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# THE STORY

Panic in the Chamber of the Teensies and the Fairy Council: Robo-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!"

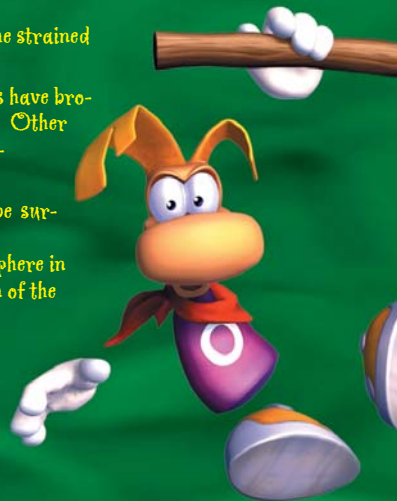
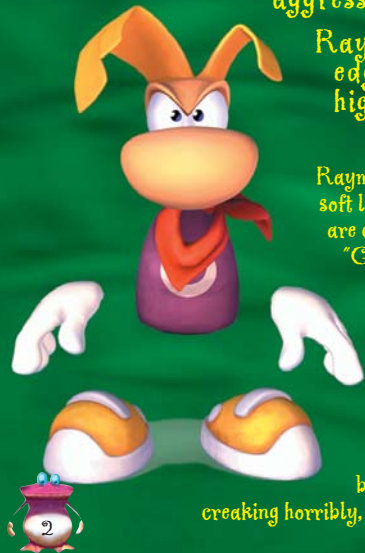
After a moment of hesitation, Globox dodges between the feet of the robots, and plunges into the high grass.

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!"



## System Requirements

**Processor:** 133 MHz Pentium® (200 MHz Pentium with MMX recommended)

**RAM:** 32 MB (64 MB recommended)

**Video Card:** DirectX® 6.1-compliant or Glide-compliant 3D accelerator card (Voodoo minimum)  
(3D accelerator with 16 MB VRAP, Voodoo 2 or better, recommended)

**Sound Card:** SoundBlaster compatible

**CD-ROM:** 4x (8x recommended)

# CONTROLS

We recommend playing with a game pad such as the Interact Gravis Power Pad Pro™. However, it is possible to play with a keyboard. If you play with a keyboard, remember that all movements are relative to the camera and not to Rayman. For example, if you want to move right relative to the camera, press the right arrow button.

The arrow keys are used to move in the desired direction

**Enter:** Skip texts

**A:** Jump

**Space Bar:** Fire

**Left Ctrl:** Strafe (useful in combat)

**Shift:** Walk instead of running

**Q:** Rotate camera right

**W:** Rotate camera left

**End:** Cut camera

**J:** Gauges

**0 (numeric keypad):** Look mode

## Camera Controls

**0 (numeric keypad):** Look mode

**Left Ctrl:** Puts camera behind Rayman

Look mode is useful for looking around. Press 0 on the numeric keypad and hold it down, and use the arrow keys to look around.

Rayman has many magical powers. For example, if you press A to jump and then press A again, Rayman will use his hair as a helicopter. This allows him to fall much more slowly. Also, he can climb on a number of objects: rope ladders and nets, for example. When fighting pirates, be sure to use the strafe mode by pressing the Ctrl key while fighting.



# MAIN MENU

## > New Game

To begin a new adventure, choose NEW GAME from the Main Menu.

## > Load

To load a previously saved game, select LOAD from the Main Menu. Select LOAD only if you have already saved a game.

## > Options

Choose OPTIONS to alter the setup of your Rayman 2 game.



# GAME SCREEN

Throughout his adventures, Rayman should break open the cages that imprison his friends. This allows him to get the Power Fist that will make his shots more powerful, and to collect the precious energy spheres called "Lums." Above all, he must find the four magic masks, which will allow him to awaken Polukus, the spirit of the world.

Rayman's Life Bar



Number of Yellow Lums collected in this world

Number of cages destroyed in this world



# RAYMAN'S FRIENDS

The inhabitants of Rayman's world fall in to two categories: Magical Beings, who are gifted with fantastic powers, and the People....

## > The Magical Beings

### ☼ POLUKUS

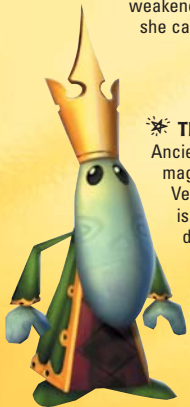
He is the spirit of the world, the creator of all that is and will be... His power is such that his dreams can become reality... Long, long ago he went away from this world, and only by reuniting the four magical masks can he be brought back...

### ☼ Ly

Ly is a fairy, and like all fairies, she possesses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her. When she has reunited enough energy, she can create Silver Lums, which give amazing new powers to Rayman:

### ☼ THE TEENSIES

Ancient and wise people who long ago built the Island of Doors, that magical place where access is given to all the regions of the world. Very old and a little absent minded, they have forgotten which of them is their King, and spend much of their time performing acrobatic dance moves to make the youngest green with envy.



## > The People

### ☼ GLOBOX

Adorable, if a little simple, Globox is Rayman's best friend. He has the power to create forceful little rain storms that can be used to put out fires or make plants grow. With the aid of his mate Uglette, he has produced a prodigious family: more than 650 children at last count!



### ☼ CLARK



A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying. His only weak point: a somewhat sensitive stomach. This can cause problems, especially when, in the heat of battle, he munches a robot that's a little too rusty...

### ☼ THE MURPHYS

The Murphys are cultivated hedonists who love playing practical jokes and always sport wide grins. More than one Ludiv has fallen prey to their pranks!



### ☼ CARMEN THE WHALE



A magnificent marine creature, whose job it is to survey the depths of the ocean and deposit the air bubbles that can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn, who are quite fond of her air bubbles...

# RAYMAN'S ENEMIES

## ☀️ SSSSSAM

This young and spirited serpent is the ferryman for the Marshes of Awakening. He helps the inhabitants water ski across the swamps...



## ☀️ THE LUDIVS

These little myopic fairies are equipped with large eyeglasses that allow them to avoid any in flight collisions. Generally deprived of these tools, the fairies are found scattered in the trees and knocked out on the ground. This is how the pirates captured a great number of them.



## ☀️ THE DENYS

Of hyperactive nature, the Denys spend more than half of their life hopping in one spot while emitting joyous outcries. This movement enables their spirits to wander. They regularly stop jumping to deeply philosophize amongst themselves and the Murphys.



## ☠️ Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched.

His dream? Overrun Rayman's world and reduce all its inhabitants to slavery...



## ☠️ The Henchmen

These are the pirate's robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There exist several different models, 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 subterranean cave, where the creatures stemming from nightmares of Polukus are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain an even more precious treasure...



## ☠️ The Zombie Chickens

We can no longer even keep track of all the sinister results provoked by the arrival of the pirates: disturbances in overall harmony, the proliferation of piranhas, giant spiders and caterpillars, etc....

Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens...



# OBJECTS



## < Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Break the cages to free Rayman's friends and increase the life bar.

## > Kegs

Filled with gunpowder, they explode at the smallest shock. The more advanced models can even fly.



## < Shells

Built by the pirates, these are mule-headed missiles that can only be subdued by extreme patience. Most have legs; some can fly.

## > Plums

These strange pieces of fruit have several purposes. You can throw them at your enemies, climb onto them and move around by shooting in the opposite direction, and even surf lava flows on them.



## < Magic Spheres

Placed on pedestals of the same color, Magic Spheres open the doors to mysterious temples.

## > Blockades

Mediocre at best architecturally, their constructions with pirate blockades. The wooden blockades are very fragile but the metal ones will only yield to an explosive.



# MAGIC OBJECTS



## < The Stones of Thought

The Stones of Thought provide a telepathic link to Ly. Whenever Rayman needs a little help or advice, he should approach one of the Stones, and Ly will appear in his mind.



## > Magic Doors

Present at the beginning and the end of a world, they take you to the Island of Doors if you go through them.



## < The Power Fist

Having the Power Fist makes Rayman's shots more powerful.

*Note: If Rayman dies or gets hit, he loses part of the energy in his Power Fist. After three of these losses, his shots go back to normal power.*

## > The Four Masks

These magic masks are hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polukus.



*Keep an eye out, as there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful.*

# HINTS

## The Lums

Lums are very powerful bursts of energy. Each color has its own special power.



### < Yellow Lums

These are the 1,000 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.*

### > Super Yellow Lums

Ancient Lums are recognized by their larger size and big smiles. They are five times more powerful than normal Yellow Lums.



### < 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.



### < Blue Lums

Oxygen rich, they restore Rayman's Air Gauge when he's swimming underwater.

### > Green Lums

These Lums are very special. They record Rayman's progress. If he should die, he will reappear at the place where he last took a Green Lum. If Rayman has Zero life points, he will restart the entire level at the beginning.



### < Silver Lums

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



Many interesting things are hidden behind the bandages, but different techniques are needed in order to access the hidden passages. Some bandages can be broken with Rayman's fist, and still others need to be broken with barrels full of gunpowder. Rayman can pick up these barrels of gunpowder and throw them.

Some passages are blocked and can only be opened by finding the right switch. To open a closed passage, Rayman needs to shoot the light switch with his fist.

When two walls are close enough together to form a crevice, Rayman can shimmy up between them by jumping rapidly. To jump up between two walls, hit the A key rapidly.

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- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
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- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
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