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Nathalie Paccard : Chef de projet

1- What does Rayman 2 represent in terms of time and staff?

So far, we have been working on Rayman 2 for a year and a half, from September 1997 to May 1998. This might not seem like a lot in terms of development, since we're working on several versions at the same time, but we've got a pretty big staff, in fact the biggest at Ubi Soft: there are 80 people in the team, 40 of which are engineers.

2. How does Rayman 2 differ from the original Rayman?

First of all, it has 3D graphics, allowing complete freedom of movement in a 3D environment! Rayman's different skills have been improved. For example, the helicopter and the grapnel have been reworked...but everything that was funny in Rayman 1 is still here, just better. Some new actions and powers have been added too. The universe has evolved. There's a magical element; Rayman acquires powers which he has to improve during the game. Rayman 2 is more scenario-oriented, with more of a storyline that pops up during the game, which increases the player's emotional involvement. We also developed design tools which create a complex and evolving AI for the NPC, which allows them to choose their movements in Rayman's world. We introduced morphing, special effects, lightings, particles and fog to create diverse atmospheres. You will be able to recognize the original Rayman's world (fruits and forest) but it has changed slightly and there are even more worlds to discover. Rayman was a platform game, Rayman 2 is an action game. The universe has also evolved a lot, so has the character. Rayman 2 is a bit older, able to do more things, and loves a good fight. He's less childish. The game itself includes more action and more tricks. Still, we kept one of the most important ideas behind Rayman, which is one of its keys to success : the ability to interact with any object or character. For instance, the plum can be a platform, or a way to make a joke, or you can throw it on a wall of branches to make a bridge, and so on... You can really play with the settings! You can lift walls and grow plants... The music is interactive too: it changes according to your actions and location. Nevertheless, Rayman 1 is not yet outmoded, since it is a long game with a great replay value. It has its own universe, and the Montpellier Studio's special graphic touch...it remains a reference.3) Rayman 2 on PC CD-ROM, Playstation, Nintendo 64...What are the highlights of each version ? On PCs, we are not limited by space, so we're able to include more maps and secret levels. The game will therefore be bigger on PC. On Nintendo 64, we are more limited by space, but it has great graphics and light effect abilities which we have been pushed to the limits. The game on the Sony Playstation will be different: Worlds will be smaller but more numerous. All in all, you get topography and gameplay that fit to each machine!

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