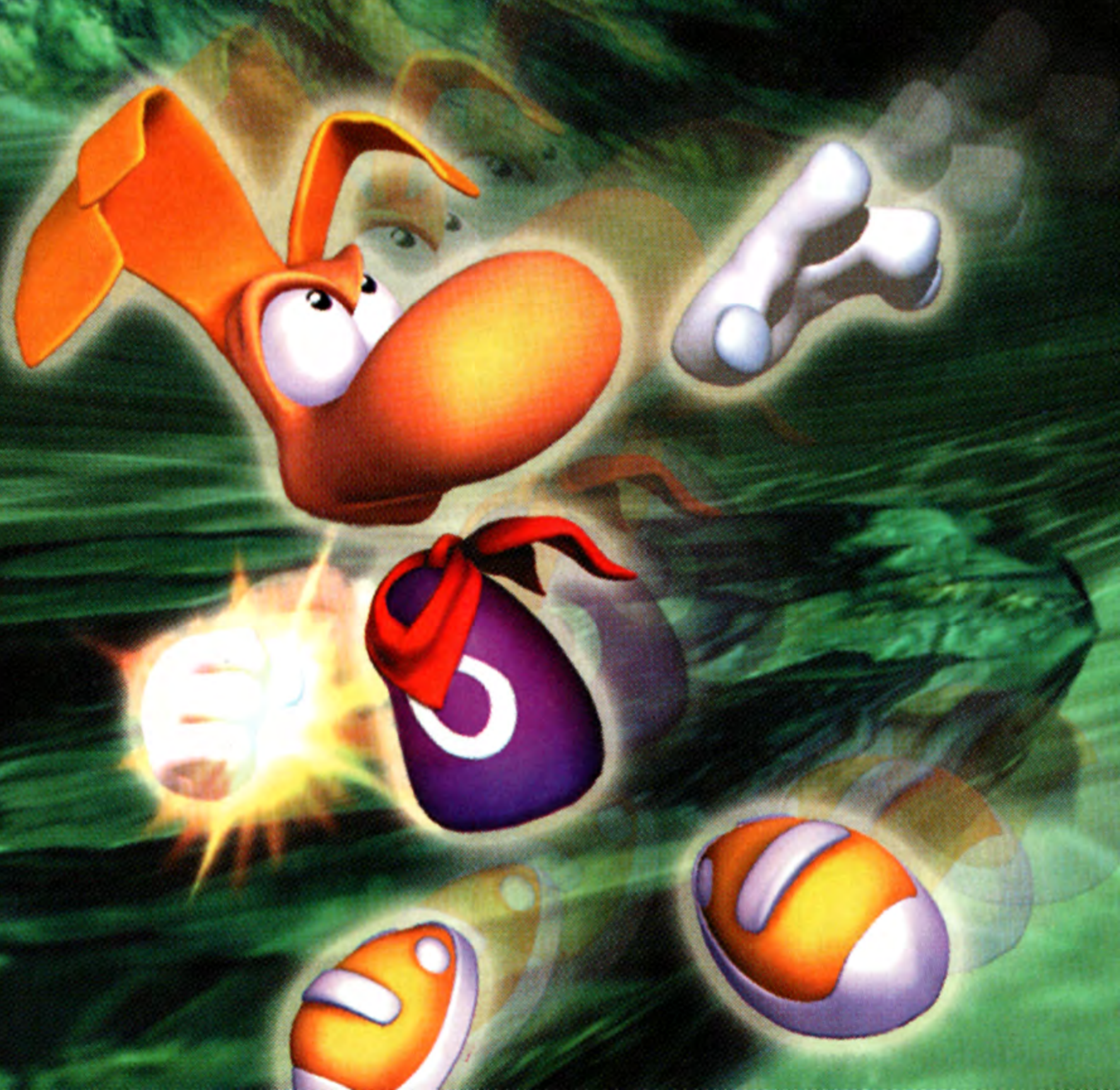
Once the first accumulation level has been attained, Rayman can acquire a second level that is much more devastating. This second progressive increase in shooting power works like the previous one, but with greatly enhanced power. When the shot hits its target it explodes, creating a shockwave similar to an exploding grenade. This causes damage to enemies who are close to the center of the explosion.

Running While Carrying a Keg

With this improvement, Rayman can run while carrying a keg.

Surprises

But that's not all! Once all of the improvements have been acquired, a lot of other surprises await you!



RAYMAN'S WORLD'S

The Teensies Circle

From this circle Rayman can return to the worlds he has already visited. To return to a world already visited, walk in front of a stone. A portal will appear, along with various information on the world. To enter the world, jump into the portal by pressing the " X " Button.

Ly's House and Her Stones

In exchange for 10 Familiar Spirits, Ly will grant access to secret places, which will allow Rayman to grow stronger. To show the list of secret places, use the left analog stick. Confirm your choice by pressing the " X " Button. To return in the menus, press the " Δ " Button.

The Teensies Magic Well

The magic well is where Rayman can turn in the lums he has found. Thanks to this energy, Rayman can gain new powers. To scroll through the list of powers, use the left analog stick. Choose by pressing the " X " Button. The teensie will ask you to confirm your choice : you can reply yes or no, and then press the " X " Button to confirm. To cancel or to leave the magic well, press the " Δ " Button.

RAYMAN'S FRIENDS

THE INHABITANTS OF RAYMAN'S WORLD FALL IN TO TWO CATEGORIES: **MAGICAL BEINGS, GIFTED WITH FANTASTIC POWERS, AND THE PEOPLE.**

THE MAGICAL BEINGS



Polokus

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 can he be brought back.

Ly

Ly is a fairy, and like all fairies, she possesses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her. When she has gathered enough energy, she can create Silver Lums, which give Rayman amazing new powers.





The Teensies

An ancient and wise people who long ago built the Hall of Doors, 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 Familiar Spirits

The familiar spirits are the fairies' friends. Whenever you free 10 of them, a secret place opens up for you!



THE PEOPLE

Murfy

Nicknamed "The Flying Encyclopedia", Murfy helps Rayman by giving him loads of hints and advice. For a short reminder of Murfy's main explanations, move Rayman next to one of the many Stones of Thought scattered around throughout the world. If you would rather have Murfy come in-person to give you his detailed explanations, stop by a Stone of Thought and press the Directional Pad down.





Globox

Adorable, if a little simple, Globox is Rayman's best friend. He has the power to create forceful little rain storms which can be 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 the 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...



Carmen the Whale

A magnificent marine creature whose job it is to survey the depths of the ocean and deposit the air bubbles which can make 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.



Ssssam

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?

To overrun Rayman's world and reduce all its inhabitants to slavery.

The Henchmen

These are the pirates' robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There are several different models, each with its 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 whose job it is to guard the subterranean cave where the creatures generated by Polokus's nightmares 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 consequences of the pirates' arrival: disturbances in the natural order of things, pollution, 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

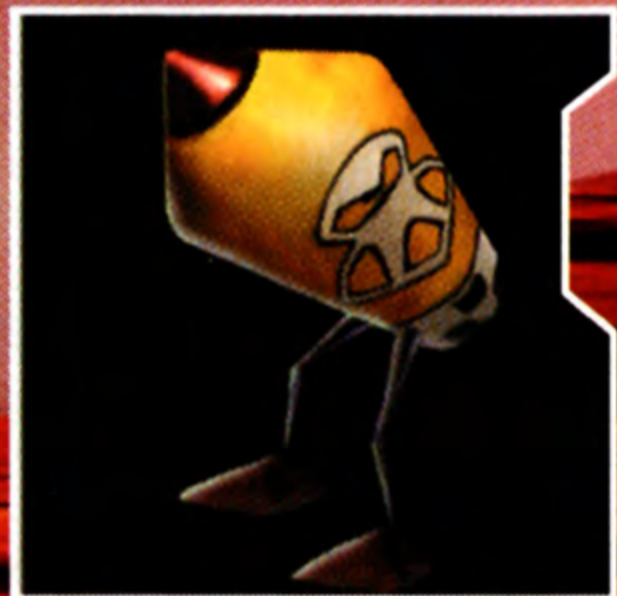


Cages

The pirates have imprisoned Rayman's friends (the Murphys, the Ludivs, the Denys) in these little cages sealed with vital energy. Each time you break a cage, the friend you free increases your life gauge and gives you a full life.

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

These strange pieces of fruit have several purposes. You can climb onto them and move around by shooting in the opposite direction, and even float through lava flows on them.



Magic Spheres

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

Barricades

Mediocre at best architecturally, the pirates are obliged to reinforce their constructions with sparadraps. The wooden sparadraps 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 them work, just shoot at them.

MAGIC OBJECTS

The Stones of Thought

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



Magic Portals

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

The Four Masks

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



The Raindance Mask



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 shards of energy. Each color has it's own special power.

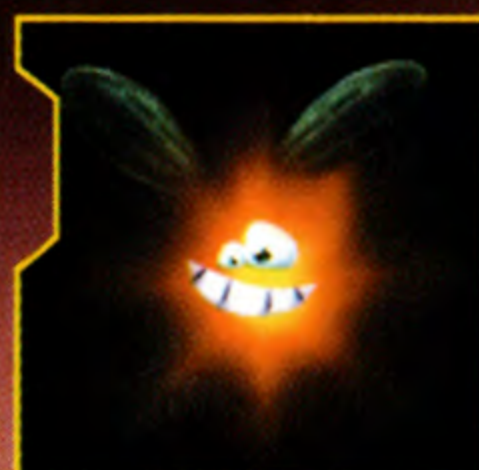


Yellow Lums

These are the 800 shards 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.

Super Yellow Lums

Ancient Lums 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 underwater.

Green Lums

These Lums are rather special. They record Rayman's progress. If he should disappear, he will come back to the place where he last took a Green Lums. If Rayman has zero life points, he must restart the entire level at the beginning.



Silver Lums

The Silver Lums are fashioned by fairies. They invest Rayman with new and amazing powers.

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TECHNICAL SUPPORT - If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available from this phone number or address.



625 Third Street, Third Floor, San Francisco, CA 94107

THE POWER OF RAYMAN® MEETS THE POWER OF PLAYSTATION®2 *computer entertainment system*

Let the Revolution begin!



Revolutionary Rayman:

Unlock Rayman's powers to Rock Climb, Rain Dance, Rapid Fire, get Lums Radar, and perform other wild moves.

Revolutionary Combat:

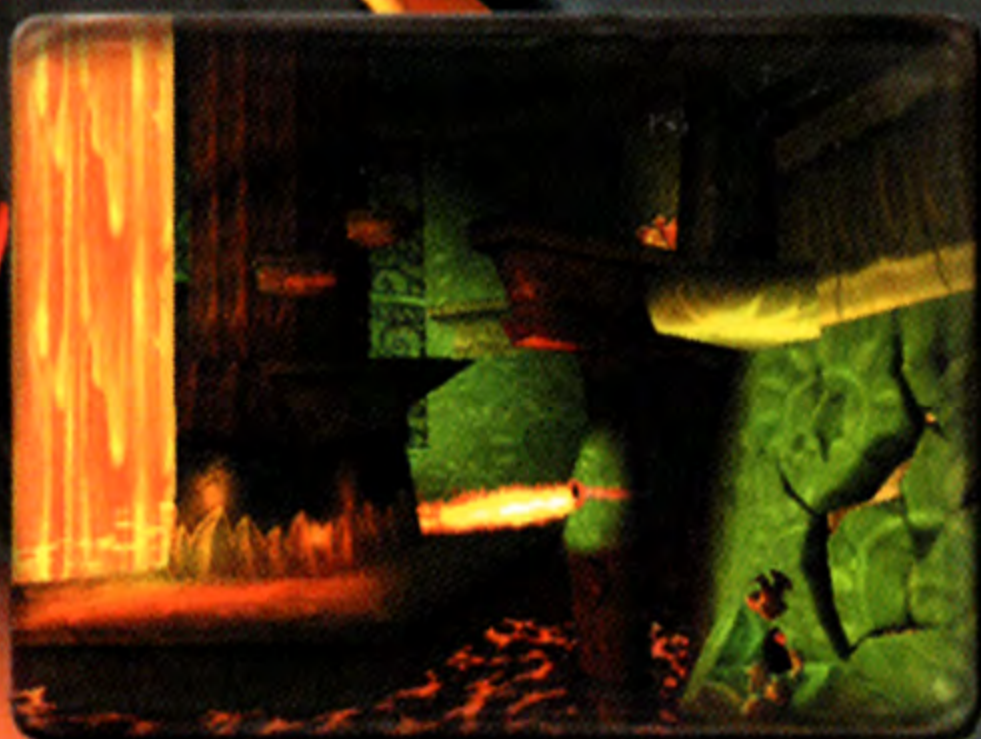
Rumble with up to 8 enemies simultaneously -- all new legions of malevolent Robo-Pirates await.

Revolutionary Universe:

Blast through gorgeous free-roaming levels laden with secret portals and diabolical machines.

Revolutionary Maps:

Compete with 3 feverishly addictive multi-player mini-games and blaze through 2 exclusive bonus levels.



Ubi Soft, Inc. 625 Third Street, 3rd Floor - San Francisco, CA 94107

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