

Nintendo

GAME BOY[®] color

RAYMAN[®]

CGB-AYQE-USA

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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The Story



Rayman's magical world was once a haven of peace and tranquility, a place where Toons gravitated serenely around the guardian of harmony, the Great Protoon. Until, that is, the invasion of Mr. Dark and the ensuing onslaught of chaos... Mr. Dark kidnapped the Great Protoon. They neutralized Betilla the Fairy's powers as she tried to protect the universe's harmony. The caged Toons's light slowly dispersed into the universe. Horrible monsters began to spread across the planet as it gradually faded into blackness...

Now the world's only hope is Rayman. Only he has the power to free the imprisoned Toons, wipe out the evil Mr. Dark and, ultimately, restore harmony to the universe...



Getting Started

1. Insert the Rayman® GamePak into your Nintendo® Game Boy® Color system with the label turned outward.
2. Turn ON the power switch.
3. The title screen is displayed and the Main Menu screen appears.
4. Select an item using the Control Pad and enter your selection by pressing the A button.

Main Menu



NEW GAME

Press START to begin a new game

There are two ways to exit this mode:

GAME OVER: Rayman has no more lives left. Screen returns to Main Menu.

QUIT:

Choose this option from in-game by pressing SELECT. Enter your latest acquired Password (refer to explanation in CONTINUE). Screen returns to Main Menu.



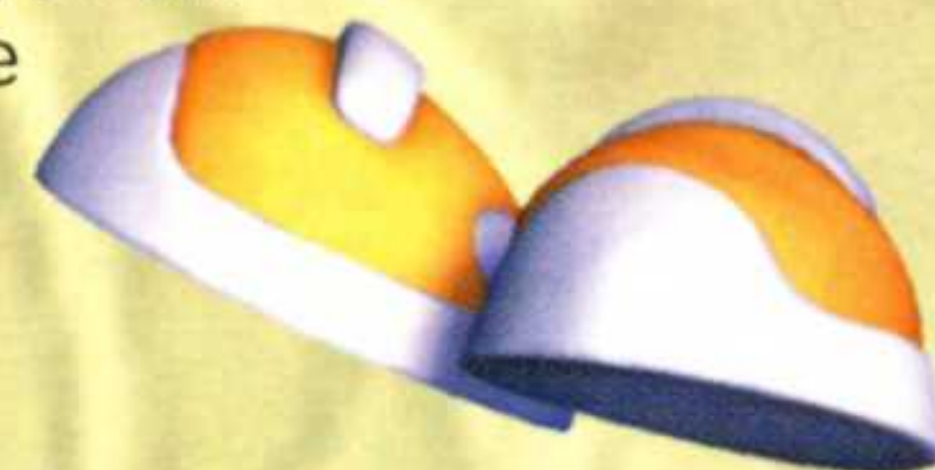
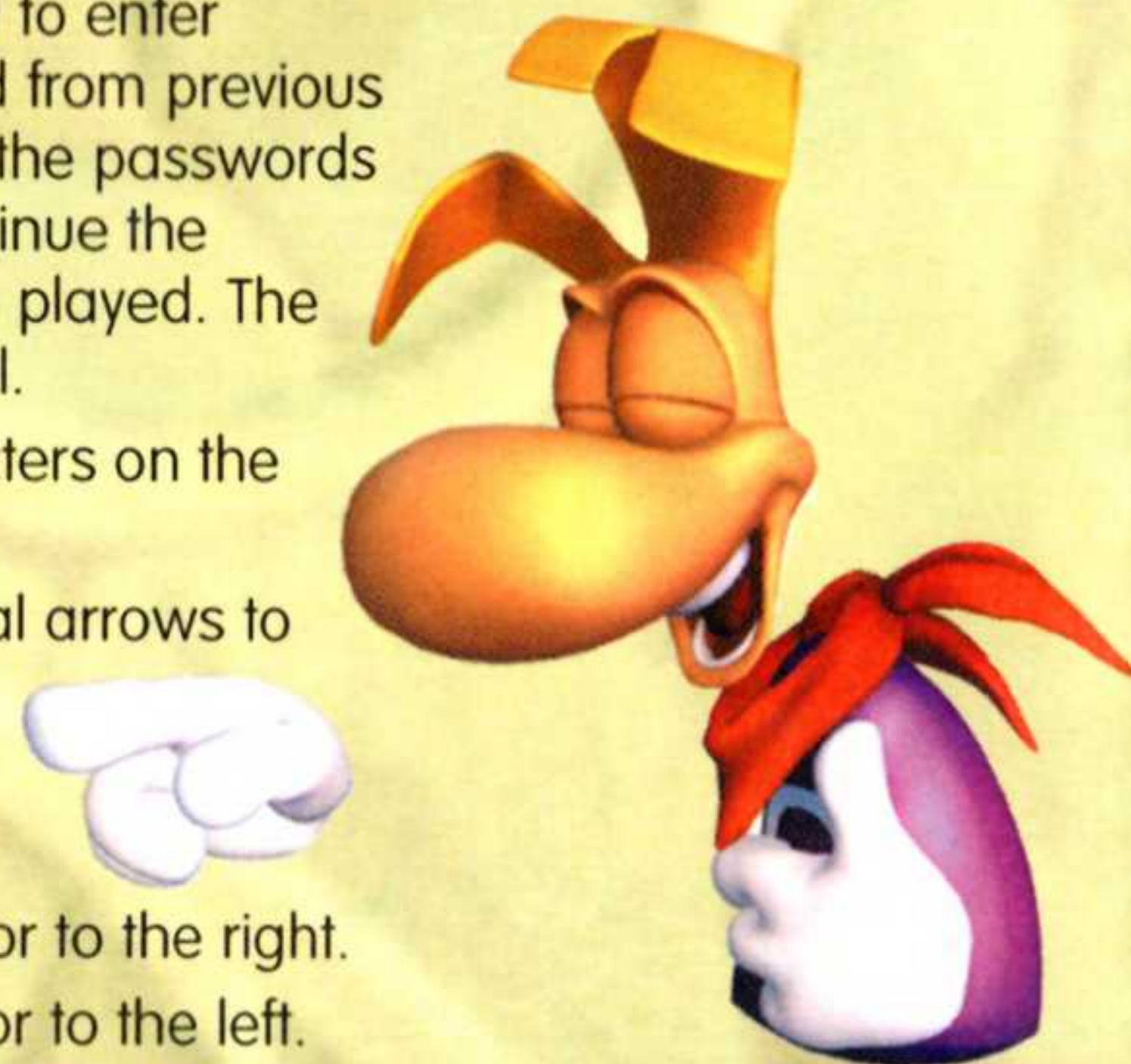
CONTINUE

Press the A Button to select and proceed to the PASSWORD screen.

The Password Screen allows you to enter passwords that you have earned from previous games. Be sure you write down the passwords as you progress so you can continue the adventure from the last level you played. The password changes for each level.

Enter the Password using characters on the grid:

- Use the Control Pad directional arrows to choose letters & symbols. Press the A Button to select.
- On the Password line:
 - The A Button moves the cursor to the right.
 - The B Button moves the cursor to the left.
- Confirm the entire Password by pressing START.
- If you entered the password correctly, the game will begin.





OPTION

When you choose OPTION from the main screen, press the A Button to access features and to confirm your choice. You can customize two game features: LANGUAGE and SOUND.



Language

This option allows you to choose between 6 languages.

Choose your language with the Control Pad Up and Down arrows and select by pressing the A Button.



Sound

This option allows sound for both MUSIC and FX to be turned ON or OFF. Choose MUSIC or FX with the Control Pad Up and Down arrows and select by pressing the A Button.

Choose ON/OFF with the Control Pad Left and Right arrows and select by pressing the A Button.

NOTE: Setting both Music and FX on OFF will help save battery power

Controls

Control Pad	Right	Walk right
	Left	Walk left
	Down	Crouch / Camera down / Climb down
	Up	Camera up / Climb up
	Right + Down	Crawl right
	Left + Down	Crawl left
Buttons	A Jump: The longer you press, the higher you jump. Control jump direction in the air with Right/Left arrows on the Control Pad	
	B Punch: The longer you press, the harder it hits.	
START	Pause	
SELECT	In-game menu	



Note: There is an Automatic Hang feature if Rayman falls or jumps to the edge of a solid surface.

Powers

Rayman also accumulates **additional POWERS** as he advances in his quest. An explanation of each power is given each time he gains a new one. The powers Rayman can earn are:

HELICOPTER

Allows very long jumps and lets Rayman glide.
Press the A Button TWICE to activate the helicopter.

GRAPPLE

Allows Rayman to grab and swing on the Flying Rings.
Press the B Button to grab onto the rings.
Press the A Button to release.
This also allows Rayman to collect lives by shooting with his fist.

SUPER-HELICOPTER

Allows Rayman to fly.
To activate, repeatedly push the A Button.
Use the Control Pad to control the direction he flies while he's in the air.

GOLD FIST

Faster and stronger Punch than the normal one, but it loses its power everytime Rayman loses one life.

NOTE: Don't bother trying to access areas that seem impossible to reach until you have earned all of Rayman's powers...

Magic Objects

Rayman's special powers can be used on several objects to help progress in the game.

PLUMS

This strange fruit has several purposes. Rayman can climb onto it, soar through the air on it and even float on water with it.

FLYING RINGS

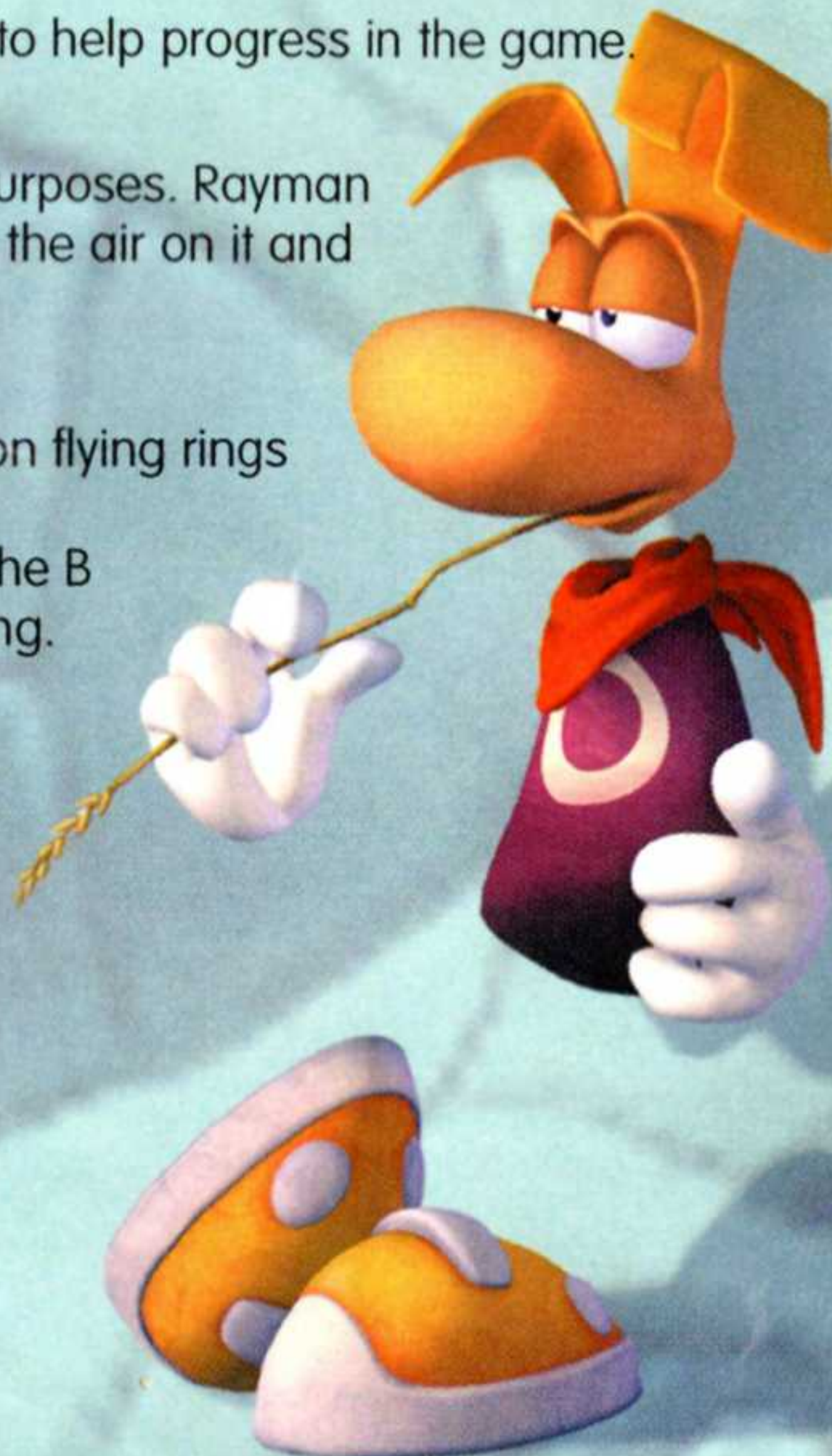
Rayman can hang and swing on flying rings by punching them. Shoot with his fist by pressing the B Button and aim at the Flying Ring.

TRUMPETS

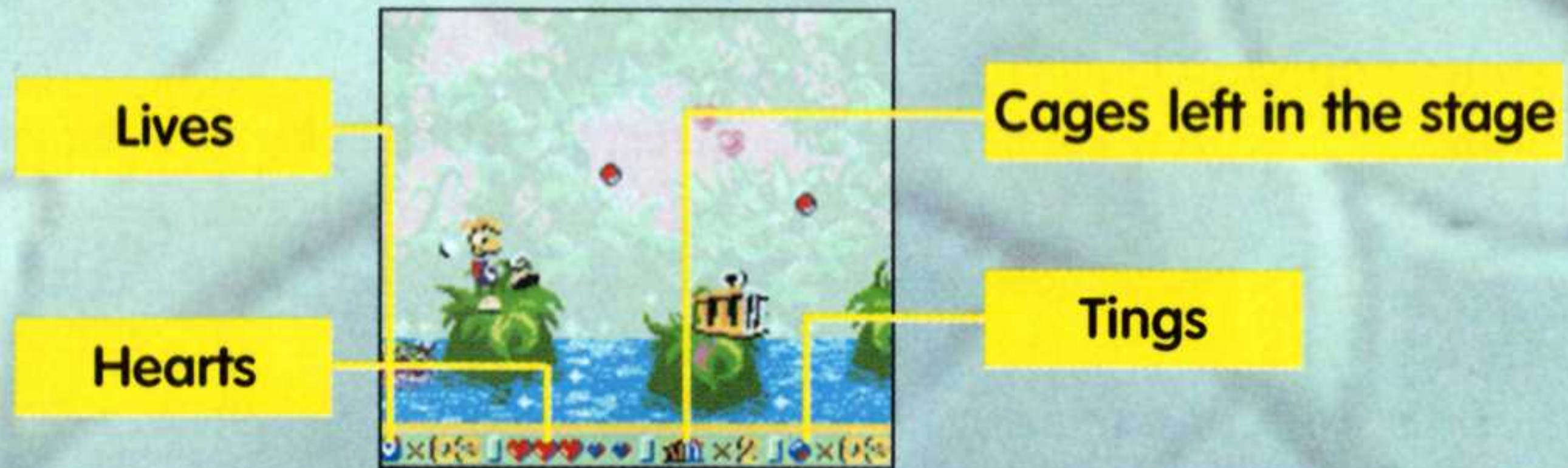
These help Rayman go faster.

VERTICAL TRUMPETS

These help Rayman go higher.



The Game Screen



OBJECTS TO COLLECT

Lives: Rayman starts out with 3 lives and can earn up to 99. Lives can be won with bonuses, Tings and bonus stages.

Hearts: Hearts represent Rayman's life energy. He starts with full energy (5 hearts), but every time he is hurt, he loses one heart. When all hearts are used, Rayman loses one life. Beware, all hearts are used up when he falls into water or lava!

Note: When Rayman catches a heart it is added to the energy bar.

Cages: Toons are imprisoned in cages. Rayman must destroy all of these cages to free them. There are a total of 38 in the game. The number of cages left to destroy in a level is displayed on-screen.

Note: Do not panic, you will not be able to destroy all the cages in each level your first time through ! You can return to levels to save all the Toons once you've wiped out Mr. Dark.

Tings: Tings are Rayman's little friends who give him advice and magical powers. Collecting 50 Tings gives you an extra life.

Levels

- Spellbound Forest:** A luminous, pleasant world.
- Airy Tunes:** A world of slides and speed. It is linked to the Air's elements
- Rainy Forest:** Use the helicopter to jump as far and as high as you can in this forest.
- Rocky Peaks:** An intricate, slippery environment. It is linked to the Earth's elements.
- Ancient Forest:** A strange, mysterious forest.
- Fiery Depths:** An intensely hot universe that's overflowing with lava.
- Arcane Forest:** An obscure, dangerous place. Prepare yourself for the upcoming confrontation with the evil Mr. Dark...
- Secret World:** Rumours say that there is another World somewhere, but no one has yet to discover it...



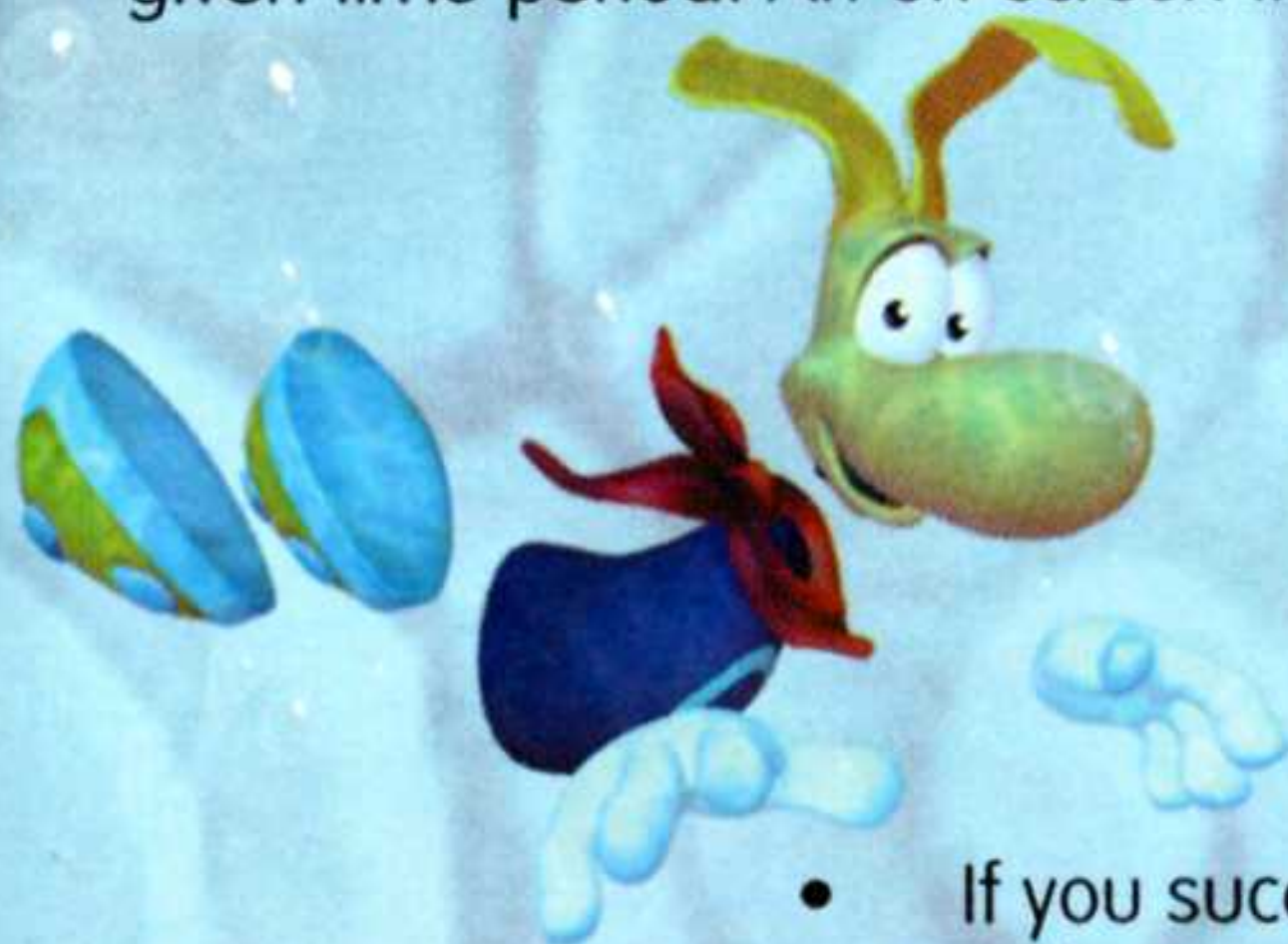
Bonus Stages



Rayman can enter bonus stages in different worlds.
Look out for BONUS-STAGE SIGNPOSTS.

To enter, step over this signpost.

The goal in the Bonus Stages is to collect all the Tings within a given time period. An on-screen timer displays the countdown.



Timer

- If you succeed in catching all the Tings, you return to the previous level with an extra life.
- If you do not succeed in catching all the Tings, you can retry or continue on in the previous level.

Bonuses

You should try to collect objects whenever you can throughout the game because they can be very useful...



GOLD FIST: Faster and stronger than the normal one, but it loses its power every time you are hit by an enemy



LIFE: gives you 1 extra life



TING: 50 of these gives you 1 extra life



HEART: gives you 1 extra hit point, up to a maximum of 5



The Ubi Key



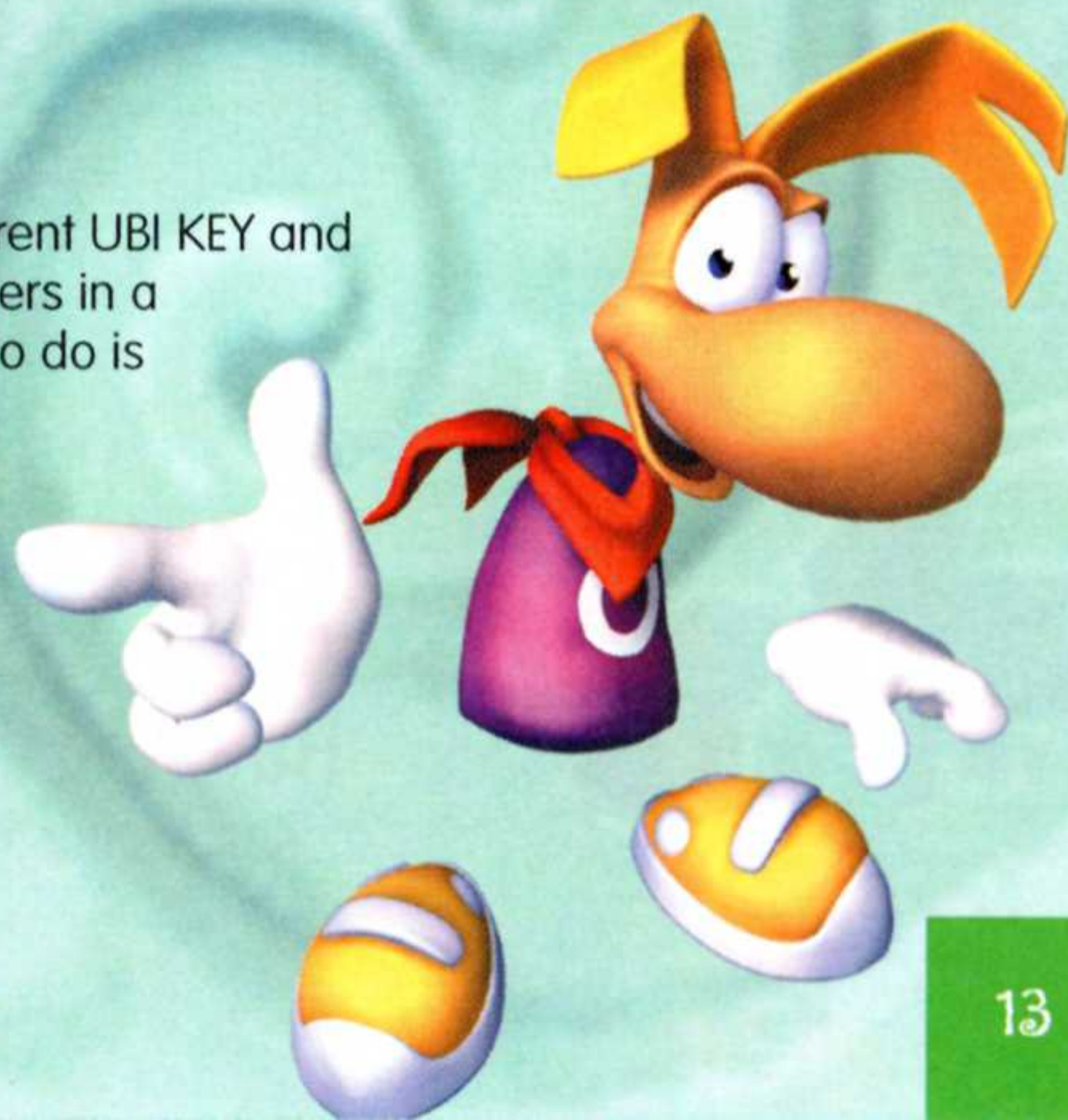
The UBI KEY is an exclusive, original bonus. You will find this key hidden in a certain place in the game. Thanks to the Infra Red Link in your Game Boy® Color you will be able to swap this key, with friends who also have UBI SOFT games featuring the UBI KEY system. This key will enable both of you to open up a secret level in your Game Boy® Color game.

IT'S AN EXCLUSIVE FEATURE!

Each UBI SOFT Game Boy® Color game has a different UBI KEY and each of these keys will enable you to use new powers in a secret level! To extend the adventure, all you have to do is find other UBI KEY players!

UBI SOFT Game Boy® Color games in which you can find a UBI KEY include:

Rayman®, Suzuki Alstare Extreme Racing®, Papyrus™, and more...



HOW TO TRANSFER THE UBI KEY

A brief explanation is displayed on-screen as soon as you find the key.

1. Place the infra-red links of the two Game Boy® Color units facing each other a few centimeters apart.
2. Press and hold down the A Button to start sending the key.
3. The receiving player must be in the UBI KEY section of the main menu of a game. The player must hold down the A Button until the key has been transferred. As soon as the key is transferred, the player is automatically projected into a secret level of the game.

Proof of Purchase



Rayman®

0.08888.12005.6



Credits

PROJECT MANAGER
LEAD GAME DESIGNER
GAME DESIGN

Riccardo Lenzi
Benoît Maçon
Davide Soliani
Giordano Nisi
Marc D'Souza
Massimo Guarini
Riccardo Landi

SOUND DESIGN
MIDI ADAPTATION
ARTISTIC & ANIMATION DIRECTION
ANIMATIONS

Davide Pensato
Stefano Palmonari
Jean-Marc Geffroy
Giuliano Boiocchi &
Rossana Cesaretti
Mauro Perini
Michele Agosteo

GRAPHICS

Davide Rupiani
Fabio Pagetti
Graziella Troncatti &
Fabrizio Stibiel
Stefano Iorio

DEVELOPMENT MANAGER
DEVELOPMENT SUPERVISOR
SOFTWARE DEVELOPMENT

Alain Bedel
Vincent Greco
Carlo Morgantini
Claudio Casadei
Giovanni Ferraro
Luciano Morpurgo
Marco Cozzini
Massimiliano Pagani
Paolo Maninetti
Stefano Chiappa

TEST STUDIO MANAGER
TEST

Cristian Giuglea
Apopii Costel
Banica Mihai
Burtan Sebastian

PRODUCT MANAGER
UBI STUDIOS ITALY GENERAL MANAGER

Géraldine Durand

PRODUCER

Agnès Lajot

PRESIDENT

Ubi e-Studios

SPECIAL THANKS TO:

Michel Guillemot

Christian Votava
Dominique Dumont
Lambert Combes
Serge Hascoët
Sylvain Brunet

US MARKETING MANAGER

Mona Hamilton

US PACKAGING & MANUAL DESIGN

Mari Sakai

VERY SPECIAL THANKS TO

Laurent Detoc
David Bamberger
Wendy Robinson
Carrie Tice
Lisa Hootnick
Melissa Wilks

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Michel Ancel & Frédéric Houde

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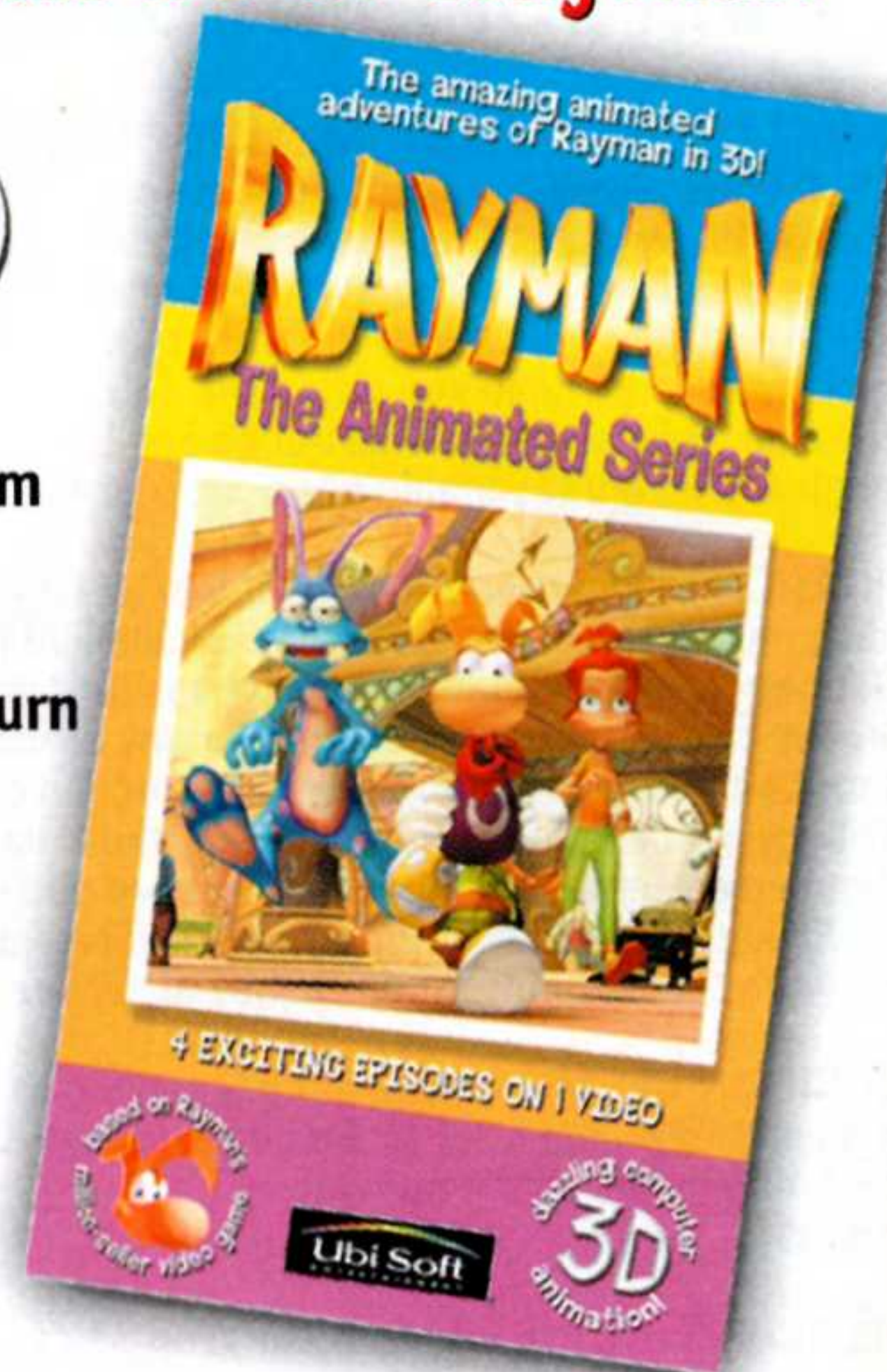
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