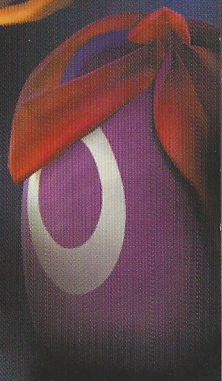
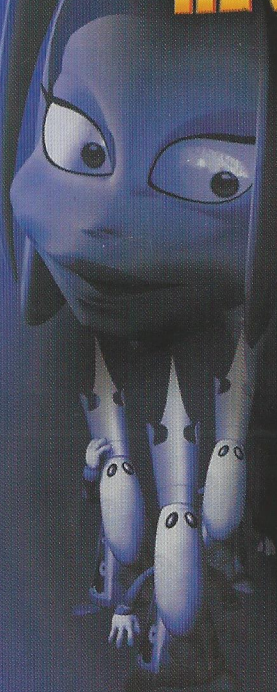


# RAYMAN REVOLUTION™



## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

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**See back page of this manual for Customer Service Numbers.**

SLES-50044

**1 Player • Memory Card (8MB) (for PlayStation®2) : 270KB minimum • Analog Control Compatible : Analog sticks only**

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# The story

Panic in the Chamber of the Teensies and the Fairy Council: Robot-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 its 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

Install your Computer Entertainment System according to its instructions manual.

Before inserting the Rayman Revolution disc you need to turn on the console using the MAIN POWER switch located on the back of the console and to open the disc tray by pressing the  button.

Insert the RAYMAN REVOLUTION PlayStation®2 format DVD-ROM into the disc tray and then press the RESET button to start your game. When the title screen appears, press the START button to access the language selection menu.



It is advised that you do not insert or remove peripherals once the power is turned on.



language can only be selected when loading a game or creating a new game.

**Please note:** the Italian version and the Spanish version do not contain voices. The voices for these two versions are in Raymanian by default.

## Navigating Through the Menus


To navigate through the RAYMAN REVOLUTION menus, use the left analog stick\* or the directional buttons. Previously confirmed selections appear in red. If you wish to make another selection, the latter appears in yellow. To confirm your selection, press the  button. To go back to a previous menu, press  button.

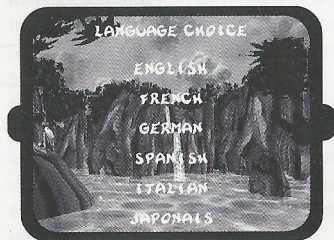
\* If the left ANALOG stick does not work, check that you are in ANALOG mode (LED: RED).


## Main Menu



## Selecting a Language

Select the language you want using the left analog stick or the directional buttons and confirm your choice with the  button. The

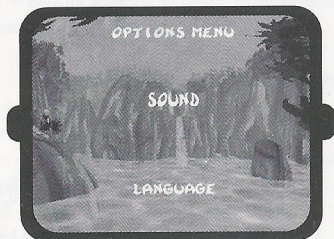


Select "New Game" to start a new game. Use "Load" to access your saved game on the memory card (8MB) (for PlayStation®2). The "Load" option can only be selected if a memory card (8MB) (for PlayStation®2) is inserted into the memory card (8MB) (for PlayStation®2) slot 1 and if a game has previously been saved. Select "Options" to access the Options menu. To confirm a choice, use the  button.

Make sure you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing play

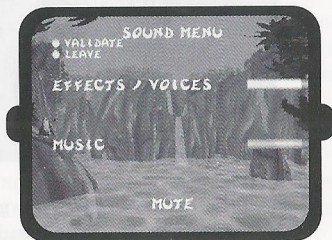
## Option Menu

To access the Options Menu during the game, press the START button and then select "Options". From this menu, you can make certain settings so that your game runs under optimum conditions.



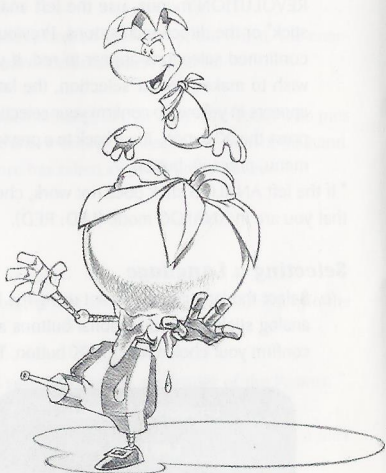
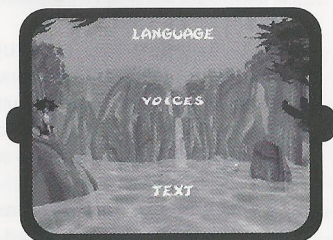
## Sound

Select "Effects/Voices" to increase or decrease the volume of sound effects and voices using the left analog stick or the directional buttons. Select "Music" to increase or decrease the music volume using the left analog stick or the directional buttons. Select "Mute" to deactivate voices, sound effects and music.



## Language

Select "Voices" using the left analog stick or directional buttons to choose the language the characters speak. Confirm your choice using the  $\otimes$  button. Select "Texts" using the left analog stick or the directional buttons to choose the language in which the texts are displayed. Validate your choice with the  $\otimes$  button.





# Analog Controller

## (DUALSHOCK®2)

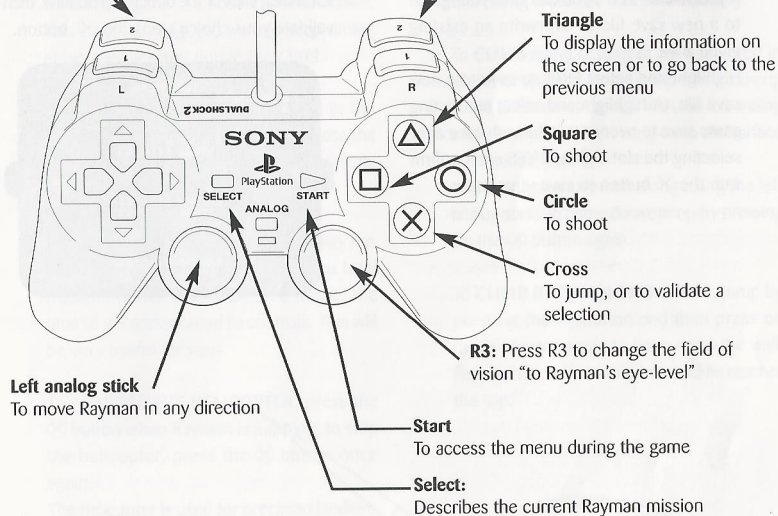
### Game Controls

**L1:** To turn the camera to the left

**L2:** To target an enemy, to bring the camera behind Rayman, and to move sideways

**R1:** To turn the camera to the right

**R2:** To activate the lums radar



### 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 **R1** button. The **L1** and **R1** buttons enable you to pan the camera to the left or to the right around Rayman. Pressing the **L1** and **R1** buttons simultaneously places the camera at Rayman's eye-level. You can then explore his field of vision using the left 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 **R3** button pressed down. You can now explore Rayman's field of vision using the right analog stick. To go back to the movement controls, all you have to do is release the **R3** button.

The **L2** button places the camera behind Rayman.


You cannot use a digital Controller in the Rayman Revolution game.

# Loading / Saving


You can only use saved games if the memory card (8MB) (for PlayStation®2) is correctly inserted in memory card (8MB) (for PlayStation®2) slot 1.

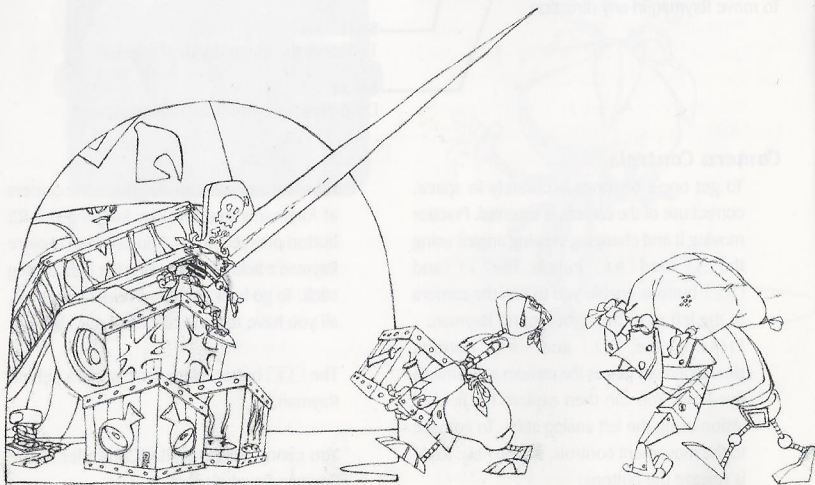
## Saving a Game

At the beginning of each world, you will be offered the opportunity to save your progress. If you select "YES", you can save your game to a new save file or overwrite an existing game save.

Highlight and select FREE to save to a new save file, or highlight and select an existing game save to overwrite it. In each case after selecting the slot highlight YES and confirm with the  button to save your game.

## Loading an Existing Game

You can load a game whenever you want from the game menu. You can also load an existing game save from the Main Menu on boot up. To access the menu, press the START button 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  button.





# Controlling Rayman

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

To **JUMP**, press the (X) button.

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!

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. Be sure to take the time to get accustomed to controls. This will be very useful for you!

To **ACTIVATE THE HELICOPTER**, press the (X) button when Rayman is jumping, to stop the helicopter, press the (X) button once again.

The helicopter is used for precision landing after a jump or when falling.

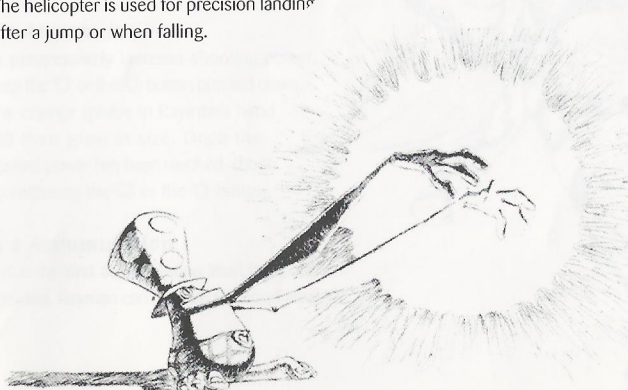
**Please note:** the helicopter can only be activated when Rayman is in the air. A word of advice: use Rayman's shadow to ensure an accurate landing.

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.

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 left analog stick. To come down, jump by pressing on the (X) button again.

To **CLIMB BETWEEN TWO WALLS**, jump by pressing the (X) button and then press on the (X) button again to hang on to the wall. Repeat these two manoeuvres until he reaches the top.



# Rayman's Powers

**Throughout his adventure, Rayman receives new powers, which give him astounding abilities!**

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 on the □ or the ○ button.

**To hang on to the violet lums,** shoot at them with the □ or the ○ button. Once Rayman is clinging on, you can swing him in the direction of your choice using the left analog stick. To drop off, press on the × button.

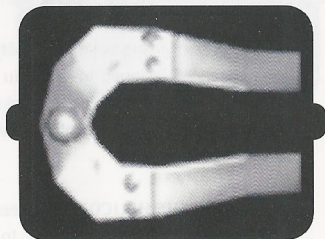
**To fly with the helicopter,** activate the helicopter and keep the × button pressed down. This is better than using the helicopter to land because, when flying in helicopter mode, you can move through the air with total freedom! To stop the helicopter flight, press on the × button once again.

Take care to stabilise your trajectory by pressing on the L2 button. This will help you avoid obstacles.

**To use the RAINDANCE,** press on the □ button.



**To use the LUMS RADAR,** press on the R2 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 lums, whatever colour 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*

To progressively increase shooting power, keep the  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  or the  button.

## *Level 2 Accumulation*

Once the first accumulation level has been attained, Rayman can acquire a second level

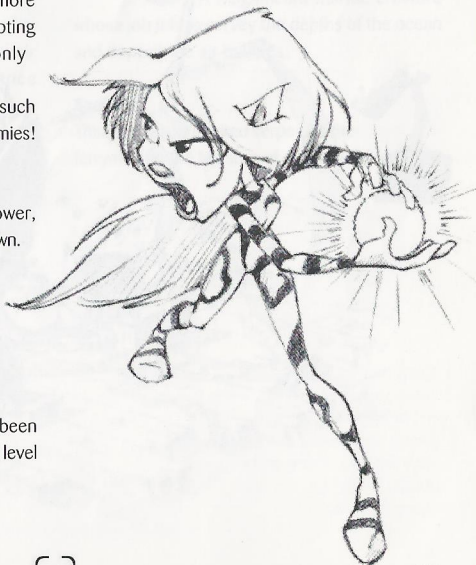
that is much more devastating. This second progressive increase in shooting power works like the previous one, but with greatly enhanced power. When the shot hits its target it explodes, creating a shockwave similar to an exploding grenade. This causes damage to enemies who are close to the centre of 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

## *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 pastille will appear, along with various information on the world. To enter the world, jump into the pastille.

## *Ly's House and her stones*

In exchange for 10 familiars, 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 with the  $\otimes$  button. To return in the menus, press the  $\triangle$  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  $\otimes$  button. The teensie will ask you to confirm your choice: you can reply yes or no, and then use the  $\otimes$  button to confirm. To cancel or to leave the magic well, press the  $\triangle$  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...he can only be brought back by reuniting the four magical masks.

## Ly

Ly is a fairy. She can create Silver Lums, which give Rayman amazing new powers.



## The Teensies

They have forgotten which of them is their King, and spend much of their time performing acrobatic dance moves...



## Murphy

"The Flying Encyclopedia"



## The People



**Globox**

He 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.

## Clark

With one mighty blow, he can send an entire regiment of pirates flying.

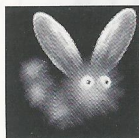


**Carmen the Whale**

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

## Sssssam

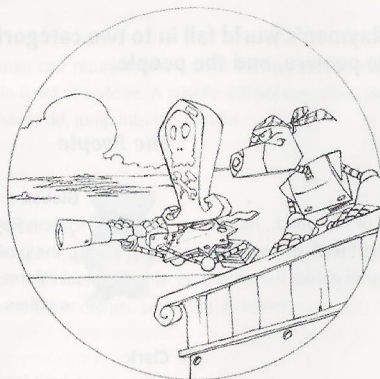
This young and spirited serpent is the ferryman for the Marshes of Awakening.



## The Familiar Spirits

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

# Rayman's Enemies



## Pirate's army

### Admiral Razorbeard

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

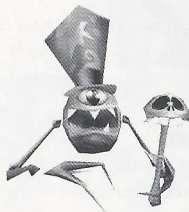


### The Henchmen



These are the pirates' robot invasion force. Several different models, each with its strong and weak points exist. 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 place where the creatures generated by Polokus's nightmares are, and make sure they are locked away.

### The Zombie Chicken



We can no longer keep track of all the sinister consequences of the pirates' arrival.



# Objects



## Cages

Rayman's friends are imprisoned into the cages...



## Kegs

The more advanced models can even fly...



## Shells

Most have legs; some can fly.



## Plums

These strange pieces of fruit have several purposes...



## Sparadraps

Mediocre at best architecturally, the pirates are obliged to reinforce their constructions with sparadraps...



## Switches

The pirates have cluttered the environment with switches...

# Magic Objects

## The Four Masks

These magic masks are hidden inside secret and mysterious sanctuaries....



## The Raindance Mask (p.8)

## The Lums

Lums are very powerful shards of energy. Each colour has it's own special power.

### • Yellow Lums



These are the 1000 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.

### • 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.

### • Green Lums

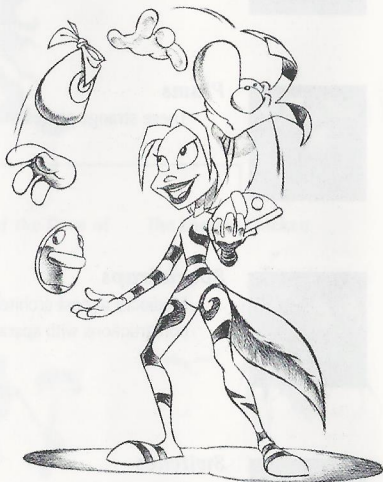


These Lums are rather special. They record Rayman's progress. If he should disappear, he will come back to the place where he last took a Green Lum. If Rayman has zero life points, he must restart the entire level at the beginning.

### • Silver Lums



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



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For hints & tips call :

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0.145€. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
- **Belgique/België/Belgen** ————— **011 516 406**  
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- **Suomi** ————— **09 4764460**  
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- **Hellas** ————— **00 301 677 7701**  
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- **Ireland** ————— **0818 365065**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Israel** ————— **1 800 390 900**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Italia** ————— **848 82 83 84**  
National rate. Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
- **Malta** ————— **344700**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Nederland** ————— **0495 574 817**  
National rate. Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
- **New Zealand** ————— **09 415 2447**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Norge** ————— **820 75 050**  
Free. Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Portugal** ————— **707 232310**  
0.109€. Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.
- **España** ————— **902 102102**  
National rate. Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
- **Sverige** ————— **08 587 822 40**  
Free. Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
- **Schweiz/Suisse** ————— **0900 55 20 55**  
National rate. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen. Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
- **UK** ————— **08705 99 88 77**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.

**Please call these Customer Service Numbers only for hardware support of PlayStation products.**



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