



There is so much to enjoy in
Rayman's World



There is so much to discover in
Rayman's world



The fayry's house



Rayman Activity Centre challenges
a child's creativity



Learn to count with Rayman



Let the Toons teach your child
logical reasoning



Children can build, discover
and learn

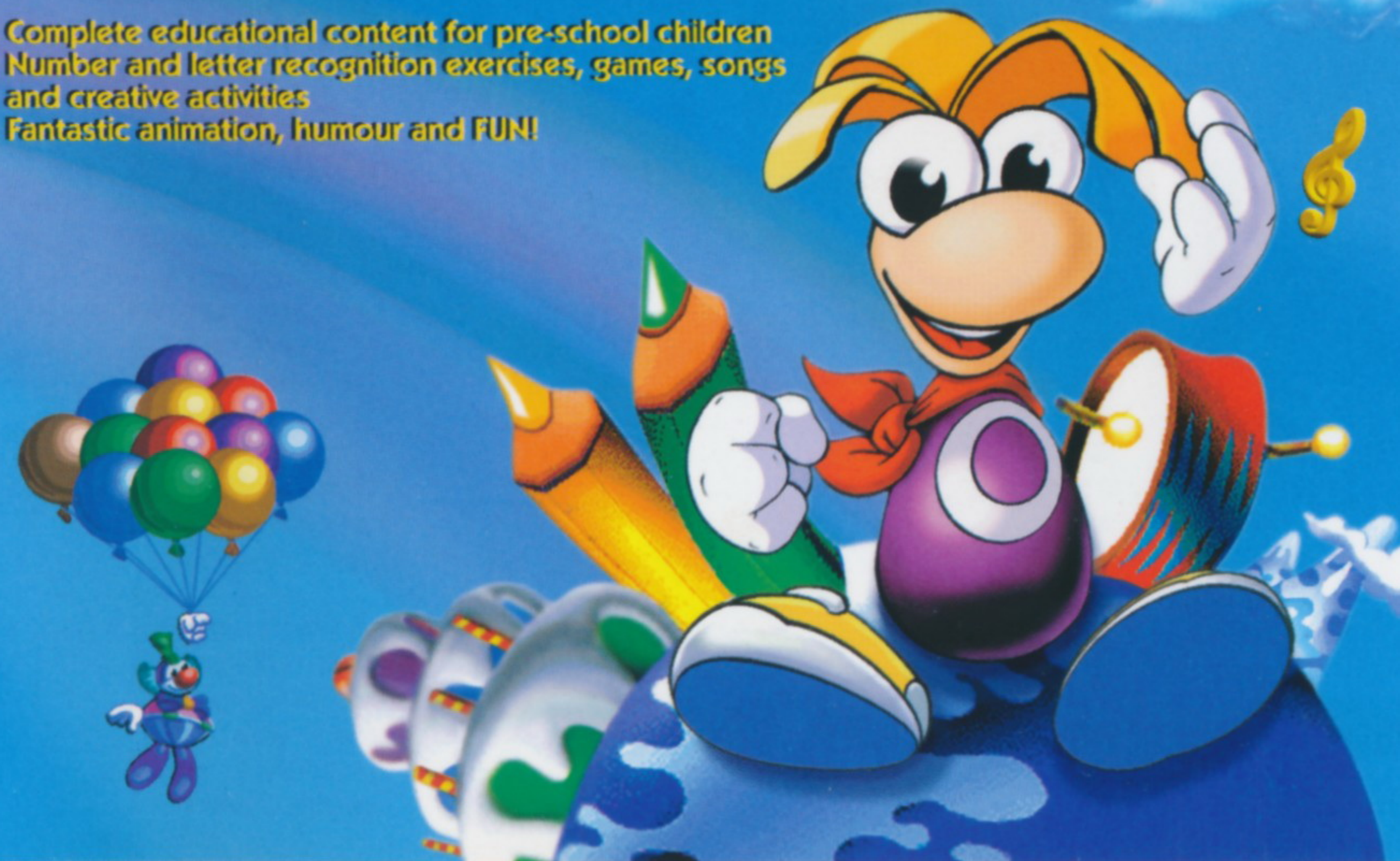


Help the clown write his poems by
shooting down the correct letters

RAYMAN Activity Centre

4-6 years

- Complete educational content for pre-school children
- Number and letter recognition exercises, games, songs and creative activities
- Fantastic animation, humour and FUN!





Contents

Introduction for the parents	2
Your child and the computer	2
The concept of the program	3
Learning contents and methods	4
Installation and running	5
System requirements	5
Installation and starting the program	5
Problems with the game?	6
Rayman and friends	7
Controls	9
Program starting and contents	10
The Garden	10
The House	10
Super Mosquito	10
The Greedy Fish	10
Short Stories	11
The Art-Studio	11
The Reward Box	11
Parents Corner	12
Adjustments	12
Instructions	13
The Planet	13
Giant Dominoes	13
The Magic Letters	13
The Echoing Caves	14
The Love- Smitten Clown	14
The Storm	14
Hide and Seek	15
The Labyrinth of Rubbers	15
The Comic Photographer	15
The Clown's Numbers	16
Dance of the Toons	16
The French Studio	16
The Team	17

introduction for the parents



Your child and the computer

Before your child joins Rayman and dives into the multicoloured world of "Rayman Activity Centre", you should read the following pieces of general advice. Child friendly set up of the computer is essential, so that your child will have a lot of fun without any unnecessary complications.

If possible, set up the computer in a calm space where there are few disturbing sources of light and noise. Be sure to make certain that the child sits comfortably. The monitor should be placed at the child's eye level, and be adjusted so that the brightness is not too strong and the contrast not too intense. This prevents the child's eyes from tiring too fast. Also, the sound should not be too loud, even if children generally like that.

It is best if you play "Rayman Activity Centre" with your child the first time. You should also explain some of the computers fundamentals to him/her: the CD-ROM Drive containing the programs, the monitor for looking at, the keyboard and the mouse for control, and the printer for making print outs.

The child may need some help and assistance before he/she can deal with the mouse. Be patient, as it is not easy at the start understanding the connection between the movement of the mouse and the pointer on the screen. Also, clicking needs to be trained. Show your child how to find clickable things on the display - and how the mouse pointer changes as soon as an active clicking area is discovered.

As soon as the children understand how to click, what the individual symbols mean, and how to find their way around the program - you can leave them alone and let them explore for themselves. The program was developed in such a way that it simplifies and promotes independent discovery and investigation in smaller children. For installation, printing the rewards and the general operation of the computer you should always be available. Though your child will learn faster than you imagine.



The concept of the program

"Rayman Activity Centre" was developed specifically for children of pre-school age. The educationally valuable contents are arranged and edited to take the player into the fantastic world of Rayman and friends. First, they'll arrive at the house of Betilla the Fairy, who was helpful to Rayman in his previous adventures. She leads players through "Rayman Activity Centre", always remembering it's duty to prepare children for starting primary school as well as possible. The game trains memory and logical thinking, and offers an introduction to handling numbers and letters.

So, with that the program would already be complete, but as though that isn't enough, the authors have added yet another original activity: the French-Studio with its songs and exercises that adapt to the abilities of the child and introduce them to a new language. But the children don't just practice the games. Everywhere, songs and animations are hidden through which Rayman's world comes to life.

Learning contents and methods.

The main character of the program is Rayman. Many children have already learnt to love this happy chap in other programs. Rayman now opens his world to children starting from 4 years old, and takes them into his fantastic, idea-rich landscapes.

On Rayman's planet, children will find exercises to accompany their pre-school learning along with games designed for relaxation in the fairy's house. Parents can even call up a report of their child's progress at any time.

The learning content of "Rayman Activity Centre" was developed in co-operation with experienced child-experts, specifically for children between the ages of 4 and 6. "Rayman Activity Centre" organises itself in such a way that it can recognise and take into account



different children's abilities. The program strives to encourage the intellectual abilities of children, and increase their receptiveness and observation, as well as promoting their creativity.

In the process of development, the program was submitted to children between the ages of 4 to 7 years for regular testing. They actively contributed to a great degree, leading the designers towards a successful combination of learning content.



installation and starting the program

2

System requirements:

To play Rayman Activity Centre, you will need the following configuration: Pentium 90, Windows 95, 8 MB RAM, 4 speed CD-ROM Drive, 256 colours, Soundblaster compatible sound card, mouse and keyboard.

Installation and starting the program

When you insert the CD-ROM for the first time, a window will open automatically. In this window, click on the install button, and follow the instructions. Rayman Activity Centre will be stored in the program group "Ubi Soft games". (note: In order to uninstall the game, just click "Uninstall Rayman Activity Centre" from Start / Programs / Ubi Soft games / Rayman Activity Centre / Rayman Activity Centre).

After installation, you can start the game by clicking "Play" on the autorun menu. You will then be automatically taken to the first screen, where your child is requested to input his/her first name. Up to 5 children can enter their names here. To allow more children to use the game later, you must delete one of the available names using the "eraser". In following play sessions, it is sufficient to click an existing name on this screen ñ Rayman Activity Centre will continue where you left off.

rayman and his friends



Problems with the game?

If Rayman Activity Centre doesn't work, it may be because it cannot find some files on your hard disk. To fix this, you should reinstall the game. Run through the same steps as the first installation. You can uninstall for safety's sake beforehand - it is, however, not necessary.

We'll also willingly help with technical problems personally. Our customer help line is open from Monday to Friday between 9:30 and 17:00: (0181) 944 9000. You can also contact us via the Internet at <http://www.ubisoft.co.uk/support/> or by fax on (0181) 944 9300.

Our postal address:

**Ubi Soft Entertainment UK,
Vantage House,
1 Weir Road,
Wimbledon,
LONDON,
SW19 8UX.**



Rayman

The main character, Rayman, is courageous, funny and good-natured - the friend of all children. His jokes and exciting surprises reward players and keep their interest.

Betilla

Betilla the Fairy possesses unusual abilities and can charm anyone with her magic wand. She presents the number and letter games to the player, and helps where necessary. This friendly Fairy is gentle and good-natured, and always has a lot of surprises up her sleeve. She can be found in her garden or her house.

The Magician

The Magician is Rayman's best friend. Together with the monster, the clown and the Mosquito he'll always find a solution and help wherever he can. These four characters will accompany the children throughout the logic exercises and games, and supply hints when they're needed.

Joe the Cricket

Joe the Cricket introduces the children to French. He'll teach the names of fruits, animals, colours and numbers, and sings beautiful songs. If you click in the right places, you'll discover even more French words.



The Cave Monster

The Cave Monster lives deep underground, and his loud voice shakes everything. He looks scary, though he's not all that bad. With his help, the child will learn to recognise a variety of different tones and noises.



Super Mosquito

Super Mosquito is one of Rayman's most faithful companions. On his back, Rayman can fly wherever he wants.



The Toons

The Toons come in all colours (blue, red, green, who knows!). And if the child gets something right, they'll dance and sing in joy.



The Photographer

The Photographer takes strange photos. The children can look at themselves in his album, and try to solve his photo puzzles.



The Clown

The Clown has fallen in love, is always hungry, and is always enjoys a joke. With his guitar, he plays beautiful songs for his secret love.



controls



5

The fairy can be clicked on at any time (she's always at the bottom left hand corner of the screen). She'll offer the child assistance or will repeat the instructions for the current game.

The three magic bottles allow the child to change the degree of difficulty with a simple mouse click. The green bottle makes the game simple, the red moderately difficult, and the yellow very difficult.

green = simple

red = moderately difficult

yellow = difficult

The green response lever is needed in some games. Where this is necessary, it will be explained in the instructions for the game.

The television offers direct access to the garden.

The picture of Rayman's planet leads to the games.

Click on Rayman, in order to leave the program.



8



9

program starting and contents

THE GARDEN

The first route leads into the garden. Here, the fairy gives the child important information about using the program. From the garden you can move directly into the house or onto the planet.

THE HOUSE

In the house, children will find exciting games to try out what they're learnt. When the mouse pointer moves over clickable places, it changes into a hand.

Super Mosquito

This section helps you get accustomed to the keyboard.

Using the keyboard and your co-ordination, you'll need to shoot the space Toons before they reach the ground. Use the space bar to do this.

But be careful, the Toons will also try to hit you. With the arrow keys you can evade their shots to the left or the right. Two people can play just select "Two players", and take it in turns.

The Greedy Fish

This section trains mouse movement and coordination.

The strange fish are extremely greedy and always hungry. They'll try to eat all your fruits but you can prevent them. How? Move your mouse pointer to the fish who's trying to steal the fruit click the mouse button, and he'll fall back into the water. But keep an eye on the other fish, because they won't stay in the water long!.

Short Stories

Making up stories is simple! On the island of stories you can invent your own stories or listen to one of Betilla's.

Click on one of the butterflies and several pictures will appear. On the left the characters, in the centre the actions, and on the right the articles. Select a character, an action, and an article then click on the green lever to hear what Betilla says. On the island, try clicking on the whales water jet. If you click on the bottles, Betilla will tell you her stories of Rayman and his friends.

The Art-Studio

In Betilla's house you can paint and colour in the drawings and then print out the multicoloured pictures afterwards.

The Reward Box

A collection of all the rewards the player has collected through the games.

Each successfully finished exercise is rewarded by Rayman with an animation, a song or a joke. All these little surprises are kept in the reward box, where you can look at them again at any time.

To hear a song, click on the radio in Betilla's house and the song of the Magician will play.



Parents Corner:

If you click on the magic bottle, you can find out which games were already played by your child and how much progress they made. The outline shows you whether a game has been tried, and how many sections were solved. You can also see a breakdown of how many sections were answered correctly and incorrectly, and on which difficulty level the game was most frequently played.

Adjustments

Game options (for example, volume) can be changed here.

Instructions

All game instructions can be found here. Each game begins with an animation explaining what to do. If the child starts a game again, these statements will not appear. Here, they can look at them again.

THE PLANET

Giant Dominoes

With the help of enormous dominoes, Rayman must cross the dangerous ink sea.

He can't do it alone and you must help by completing the route with suitable dominoes. Use your mouse to move the dominoes around. On the second difficulty level you must click on the arrows around the stones to move them into the correct position.

The Magic Letters

This section helps you get a feeling for letter sequences and the written word.

The magic letters are in total disarray! But don't worry, because the word that these disorganised letters should make up is shown on the screen. Your job is to rearrange the letters in such a way that they form this word. On the third difficulty level the words vary in length, and there are also letters which don't belong in the final word.

The Echoing Caves

This section helps children recognise noises and tones.

Welcome to the cave of the monster, whose voice echo's through the stones. If you click on any one of these stones, you'll notice that sounds and objects are hidden behind them. The objects correspond to the sounds and you have to find the matching ones. But be careful, the sounds and objects don't stay around for too long. See what's hidden behind each stone, and then you'll be able to find those that match.

The Love-Smitten Clown

This section helps children recognise letters.

Shoot an arrow at the balloons floating around, and you'll see red hearts of love! By doing this, you'll help the clown write a poem to his love. On each balloon is a letter of the alphabet.

You must shoot only the balloons which carry the letter given to you. If you're secretly in love, you can write the first name of your love in level 3, using the balloons, and a beautiful poem will be shown.

The Storm

This section teaches children the number from 1 to 20 and their arrangement.

Rayman is climbing the mountain and must make the summit before the storm starts. To find the best route, you must give the correct responses to Betilla's questions. If Rayman safely reaches the top, numbers won't be a mystery to you anymore, and he'll give you a surprise.



Hide and Seek

This section helps children's spatial awareness, as Rayman and the Betilla the Fairy play hide and seek.

Rayman hides himself somewhere in the forest, but where? To find his hiding place, Fairy gives you hints.

The Labyrinth of Rubbers

This section helps children understand three-dimensional space.

Help Rayman through the labyrinth of magic rubbers. You must use the arrow keys on the keyboard to find the correct route. But be careful, sometimes small creatures sit on the rubbers which you must avoid. If necessary, you can change the labyrinth by building bridges out of wooden boxes. Think which passages must be open, and build bridges where you want to make sure Rayman gets through. On the third le-

vel, things become even more complicated now you'll find springy erasers with blue stars, which allow Rayman to jump the ditches. Place them on the edge of gaps, and press the space bar to cross.

The Comic Photographer

This section helps children to observe and recognise forms.

Rayman is having a party! The Toons are playing the piano. In order to get the photos from Rayman's album back together again, you need to move the individual sections into the right place.



The Clowns' Numbers

This section helps children assemble geometric shapes.

With a large bucket of black, Mr. Dark paints geometrical figures. You must fill these in with the multicoloured shapes on the right. Once you've done that, they will come to life.

Dance of the Toons

This section helps children's observation and logical ordering.

In honour of Rayman's birthday, the magician has organised a show with the Toons. But the little Toons want to amuse themselves rather than concentrate on the show. You have to help them get things in order.

The French Studio

This section helps children acquaint themselves with the French language through four child-friendly topics.

Animals
Colours
Fruits
Numbers

Hello, I'm Joe the Cricket. With my help you can learn a new language. Together we can sing French songs. Fruits, colours, numbers and animals will dance before your eyes and you'll hear their French name.

the team

Original version by: Michel Ancel and Frederic Houde

PROJECT MANAGER: Sarah Bincliffe.

EDITORS: Tina Petri, Stefan Dinger.

GRAPHIC ORGANISATION: Nathalie Christoux, Sophie Penziki and the graphics team at Ubi Pictures.

Animation: Olivier Bonnafous, Pierre Alain Bloch, Boris Dolivet, Emmanuel Guille, Patricia Stroud.

PROGRAMMING:

PROJECT MANAGER: Patrice Desarnaud.

PROGRAMMING: Nicolas Chereau, Vincent Hammache, Patrice Zinc integration.

INTEGRATION TEAM UBI SOFT CANADA

SOUND AND MUSIC:

IMPLEMENTATION: Ubi sound studios.

VOICES: Rupert Farley; Karen Craig; Steven Pacey.

MARKETING: Sarah Bincliffe.

PRODUCTION: Ludimedia - Gerard Guillemot.

DEVELOPMENT: Ubi studio - Michel Guillemot.

PUBLISHING HOUSE: Ubi Soft Entertainment - Yves Guillemot.

Thanks to all the child experts, parents and children involved in this project.