

# RAYMAN ARENA



EVERYONE



CONTENT RATED BY  
ESRB

Ubi Soft  
www.ubi.com



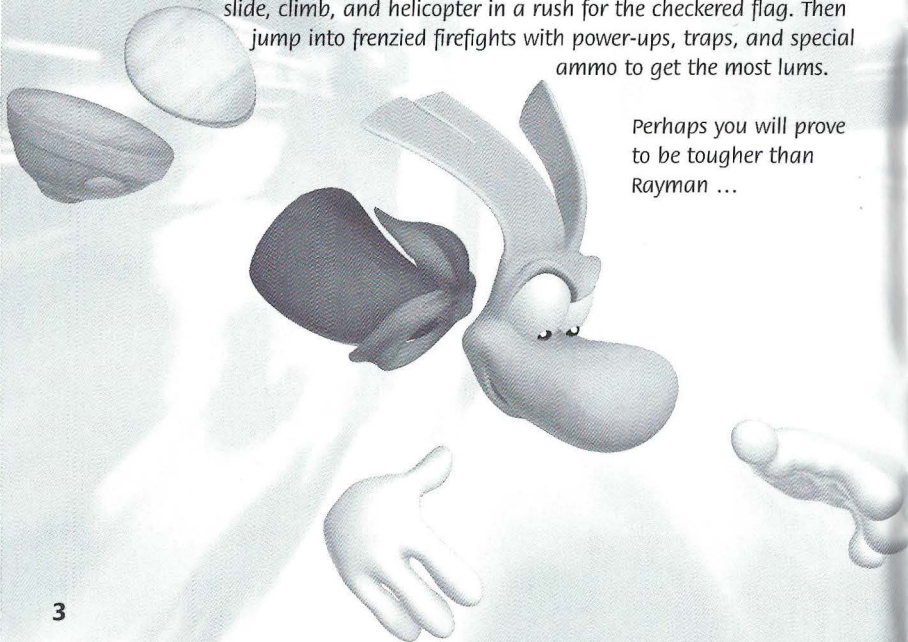
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## STORYLINE

Time to strap on your schoolin' shoes and power up your lums. Rayman®'s world has gone competition crazy with 12 obstacle courses and 12 battle zones of pure pulse-pounding action. Take risks, use tricks, and trip up opponents as you sprint, slide, climb, and helicopter in a rush for the checkered flag. Then jump into frenzied firefights with power-ups, traps, and special ammo to get the most lums.

Perhaps you will prove to be tougher than Rayman ...



## INSTALL RAYMAN ARENA

### TECHNICAL REQUIREMENTS

#### Minimum Requirements:

System: Windows® 98/XP/2000/Me  
CPU: Pentium® II 450 MHz or equivalent  
Memory: 64 MB  
Video Board: TNT2 (32MB Recommended)  
Mode: 16 & 32 bits  
HDD: 660 MB  
CD-ROM drive: 4x  
DirectX (included in the CD-ROM ): 8.1  
Other: Keyboard / Mouse

#### Recommended:

System: Windows® 98/2000/Me/XP  
CPU: Pentium® III 600 MHz or equivalent  
Memory: 64 MB  
Video Board: GeForce2 (32MB Recommended)  
Mode: 32 Bits  
HDD: 1.3 Go  
CD-ROM drive: 16x  
DirectX (included in the CD-ROM ): 8.1  
Other: Keyboard / Mouse / Controller Compatible

### INSTALL THE GAME

Insert the Rayman Arena CD in your CD-ROM reader. The installer will launch automatically (if not, use setup.exe on the CD-ROM). Choose your language and select "Install" in the menu. Follow the instructions to finish the installation.

## NAVIGATING THROUGH THE MENUS

To navigate through the Rayman Arena menus and select slices, use the mouse. Your selection will be highlighted. To validate your selection, press the left mouse button or Enter.

To move from one disk to another, press the left and right arrow keys on the keyboard or click on left and right arrow icons.

To go back, press the right mouse button or Esc on the keyboard.

## MAIN MENU

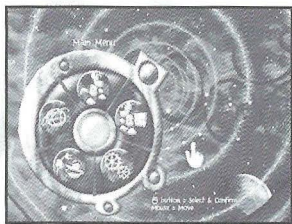
Select **New Game** if you do not have any previous files stored or if you want to create a new one. You subsequently enter the file creation page.

Select **Continue** if you want to load and play a previously saved file.

Select **LAN Game** if you want to play on a Local Area Network.

Select **Options** if you want to configure the game settings: video, sound, controls.

Select **Quit** if you want to quit the game.



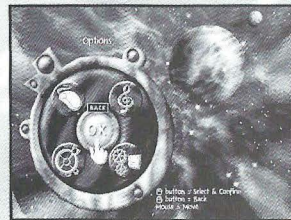
## OPTIONS MENU

### SOUND SETTINGS

You can change the volume of the music, the sound effects, and switch between mono and stereo sounds.

### MENU SETTINGS

Select ON/OFF to activate/deactivate camera movement while navigating through the menus.



NOTE: You can skip a forward transition by pressing the left mouse button (or pressing "Enter") and a backward transition by pressing the right mouse button (or pressing "Esc").

### CONTROL SETTINGS

First choose whether you want to define Race or Battle control settings.

Then you can choose for the first player whether the keyboard will be used (keyboard + mouse for Battle games) or paddle (you will need a paddle connected).

Finally, you can associate a key or a button to each action.

NOTE: If there is a second player, the paddle will be used.

### LOADING / SAVING SETTINGS

In this part, you can save or load your settings.



# GAME RULES

## INTRODUCTION

The game is divided into 4 leagues, each composed of 3 race levels and 3 battle levels.

For each level, you will be allowed to choose between various game modes:

4 game modes for Race

Training

Race

Popolopöi

Lums

3 game modes for Battle

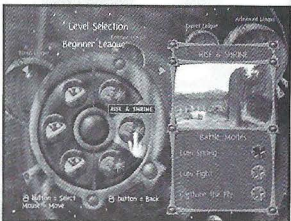
Lum Spring

Lum Fight

Capture the Fly



If you manage to successfully complete these leagues, a bonus league with additional levels will be unlocked.



At the start, only the Beginner League is available with the following game modes:

- Training and Race Mode for Race
- Lum Spring for Battle

As you accumulate various victories in different levels, new game modes and new levels will unlock. You will be informed each time a new feature becomes available.

## RACE GAME RULES

### Training Mode (one player only)

This mode has been created to learn the levels, practice, and master the game controls and tricks before the real challenge.

You can also try to boost your scores and compare them with other challengers on <http://www.raymanarena.com>.

### Race Mode

The winner is the one who finishes the race first.

In two-player mode, you can select how many laps to do before winning and the maximum gap you want between opponents to win.

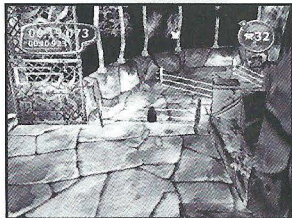
Timing



Ranking

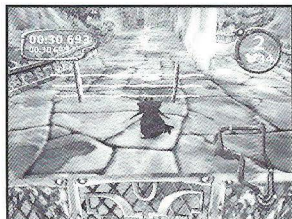
### Popolopoï Mode (one player only)

In this mode, you must complete 3 laps before the chronometer counts down to 0. (It starts at 20 sec.) During the race, you will have to free the Popolopoï (indigenous butterflies) spread throughout the level to win additional time. You can free them by shooting at them. The blue Popolopoï give you 5 extra seconds while the orange ones give you 10 extra seconds.



### Lums Mode (one player only)

Lums are spread all around the level. To win, you must be the first to finish the 3 laps but also have gathered the maximum amount of lums. You will be able to use them later.



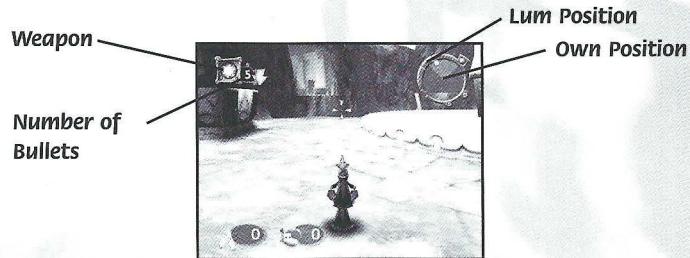
### Kill Time Mode (two players splitscreen; 4 player LAN)

The winner of this race is the "last man standing." If a competitor has not crossed a checkpoint within the amount of time allotted, he will be eliminated until one player is left.

## BATTLE GAME RULES

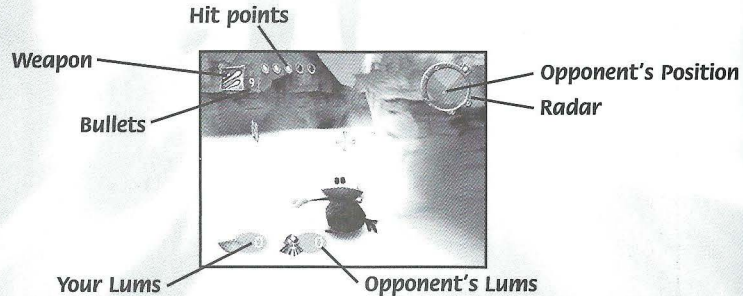
### Lum Spring

Lums appear randomly in the map, one at a time (the radar shows the lum position). You have to collect as many as you can. To hinder your opponents, you can freeze them for a second by shooting ice bullets. You have 5 bullets, which refill as time passes. The winner is the first to get the set amount of lums (extra time is given if there is no winner at the end of regulation time).



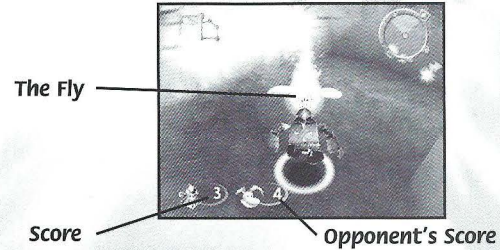
## Lum Fight

Players start with 5 hit points each. Each time the hit points reach 0, the player spawns somewhere in the arena. The goal is to eliminate your opponents by shooting at them (the radar shows the opponent's position). Each time you bring an opponent down to 0 hit points you gain one lum. The winner is the first to get the set number of lums within the time limit (extra time is given if competitors are tied at the end of regulation). If you kill yourself, you will lose one lum. There are different weapons and bonuses (see chapter 11) that are generated randomly at different locations in the level. Just go through a bonus to pick it up (gold bonuses are more powerful).



## Capture the Fly

There is a Light-Fly in the map. Players have to reach, grab, and keep it as long as possible. When you have the Fly you gain lums as time passes (the radar shows the Fly's position). The Fly can be stolen with a single hit on the player carrying the Fly. The Fly carrier cannot shoot, but becomes faster the longer he keeps the Fly. You have 5 bouncing bullets (effective on the Fly carrier only) which refill as time passes. The winner is the first to reach the set amount of lums within the time limit (extra time is given if there is no winner at the end of regulation time).



## SINGLE & TWO-PLAYER GAMES

To begin play you must choose between creating a New Game or Loading an existing one.

### CREATING A GAME

Follow the instructions and enter the name of your new game. Once you've created a new file, you will be able to access it from the Continue page. Whenever progress is made in the game, you will be prompted to save it.

### LOADING AN EXISTING GAME

Select this option to choose a previously saved game that you want to load.

### SINGLE AND MULTIPLAYER GAME

After the Creation or the Loading of a game, you will have to choose between single and multiplayer game.

In single-player game, you will play alone and have to win Races and Battles in different modes (see chapter 6).

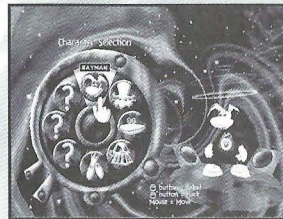
Your achievements in single-player will unlock new Modes, Levels, Leagues, Characters, and Skins.

In multiplayer game, you will play against one friend on the same computer (in Battle game you can also fight against bots).

## CHARACTER SELECTION

At the beginning, only 5 characters will be available. You can select your character by using the left mouse button. As you successfully progress in the game, you will have the opportunity to unlock 3 additional characters.

Note: Globox, the Teensies, and Henchman are fortunate... they can change skins from a choice of 4 for each. Skins are granted step by step through your victories. You will be informed when you have won a new skin. Once skins are available, arrow icons appear on both sides of the selected character that will allow you to change skins.



## MAP SELECTION

Choose your league with the arrow icons and select an unlocked map. Then select one of the game modes.

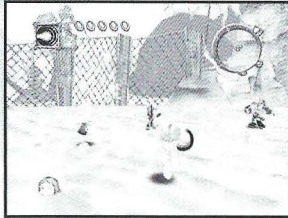
Note: All levels and modes are not immediately accessible in the beginning; unlocking them depends on your victories.

## MODE SELECTION

In Single-player you can choose between Training, Race, Popolopoï, and Lums for the Race game and Lum Spring, Lum Fight, and Capture the Fly for the Battle game (see part 6, Game Rules ).

In multiplayer game you can choose Race and Kill Time for the Races, and Lum Spring, Lum Fight, and Capture the Fly for the Battle game.

Note: Only in multiplayer will you be able to change the victory settings for each mode.



## BOTS SELECTION

Available only in Battle games, you can select bots (computer-controlled opponents) as competitors. Up to 4 characters (players or bots) are allowed. Select the bots' skill level between easy, medium, hard, and ultra-hard.

# LAN GAME

You can choose LAN to play against players on other computers within the same network.

## LAN GAMES

Enter your name and select a character for your LAN Games.

You have the choice between joining or creating sessions.

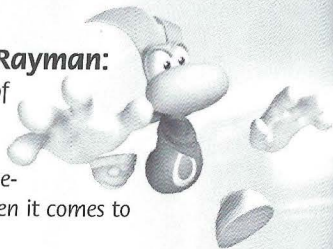
The one who creates the session is the "master." He will have to choose between Battle or Race, the level, the game mode, and define the winning rule (number of lums, time limit, etc.) He will also have to wait for other players to join his session in order to launch the game.

Other players can simply choose join to enter an existing session.

# CHARACTER DESCRIPTIONS

Although Rayman has no sleeves, he sure has plenty of tricks! Known for his heroism while protecting his friends, the "limbless wonder" forgets the meaning of friendship the minute he steps into the arena of competition. This is his turf, and he's fiercely competitive when it comes to staying on top.

## Rayman:



## Globox:

Had to overcome his timidity and fear (maybe he had therapy?) to risk his neck in this competition. While he might appear a bit awkward and clumsy, behind that oversized body lies a certain dexterity and fighting spirit.



## Razorbeard:

Always angry, irritable, and mean. What he lacks in size, he makes up for in spite, making him a master of shots below the belt, which he likes more than anything else.



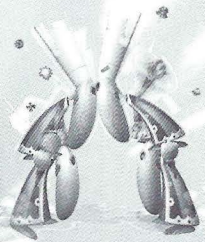
## Henchman 800:

A robot pirate's life is simple – be the best, waste others, beat them to a pulp if necessary, have no mercy....



## Teensies:

While these decrepit beings are senile to the point of having forgotten who is leader, they get along just fine when it comes to taking action and winning by whatever means necessary.



Be tough enough and unlock the hidden characters....

## Mrs. Razorbeard:

Her more refined and fashionable appearance (sunglasses, dress, etc.) thinly veils the same traits as her horrible husband, only worse....



A slight, fragile and impish little fairy... until the race starts....

## Tily:



## Henchman 1000:

An updated version of the robot pirate, more distinguished, but with the same values as Henchman 800 – win at any cost....



## RACE OBJECTS

You will encounter many objects through your evolution in the tracks. These objects will stop your opponents in their race...but you can also be hit! Try to avoid them and find the most tricky ways to win.



### ELECTRIC BARRELS / FENCES

Avoid these objects, if they hit you, you will be slowed down in your race....



### PURPLE LUMS

Master how to catch them...they will help you in discovering the fastest ways.



### SWITCHES

Shoot the switches and you will open hidden passages...or move the environment to stop your opponent.



### BUMPERS

Experience the extra jump boost!

## BATTLE WEAPONS

These are the items and weapons present in the game. In Lum Fight mode, they are taken from the generators. In Lum Spring and Capture the Fly mode there is only one weapon which the player is equipped with from the beginning: Ice Bullet for Lum Spring and Rubber Bullet for Capture the Fly.



### FAKE GENERATOR

Looks like a generator, but works like a bomb. It explodes on contact or just after a character passes nearby. The explosion inflicts 3 hit points.

### ITEM LEECH

Steals the items and weapons carried by the nearest opponent, or if none are being carried, takes one from a generator.



### BUZZ ROCKET

You can take control of this flying weapon. It inflicts 5 hit points upon impact on another player.

### ULTIMATE BARRIER

Protects against any kind of attack for a certain number of seconds. It also inflicts 1 hit point of damage upon contact.



### GLUE BOMB

Goes around the target and explodes after several seconds, causing 3 hit points to be lost. It can be passed to another player by touch.



### RAPID BULLETS

Shoots a row of 3 bullets per round. Each bullet inflicts 1 hit point.

### RUBBER BULLET

Can make a direct hit or bounce off the walls (up to 3 bounces).

Each hit inflicts 1 hit point.

NOTE: In Capture the Fly mode, it just steals the Fly upon hitting the Fly carrier. Here bullets refill as time passes.



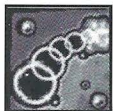
### HOUND BULLET

After an initial burst, it automatically goes after the nearest opponent.

Each hit inflicts 1 hit point.

### FIREWORK BULLET

Follows a parabolic trajectory and detonates on impact inflicting 1 hit point to anyone in the explosion range.



### ICE BULLET

Freezes the target for 1 second.

NOTE: Only available in Lum Spring mode. Bullets refill as time passes.

## CREDITS

### PRODUCERS

Arnaud Carrette & Riccardo Lenzi

### ASSOCIATE PRODUCER

Vincent Greco

### GAME DESIGN

#### RACE

**Lead Game Designer**

Philippe Blanchet

Bruno Bouvret

Jean-Christophe Guyot

Damien Galipot

Giordano Nisi

Christian Cantamessa

Vincent Hamache

#### BATTLE

**Lead Game Designer**

Benoît Maçon

Davide Soliani

Riccardo Landi

Marc D'Souza

Frederic Claverie

Thomas Simon

### GRAPHICS

#### RACE

**Graphic Director**

David Garcia

**Lead Artist**

Corinne Billon

**Lead Graphic Designer**

Avlamy Ramassamy

Arnaud Kotelnikoff

Laurent Debarge

Gregory Piche

Ivan Gaidon

Frédéric Lavignasse

Céline Bessy

Mathieu Delarue

Olivier Conorton

### MENU GRAPHICS

Fabrizio Stibiel

#### BATTLE

**Lead Graphic Designer**

Davide Rupiani

Rossana Cesaretti

Stefano Iorio

Christian Ronchi

Simone Mirandola

Fabio Pagetti

Graziella Troncatti

Roberto Valentini

### ANIMATIONS

#### RACE

**Lead Animator**

Olivier Derynck

Gilles Aveneau

Hélène Oger

Giuliano Boiocchi

**Rayman's Creators**

Michel Ancel & Frederic Houde

### CHARACTERS MODELING

Jerome Desplas

Hélène Oger

**Artistic & Animation Director**

Jean-Marc Geffroy

**Artistic Advisors**

Alexandra Ancel

### SOUND DESIGN

#### RACE

**Lead Sound Designer**

Gregoire Spillmann

Nicolas Vermot

#### BATTLE

**Lead Animator**

Mauro Perini

Matteo Ceccotti

Michele Agosteo

#### BATTLE

**Lead Sound Designer**

Davide Pensato

Gianni Ricciardi

### SOFTWARE DEVELOPMENT

**Lead Developer**

François Mahieu

Patrice Desarnaud

Benoît Javet

Frédéric Bourbon

Yves Babitch

Olivier Jourdan

Carlo Morgantini

Claudio Casadei

Many thanks to the HarmonX team

## A.I. DEVELOPMENT

### RACE

#### Lead AI Developer

Jean-Vincent Segard

Olivier Derot

Pascal Henry

Henri Perrin

## MENU DEVELOPMENT

#### Lead Menu Developer

Francesco Cavallari

Christian Slanzi

Stefano Chiappa

With interface design contribution by Manuel Saua Llanes.

#### Milan Development Studio Manager

Alain Bedel

#### Montreuil Development Studio Manager

Vincent Greco

#### Montreuil Graphic Studio Manager

Sandrine Maigret

#### Montreuil Animation Studio Manager

Alexandre Baduel

#### Montreuil AI Development Studio Manager

David Douillard

#### Montreuil Sound Design Studio Manager

Romain Hiss

## DATA MANAGEMENT

### RACE

#### Lead Data Manager

Vincent Chardonneraue

David Houssin

### BATTLE

#### Lead Data Manager

Enrico Moretti

Antonijo Lorenzoni

## TEST

#### Test Studio Manager

Elie Benhamou , Eric Tremblay, & Victor Douangamath

#### French Lead Testers

Vincent Brajdic

#### French Test Team

Cédric Altes

Julien Hantz

### BATTLE

Paolo Maninetti

Luciano Morpurgo

Alberto Barbati

Giovanni Ivan Ferraro

Olivier Berteil

Jérôme Amouyal

Cyril Gouel

#### Canadian Lead Testers

Stephan Leary

#### Test Team Canada

Michael Richard

Marc Brouillette

Philippe Dion

Allen Tremblay

#### Test Team Germany

Oliver Blanck

Till Boos

Christian Johrden

#### Italian Lead Testers

Stefano Prada

#### Italian Test Team Canada

Alessandro Pedarra

Gianmarco Zanna

Roberto Arigoni

## LOCALIZATION

Jean-Sebastien Ferey

#### Milan General Managers

Florence Alibert

Claire Billiotte

#### Montreuil General Managers

Agnès Lajot-Tirat

Michel Pierfitte

## CINEMATICS

### Cinematics Studio

#### Manager

Sophie Penziki

#### Direction & Storyboard

Mathieu Breda

#### 3D Rendering Graphists

Corinne Bouvier & Yann

Jouette

#### SFX Rendering

Charles Bernaert

#### Animation

Thomas J Anderson

Steeve Ouellet

Erik Branz

## AUDIO PRODUCTION

### Sound Producer

Sylvain Brunet

### Creative Manager

Manu Bachet

### Sound Production

Organization

Marine Lelievre

### Voice Director

Eddie Crew

### Voices

Lee Delong

Joddie Forrest

David Gasman

Joe Sheridan

Ken Starcevic

### Recorded by

Lionel Bouhnik at Ubi Sound Studios

France

### Sound Effects by

Talkover

### Music Composed, Arranged, and

Performed by

Claude Samard

### Additional Arrangements by

Bernard H. Levitte

### Mixed by

Martin Dutasta at Ubi Sound Studios

France

### Gameslab

Sophie Rouquette

Lionel Raynaud

Fanny Georges

### DMIS

Guénaële Mendroux

David Picco

## PUBLISHER: UBI SOFT

### ENTERTAINMENT

### CEO

Yves Guillemot

### International Production Director

Christine Burgess-Quemard

### International Content Director

Serge Hascoët

### International Content Managers

Gunther Galipot

Michael Guez

### SPECIAL THANKS

Thomas Omer-Decuvis

Arnaud de Pischof

Nicola Aitoro

Ivan Chillon

Emanuele Gionini

Andrea Cordara

Marco Cozzini

Massimo Guarini

Massimiliano Pagani

Alex Remotti Francesco Vitale

Spock&Milù

Rayman

All the players who tested the game

in focus groups

Stéphane Faureau

Joëlle Caroline

Béatrice Bouyer

Lucille Masson

Julien Merceron

Emmanuelle Decour

Nathalie Paccard

Jacques Thenoz

Lu Zhi Gang - He Xu Xian, & their

team

Montreuil and Milano Technical

support Teams

All the people at Ubi Soft who worked

and are still working on Rayman

Games

## UBI SOFT U.S. Credits

### President

Laurent Detoc

### VP of Product Development

Bret Berry

### VP of Marketing

Tony Kee

### VP of Creative Services

Allen Adler

### Group Brand Manager

Mona Hamilton

### Brand Manager

Danny Ruiz

### Consumer Public Relations

Tyrone Miller

### Creative Director

Melissa Wilks

### Graphic Artists (U.S. Packaging

Design)

Kevin Lalli

David Herman

David Gene Oh

Mari Sakai

## Director of Media and Promotions

Jill Steinberg

### Promotions Manager

Jag Kanda

### Web Marketing Manager

David Macachor

### Channel Marketing Manager

Aaron Levin

### VP of Promotions

Randy Gordon

### Director of Marketing Strategy

David Bamberger

### Director of Product Development

Michael Betti

### Production Manager

Willie Wareham

### Special Thanks

Jay Cohen

Megan Byrne

Corey Fong

Jean Raymond

Jenifer Groeling

Brigham Stitt

Jenna Dawson

Sarah Berridge

Willie Wareham

Kristen Hecht

Marc Fortier

Clint Hayashi

Sean Kauppinen

Rich Kubiszewski

Nicole Dunga

John Hartsfield



# TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the readme file. Also browse through our FAQ listings or search our support database at our website: <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)
- Exact error message reported (if applicable) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it uses
- Maker and speed of your CD-ROM or DVD-ROM drive
- Type of sound card you are using

## Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>. If you cannot find an answer to your question, you will be able to send your question directly to our Technical Support staff. We will attempt to answer your question within 72 hours (barring weekends and holidays.)

## Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above on hand.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please log on to our support site at <http://support.ubi.com>.

## Contact us by standard mail

If all else fails, you can write to us at:

Ubi Soft Technical Support  
3200 Gateway Centre Blvd.  
Suite 100  
Morrisville, NC 27560

## Return policy

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

# UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace the defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

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## NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

## PRODUCT / DOCUMENTATION REPLACEMENTS:

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

## WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

## AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

## REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubi.com> for an updated price list.

## WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: [replacements@ubisoft.com](mailto:replacements@ubisoft.com)  
Phone: 919-460-9778  
Hours: 9am - 9pm (EST), M-F  
Address: Ubi Soft Replacements  
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