



RAYMAN

PlayStation® Classic

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 Mister Dark kidnaps the Great Protoon and defeats Betilla the Fairy as she tries to protect it. The Electroons, who used to gravitate around the Great Protoon, lose their natural stability, scatter all over the world and are attacked and captured by hostile enemies.

Troublesome, isn't it? And untidy, too!

The disappearance of the Great Protoon also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any way...

They definitely need a hero to save them now, don't you think?

Rayman to the rescue!

As a guardian of this world, Rayman must free the Electroons, 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?

After all, Rayman doesn't have arms or legs... But don't panic, neither do the bad guys.

THE BASICS

Rayman has to free the imprisoned Electroons 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 Electroons which you have to find. Each time you free a cage of Electroons, one space on the medallion will be filled in. To enter the Candy Chateau level, you must first free all of the Electroons 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 will be useful to you throughout the rest of the game. But, you should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen them 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 complete a level, the next paths available to you will be highlighted on the screen. Most of the time, you will be able to choose between 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 the stage.

DEFAULT CONTROLS

R1 button	crawl to the right
L1 button	crawl to the left
SQUARE button	use telescopic fist/grab flying rings
CROSS button	jump
CROSS button, CROSS button	jump, then use helicopter blades to slow Rayman's descent
CIRCLE button	run

NOTE: when Rayman jumps or falls of a ledge, he will automatically hang onto a nearby platform.

RAYMAN'S TEMPORARY POWERS

Rayman's friends give him the following temporary powers:

MAGIC SEED

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

SUPER HELICOPTER

The Musician gives Rayman magic to control his direction. To activate it, press the CROSS button. To go higher, press the CROSS button several times. The super helicopter power may come in handy in the Blue Mountain world, where those sharp spinning blades could help Rayman do more than just fly!

FIREFLY

Joe the Extraterrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The firefly follows Rayman's punching fist, so throw his fist 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 more easily pass through narrow passages. Walk up to a blue elf to become small. Want to return Rayman to normal size again? Find a blue elf.

IMPROVING YOUR GAME

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

POWERS

Rayman starts off with three 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 telescopic fist. There are three different speeds available.

THE GOLDEN FIST

Increases the power of Rayman's blows.

TINGS

If Rayman picks up one hundred Tings, he will gain an extra life, but Tings can also be used to pay the Magician who'll give access to the bonus stages. Be careful, if Rayman loses all of his lives, he will lose all of the Tings he collected too.

CONTINUES

Once Rayman has lost all of his lives, the "Continue" screen will be displayed and you will be able to restart the game from the last level played with a credit of four lives. Want to use a "Continue"? Ring the alarm clock (by pressing any button on the controller) to awaken Rayman from his stupor before he staggers to the "Game Over" sign.

THE MAGICIAN

With the Magician's help, Rayman can enter into secret worlds where bonus stages allow you to earn Tings or an extra life if you manage to get a perfect score in the bonus map.

THE PHOTOGRAPHER

The Photographer 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.

WORLDS

THE DREAM FOREST

Rayman has to proceed through the jungle without ever falling into the swampy 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 persistent giant mosquito.

BAND LAND

In a scene filled with clouds and slippery sheet music bars, Rayman must advance among musical instruments like drums, maracas and 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 theatre, 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 controller and get ready to play. Good luck!

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