



# RAYMAN®3

## HOODLUM HAVOC

### 2 STORY

2 INSTALLING AND STARTING UP

### 5 NAVIGATING IN THE MENUS

5 BEGINNING THE GAME

### 7 LOADING / SAVING

### 7 ASSIGNING KEYS

8 RAYMAN CONTROLS

### 9 CONTROLLING THE CAMERAS

10 GAME SCREENS

### 10 FIGHTING THE ENEMIES

12 THE SUPERPOWERS

### 13 SECONDARY OBJECTS

13 HOW TO SCORE MORE POINTS

### 14 MENU SCREEN

### 15 THE CAST

### 16 JOINING THE RAYMAN COMMUNITY

### 18 WARRANTY

### 19 UBI SOFT UK TECHNICAL SUPPORT



## STORY



The Crossroads of Dreams was a place of heavenly bliss where calm, happiness and the joys of life seemed to reign forever. Some of the inhabitants even began to feel that the hours and days passed a little too slowly. Then, one day, a red Lum transformed himself into a cantankerous little ball of fluff. His name was André and he wanted to conquer the world. To this end, André turned the other red Lums into black Lums, then they all swarmed off to steal the animals' hair and weave costumes for themselves. Thus was born the army of Hoodlums – raring to spread their mischief and idiocy throughout the Crossroads. No-one could put a stop to them! So guess who had to interrupt his siesta to go and sort things out? (I'll give you a clue: the answer's on the cover of this manual.)

## INSTALLING AND STARTING UP



### Technical Specifications

Minimum configuration

Processor: P3 600 and equivalent AMD Athlon and Duron based CPUs

RAM: Windows 98 SE/2000/ME : 64 mb RAM // Windows XP : 128 mb RAM

Video Card: Geforce 256 SDR with 32 mb Video RAM

Recommended configuration

Processor: Win 98 SE: P3 1000, Win XP: P3 800 and equivalent AMD Athlon and Duron based CPUs

RAM: 128 mb RAM

Video Card: Geforce 3 with 64 mb Video RAM

## Installing

Insert CD1 into your computer's CD-Rom drive.

The following window appears:



**Install:** Just click to start the installation process. It'll take a few seconds. Fortunately, you've got some interesting reading material to browse through while you're waiting!

**Play:** Let's face it, this is what you've been itching for, ever since you bought the game. Click, and your wish shall be granted ... Unless, of course, you were in such a hurry that you forgot to install the game – in which case, it won't work! Selecting the language from the menu.

### Selecting the version to install

You have to select the version you want to install. This will depend on the free space available on the hard disk:

The minimum installation installs all of the data on the 1st disk, which is 650 Mb. To play, CD2 or CD3 must be inserted in your CD-Rom drive. The maximum installation installs the data on all 3 CD-Roms, which is 1.5 Gb. To be able to play, CD1 should be inserted in your CD-Rom drive.

### Access path

You must then select the location on the hard disk where you want to install the game. For example, 'c:\ProgramFoil\moygaymes\RaymunFree'. By default, the installation suggests: 'c:\Program files\Ubi Soft\Rayman3'.

## Shortcut

You then have to decide on the program group which will contain the shortcut to the game. By default, it is the 'Ubi Soft Games' group.

## Uninstalling

*(You can skip this bit – it shouldn't really concern you!).*

There are 2 ways of deleting the game from your hard disk:

- 1- In Windows, select '2 Uninstall Rayman 3' in the 'Start\Programs\Ubi Soft Games\Rayman 3' menu.
- 2- Insert the Rayman 3 CD1, start the game, admire the gorgeous installation menu and select 'Uninstall'.

## Starting the game

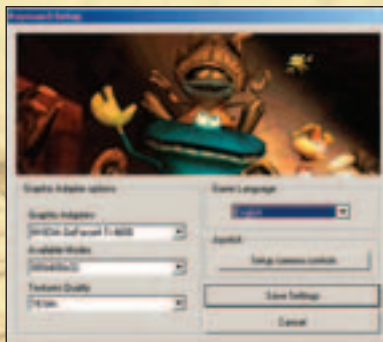
Once the game is installed, it's easy to start it up from the Windows 'Start' menu. The default path is: 'Start/Programs/Ubi Soft Games/Rayman 3'.

If you have carried out the minimum installation, CD2 or 3 should be inserted. If you have carried out the maximum installation, CD1 should be in your drive (the CD-Rom drive, of course - silly!).


The first time you start the game, a configuration screen appears. This allows you to adapt all the display data to your computer's configuration.

Rayman is also an educational game which helps you get the hang of foreign languages. There are 5 different lingos to choose from!

You can access this screen by clicking on the 'Start/Programs/Ubi Soft Games/Rayman 3/Configuration Rayman 3' shortcut on your desktop.



## How do I Quit the game?

Press the 'Esc' key and then select 'Quit' in the menu. You will be asked to confirm your choice (just in case you've changed your mind in the previous split-second). You don't even have to worry about saving. It's all automatic. (Isn't technology wonderful stuff?!) 

## NAVIGATING IN THE MENUS

To navigate in the RAYMAN® 3 HOODLUM HAVOC menus, use the directional keys and the right and left 'CTRL' keys on the keyboard. To validate your selection, press the 'Enter' key. To go back, press the 'Backspace' key (the key above 'Enter' with an arrow pointing left).

## BEGINNING THE GAME

### Starting the Game

When the title screen appears, follow the instructions on the screen: press the 'Esc' key to access the Main Menu.

### Main Menu



Select 'New Game' to begin a new game. If the words 'Nuovo gioco' appear, you've got the wrong language and chosen Italian. Oops! You'll just have to quit the game and change languages on the configuration screen.

Use 'Continue' to access your saved game(s). This option is only active if a game has been previously saved. Kind of logical, isn't it?

Select 'Options' if you want to configure the game settings: controller, audio, video.

Select 'Album' to access the album of game photos stored on your hard disk.

## New Game

Select 'New'. You then go to the screen for creating a new game. Key in your name or any other name which will serve as a game name (if you're short of ideas, use a dictionary!) and validate. Once you've entered your name, select OK and validate.

## Loading an Existing Game

From the Main Menu, select 'Continue' and validate. You then go to a screen which groups together all your saved games. Select the game you want to load and validate.

## Options

If you know how to read off a PC screen, you don't have to read this section! To access the Options Menu, select 'Options' in the Main Menu (I warned you this wouldn't exactly make edifying reading). For all the Option screens, use the 'Backspace' key to go back and the 'Enter' key to validate.

## Control Settings

Under this heading you can modify the settings for any kind of controller that's compatible with Rayman 3: keyboard or joystick.

By selecting 'Definition', you can configure all the keys on your peripherals.

By selecting 'Advanced', you can choose whether or not to invert the horizontal and vertical axes of your directional controls.

The left-hand key concerns the keyboard; the right-hand key concerns the pad.



## Sound Settings

Here you can set the sound volume for music, sound effects and dialogues.

# LOADING / SAVING

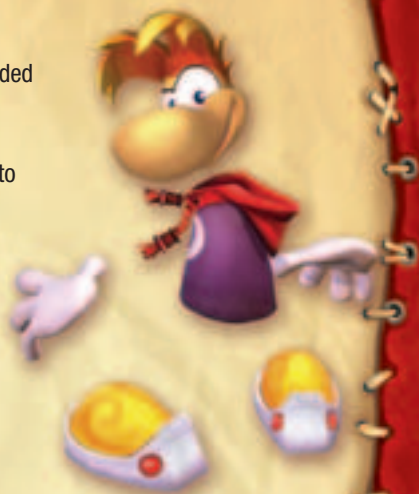
## Loading

You can load another game at any time, provided you have a saved game on your hard disk.

To do this, press the 'Esc' key to display the menu. Then press the right or left 'CTRL' key to access the game menu. Select 'Load', then validate. A screen with your different saved games appears. Now select your game.

## Saving

Thanks to the miracle of technology, saving is automatic during the game. It's done at the end of each level. So you don't have to do a thing to record your progress in the game.



# ASSIGNING KEYS

## Keyboard and Pad Controls (default)

**KEYBOARD ARROWS / PAD CROSS OR STICK**

To move Rayman in any direction

**C KEY / B3 BUTTON**

To jump, activate the helico (when Rayman is in the air)

**SPACE BAR / B4 BUTTON**

To shoot and load your fist

**LEFT 'CTRL' KEY / B6 BUTTON**

To lock on

**W KEY / B5 BUTTON**

To activate the roll

**V KEY / B2 BUTTON**

To display the Life Bar and pull a funny face (after receiving permission during the game)

### **X KEY / B1 BUTTON**

Look mode

### **+ AND - KEYS ON THE NUMBER KEYPAD**

To zoom in and zoom out (in Look mode)

### **'ESC' KEY**

To access the menu during the game

### **F1 KEY**

To activate the Freeze mode

### **'ENTER' KEY**

To take a photo

## **Mouse Controls**

### **MOUSE MOVEMENT**

To move the camera

### **RIGHT MOUSE BUTTON**

To jump, activate the helico (when Rayman is in the air), zoom out (in Look mode)

### **LEFT MOUSE BUTTON**

To shoot, load your fist, zoom in (in Look mode)

For those of you who're already moaning because these aren't the controls you fancy, you're free to change them by going to the Options menu and selecting 'Controls'. That way, we keep everyone happy ...

Furthermore, if you have a joystick, joypad, controller or any other kind of instrument with buttons and a USB connection, we strongly advise you to configure it in the Options. Your gaming pleasure can only improve!

## **RAYMAN CONTROLS**

To **MOVE**, use the directional arrows or your pad's stick in the direction of your choice. Doesn't it do you good to see him toe the line?!

To **JUMP**, press the C key or the right mouse button.

To **ACTIVATE THE HELICO**, press the C key (or the right mouse button) and keep it pressed down when Rayman is not touching the ground.

To **ROLL**, press the W key.

To **CLING ON** to the edges of walls, jump while moving in the direction of the wall. Rayman will cling to the wall automatically.

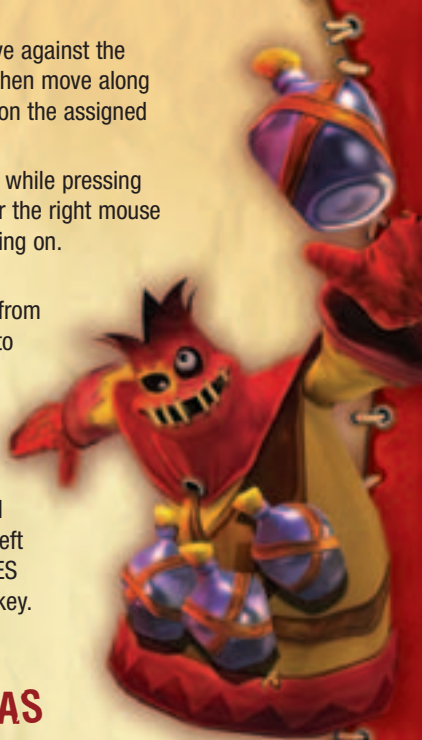
To **CLIMB** along ladders or special walls, move against the wall. Rayman clings on automatically. You can then move along with the directional arrows. To come off, press on the assigned Jump key once again.

To **CLIMB BETWEEN TWO WALLS**, jump while pressing the assigned Jump key (by default, the C key or the right mouse button), then press once again on this key to cling on. Repeat this action until you reach the top.

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the assigned Jump button to hang on and use the directional arrows to move along.

To **SWIM UNDERWATER**, use the directional arrows.

To **LAUNCH YOUR FIST**, press the assigned Shoot button (by default, the Space Bar or the left mouse button). Go to the **FIGHTING THE ENEMIES** section to see everything you can do with this key.



## CONTROLLING THE CAMERAS

There's no point in running if you don't know where you're heading, as the saying goes. To make sure you know where you're heading, use the mouse to swivel the camera. In some game sequences, the camera is placed automatically to provide an optimal view of the situation. Pressing the left 'CTRL' key places the camera behind Rayman again.

### Look Mode

Keep the X key on the keyboard, or B1 on your pad, pressed down to move into Look mode.

The camera places itself automatically at Rayman's level. Not only can you swivel the camera with the directional arrows or the left analog stick on your pad, but you can also zoom in and zoom out with the + and - keys on the number keypad (or the right and left mouse buttons) respectively. This mode is very useful for observing the situation before setting off to fight, or for finding all the bonuses.

## Freeze Mode and Taking a Photo

You can freeze the situation whenever you want by pressing the F1 key. Everything in the game comes to a standstill. When this happens, you can still move the camera using the mouse or your pad's stick.

You can even take photos and give free rein to your unbounded creativity by pressing the 'Enter' key. Then choose 'YES' to save your photo. A screen allowing you to name your photo appears. Give a name to your work, select 'OK' and validate. Your photo is now saved on your hard disk.

## GAME SCREENS

By pressing the V key on the keyboard, or B2 on the pad, you can display loads of information about Rayman.



## FIGHTING THE ENEMIES

### Locking On

To **LOCK ON** to an enemy or an object, turn towards the target so that the sights appear and keep the left 'CTRL' key pressed down. When you've locked on to your enemy, you can carry out any actions you want without losing sight of him:

- **MOVE SIDEWAYS (STRAFING)**, using the directional arrows
- Jump or use the helico, using the assigned Jump key (by default, the Space Bar or the left mouse button)
- Roll in any direction by pressing the W key and directing yourself with the directional arrows
- Launch your fists with the assigned Shoot key

## Launching the Fists

Rayman doesn't have big biceps – hardly surprising, for an armless hero! – but he does have 2 fists which can prove to be very powerful:

To launch his **FIST IN A STRAIGHT TRAJECTORY**, press the assigned Shoot key (by default – you're beginning to get the hang of this! – the Space Bar or the left mouse button).

To launch his **FIST IN A RIGHT OR LEFT CURVE**, press the left 'CTRL' key, strafe right or left and press the Shoot key (to find out what the default keys are, just look 2 lines above ... )

To launch a **LOADED FIST**, keep the Shoot key pressed down (no, I'm not saying it again – you must know which keys by now!) until a whirlwind of power appears, then release the key to dispatch your fist. This loaded fist can be straight or curved.

In short, use the left 'CTRL' key to always face the enemy, then use all your fist types to attack him. The side fists are very useful for striking an enemy hiding behind an obstacle or for wounding those who dodge frontal attacks. Lastly, don't forget to load your fist. This can cause damage beyond your wildest dreams!

A Little Trick (so you won't have read this manual for nothing ... )

Lock on to an enemy and activate the Freeze mode by pressing the F1 key. If you press the V key, you'll get some useful information that'll help you get rid of him.



# THE SUPERPOWERS

The Hoodlums have created a laser washing powder that can transform their clothing into battle dress. It also acts on Rayman, giving him Superpowers. When a Hoodlum has a \$ symbol above him, this means that he's carrying a box of washing powder. Eliminate him to get hold of the box. But beware: the effect of the Superpowers is limited. So keep an eye on the gauge at the bottom of the screen to see how much time you've got left. To pick up the Superpower, all you have to do is move over the box.



## Green box: VORTEX

Rayman's fists turn into a whirlwind. You can make anything spin (driving it to distraction): a mushroom, a Hoodlum, or any other object or animal.



## Red box: HEAVY METAL FIST

This gives each fist a Superpower: you can wipe out an enemy with a single blow and even break down doors.



## Blue box: LOCK JAW

This power equips Rayman's fists with metal jaws. You can use them to cling on to metal grabs. In combat, they cling on to the enemy. When this happens, press Space Bar or Left Mouse Button to give the enemy electric shocks.



## Orange box: SHOCK ROCKET

One of your fists turns into a torpedo. First, press the C Key or the Right Mouse Button to arm it. Then press the Button again to launch it. Next, use the directional arrows or the left analog stick to direct it. This fist is very useful for reaching targets that are very far away.



## Yellow box: THROTTLE COPTER

Rayman is now crowned with a fantastic helmet that's about as snazzy as you can get. Activate your helicopter, and off you fly!

# SECONDARY OBJECTIVES

## The Cages

The Hoodlums have captured all the Teensies and put them in cages to use them for shooting practice. It's up to you to set them free. Listen carefully! You can hear them calling for help when you go near a cage. Each time they're set free, the Teensies give you a present and a jewel medallion fills up. When the 6 jewel medallions are full, the Life Bar increases.

## The Score

All actions score points:

- Getting rid of enemies.
- Collecting Pick-Ups. These are splendid jewels that the game developers have scattered around for purely aesthetic reasons. The Hoodlums collect them and put them into Porkibanks – pig-shaped money boxes that go all snouty when you beat them. You'll need to load your fist to break them.

Whenever you win points, the Combo mode appears. The more you link up actions, the more points the Combo scores. But watch out: the Combo disappears after a few seconds. So don't hang around marvelling at the fabulous graphics that the development team spent months and months working on. If you want a great score, get a move on!!

You can use your score to unlock bonus levels or previously unseen videos. So now you'll really have to pull your finger out and get a good score, otherwise – no bonuses! Ah yes, you don't get anything for nothing these days ...

# HOW TO SCORE MORE POINTS

(Just so you won't have read this manual in vain.)

Now that we're beginning to get acquainted – we can even call each other by our first names, if you like (yup, a few pages of reading-matter, that's what brings people together) – here's the exclusive low-down that Murfy won't give you during the game.

Whenever you get a Superpower, all the points you pick up are multiplied by 2. Try to find a Superpower before collecting all the Pick-Ups.





The Bo-peeps are chameleons who hide all over the place. You can hear them whistling when you're near them. Use the Look mode and centre the camera on them. Each Bo-peep you uncover scores 250 points.

The Heebie-jeebies are elegant young lady butterflies who're extremely timorous. If you approach them slowly, you can obtain 250 points. But if you're too quick, the terrified Heebie-jeebie flies off to see its shrink!



Have a good look round. You may find one of the many secret zones that the developers had fun hiding. They're not unrewarding and are full of Pick-Ups!

## MENU SCREEN

You can display the menus at any time by pressing the 'Esc' key. By pressing the right and left CTRL, you can display the score page for the different universes you've been through.

Use the right and left 'CTRL' keys to display the Game Menu to save, quit or load a game. You can also access the Bonuses page. Depending on your score, you can unlock game videos as well as bonus levels and previously unseen videos.



**NUMBER OF CAGES  
LIBERATED**

**SCORE OBTAINED**

# THE CAST



## Rayman

Rayman no longer needs an introduction. He's already been top of the bill in the 2 previous episodes. Nowadays, he's a big star, even if he doesn't exactly behave like one. He's always taking naps and larking around with his pals – a fine example for the youth of today!



## Globox

Rayman's best friend has at last got the role of his life: not only does he mistakenly swallow André, the chief of the black Lums, but he's also chased by the Hoodlum army, who're trying to get their boss back. A real character part!



## Murfy

A ridiculous, pretentious greenbottle. Despite his stupidity, this upstart has succeeded in landing the role of coach – the only explanation for which is a disgraceful bit of string-pulling!\*

*\* Ubi Soft would like to state that the manual does not accept responsibility for these comments.*



## André

A depraved and hysterical baddie, André spends most of the game enclosed in Globox's belly because the latter swallowed him. André has such a horribly warped mind that he obliges Globox to drink plum juice, making our poor friend lose all semblance of self-control ...



## The Hoodlums

After some punishing auditions, the developers have brought together the worst army ever, made up of the dumbest enemies. They're dressed like potato sacks and are ready to use any old tactics, however ludicrous or dangerous, to stop Rayman and Globox.

# JOIN THE COMMUNITY IN THE LUMS QUEST AT WWW.RAYMANZONE.COM

The Rayman community are waiting to meet you online. Make sure you logon and take part in The Lums Quest :

- A unique system that rewards your participation in the community.
- The more you participate, the more goodies and information you can receive about Rayman games.
- Be a goodie, be a baddie – it's up to you !
- Gain access to the exclusive VIP Zone !
- Sign up now and receive 200 Lums to spend immediately !

In addition you will discover :

- Screenshots, videos and information added daily
- Hints and tips on all Rayman games
- Regular competitions with fantastic prizes
- Forums where you can meet other Rayman fans

Don't wait any longer ! Log on to  
WWW.RAYMANZONE.COM  
NOW and join the fun !

## CRÉDITS

### Producers

Ahmed Boukhelifa  
Pauline Jacquey

### Marketing coordinator

Damien Moret

### Production coordinator

Diane Bernard

### Story and Dialogs

David Neiss

### Art and level design supervisor

Jean-Marc Geffroy

### Lead Programmers

Olivier Didelot

### Programmers

Alain Robin  
Daniel Raviart  
Franck Delattre  
Frédéric Bourbon  
Lucian Rowe  
Christophe Garrigues  
Dominique Duvivier  
François Queinnec  
Christophe Roguet

### Lead Game Designer

Michaël Janod

### Game designers

Olivier Palmieri  
Benjamin Haddad  
Frédéric Gaveau  
Eric Couzian

Xavier Plagnol  
Jérôme Collette  
Olivier Barbier  
Yann Leclerc

### Art director

Céline Tellier

### Lead Character designer

Stéphane Zinetti

### Graphic Technical Directors

Céline Tellier  
Avlamy Ramassamy

### Real Time Cinematics Director

Alexandre de Broca

### Illustrator

Eric Pelatan

**Graphic artists**

Fabrice Holbé  
Lina Lu  
Florence Charpentier  
Christophe Messier  
Alain Bernhard  
Olivier Conorton  
Mohammed Gambouz  
Laurent Debarge  
Sébastien Du jeu  
Gabriel Villatte  
Christophe Dur  
Christophe Bourges  
Marie Nguyen

**Lead Gameplay Programmer**

Olivier Dauba

**Gameplay programmers**

Yann Masson  
Nicolas Chereau  
Laurent Chiarazzo  
Setha Chhun  
Nicolas Normandon

**Lead animator**

Stanislas Mettra

**Animators**

Hélène Oger  
Hélène Pierre  
Isabelle Leduc  
Karine Karabérian  
Philippe Penaud

**Lead sound designer**

Ida Yebra

**Sound designer**

Emmanuel Gouvernaire  
Alexandra Horodecki

**Sound art director**

Romain His

**Lead data manager**

Nary-Tiana Andriamampandry

**Data manager**

Eric Berkani

**Rayman created by**

Michel Ancel  
Frederic Houde

**Additional game design**

Yann Masson  
Nicolas Normandon  
Fabrice Holbé

Olivier Conorton  
Stéphane Hillbold

**Additional graphic artists**

Vincent Colombel  
Bertrand Israel  
Pierre Truong  
Manu Hauss  
Grégory Chandéze  
Sybille Ristroph  
Sandra Vaquero  
Sandrine Houalet  
Yann Jouette

**Additional gameplay programmers**

Matthieu Crepeau  
Eric Berkani  
Michel Momcilovic  
Michaël Janod  
Frédéric Gaveau  
Olivier Palmieri  
Xavier Plagnal

**Additional programmers**

Patrice Desarnaud  
Michael Ryssen  
Frédéric Balint

**Additional animators**

Alexandre Baduel  
Vanessa Sarazin

**Test Studio Manager (Paris)**

Victor Douangamath

**Lead Tester (Paris)**

Olivier Berteil  
Cyril Gouel

**Testers (Paris)**

Aymeric Henault  
Laurent Pierrat  
Sébastien Métivier  
Carl Huyghues Despointes  
Frédéric Lapalus  
Hervé Da Mota  
Manuel Rozoy  
Wolfgang Buttner  
Anis Boujouane  
Antoine Viellard  
Jérôme Amouyal  
Fabrizio Costa

**Lead Teaser (Montreal)**

Stephan Leary

**Testers (Montreal)**

Alain Chenier  
Bruno St-Laurent  
Félix Hardy  
Louis-Philippe Brissette  
Martin Hamel  
Martin Shank  
Max Bricault  
Nicolas Gagnier  
Stéphane Arbour  
Pascal Gauthier  
Patrick Melanson  
Yann Provencher  
Antoine Drouin  
Jo-Ashley Robert  
Mathieu Larin  
Miguel Canepa  
Olivier Proulx  
Patrice Cote  
Patrick Charland  
Pierre Boyer  
Vincent Nadeau  
Yanick Beaudet

**Additional Data Managers**

Thomas Omer-Decugis  
Fabrice Machecler  
Vincent Chardonnerau

**Managing Director - Montreuil Studios**

Nicolas Metro

**Development Studio Manager**

Vincent Greco

**Graphic Studio Manager**

Sandrine Maignet

**Game Design Studio Manager**

David Douillard

**Cinematic studio manager**

Sophie Penziki

**Pre-rendered sequences director**

Alexandre de Broca

**Technical director - sfx**

Charles Beirnaert

**Graphists - sfx**  
Corinne Bouvier  
Xavier le Dantec  
Jérôme Lionard

**Layout director**  
Mathieu Breda

**Pre-rendered  
sequences animators**

Michel Guillemain  
Thomas J. Anderson  
Gilles Monteil  
Véronique Lacombe  
Eric Branz  
Wilfried Ayel  
Sonia Pronovost  
François Cote

**Guitar-hero**  
François Queinnec

**Audio production  
manager**  
Sylvain Brunet

**Creative manager**  
Manu Bachet

**Sound production  
organisation**  
Marine Lelievre

**Music composed, arranged  
and**

**performed by**  
Plume and Fred Leonard  
Laurent Parisi

**Sound effects**  
Talk Over

**Mixed by**  
Christophe Marais  
Claire Schwab  
Gwen Hervocho  
(Tex Avril Studio - France)

**Masterised by**  
Martin Dutasta

**Music editing**  
Pascal Florik

**'Madder'**  
**Performed by Groove Armada**  
**Courtesy of Jive Electro**

Written by  
Michael Daniels/K. Lee/  
J. White/C. Jenner/  
Thomas Findlay  
Andrew Cocup Zomba  
Music Publishing LTD.  
(Adm. By Zomba  
Enterprises Inc in the US  
and Canada),  
Universal Music  
Publishing LTD.  
(Adm by Universal-  
Polygram International  
Publishing, INC.,  
Warner/Chappell  
Music Ltd. (PRS)  
All rights on behalf of  
Warner/Chappell  
Music Ltd.  
administered by  
WB Music Corp.

**UBI SOFT  
INTERNATIONAL  
President and CEO**  
Yves Guillemot

**International Production  
Director**  
Christine Burgess-Quemard

**International Content Director**  
Serge Hascoët

**International Content Team  
Game-design**  
Gunther Galipot

**Play-tests**  
Lionel Raynaud  
Frédéric Duroc

**Story Editor**  
Alexis Nolent

**Marketing**

**Approval Coordinators**  
Nikola Milisavljevic  
Dave Costello

**EMEA Marketing team**  
Lidwine Vernet  
Clothilde du Saint  
Judith Barta  
Julien Galtier

**Local Brand Managers**  
Amanda Butt (UK)  
Thorsten Kapp (GER)  
Hélène Carbon (FR)  
Valeria Lodeserto (ITA)  
Oriol Rosel (SPA)  
Marcel Keij (NL)  
Kristina Mortensen (Scandinavia)  
Vanessa Leclercq (Benelux)  
Yannick Theler (SWI)  
Nick Wong (Australia)

**Special Thanks to**  
Arnaud Koltelnikoff  
Alexandra Ancel  
Michel Ancel  
Philippe Vimont  
Han Da Qing  
The Rayman M Team  
Mao Yi  
Wang Bin  
Arnaud Guyon  
Arnaud de Pischof  
Benôit Maury-Bouët  
David Houssin  
Hanane Sbai  
Niquette  
Eric Tremblay  
Sophie Pendaries

Rayman® 3 Hoodlum Havoc © 2003 Ubi Soft Entertainment. The logo and the character of Rayman are trademarks of Ubi Soft Entertainment. All rights reserved. All trademarks are owned by the respective rights holders. Ubi Soft Entertainment makes no claim to any such trademarks.

# WARRANTY

Ubi Soft guarantees to the original buyer of the product that the compact disc (CD) supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase.

Please return any defective product to; Ubi Soft Entertainment Ltd., Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

This software program, manual and packaging are protected by copyright and all rights are reserved by Ubi Soft. Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Ubi Soft.

This software program, this CD and its documentation are sold as they stand. Outside the guarantee period of 90 days concerning any manufacturing defect of the CD, Ubi Soft will not extend any other guarantee concerning this program, this CD nor its documentation, be it written or verbal, direct or implied, including but without limitation of the above, guarantee and conditions of marketing and use for specific purposes even though the company may have been informed of such use. Similarly, you shall be entirely responsible for any risks relative to utilisation, results and performance of this software program, of this CD and the documentation. Ubi Soft shall in no event be liable to you or a third party for indirect or consecutive damages, nor specific damages relative to ownership, the use or the wrongful use of this product and, within the limits provided by law, damages in case of bodily injury, even if Ubi Soft has been informed of such possible damages or losses. The buyer wholly accepts that, in case of legal claim (contract, prejudice, or other) the liability of Ubi Soft shall not exceed the price value originally paid for the purchase of the product.

# UBI SOFT UK TECHNICAL SUPPORT

## On-line Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://support.ubisoft.co.uk>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk)

Please be as specific as you can be about the problem you are experiencing.

## Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

|                             |  |
|-----------------------------|--|
| Ubi Soft Technical Support: | 0870 739 7670  |
| Hours:                      | Monday To Friday 8.00am – 11.00pm GMT  |
| Ubi Soft Hintline:          | 0906 906 0200  |
| Mailing Address:            | Ubi Soft Entertainment Ltd.<br>Chantrey Court,<br>Minorca Road,<br>Weybridge,<br>SURREY. KT13 8DU. |