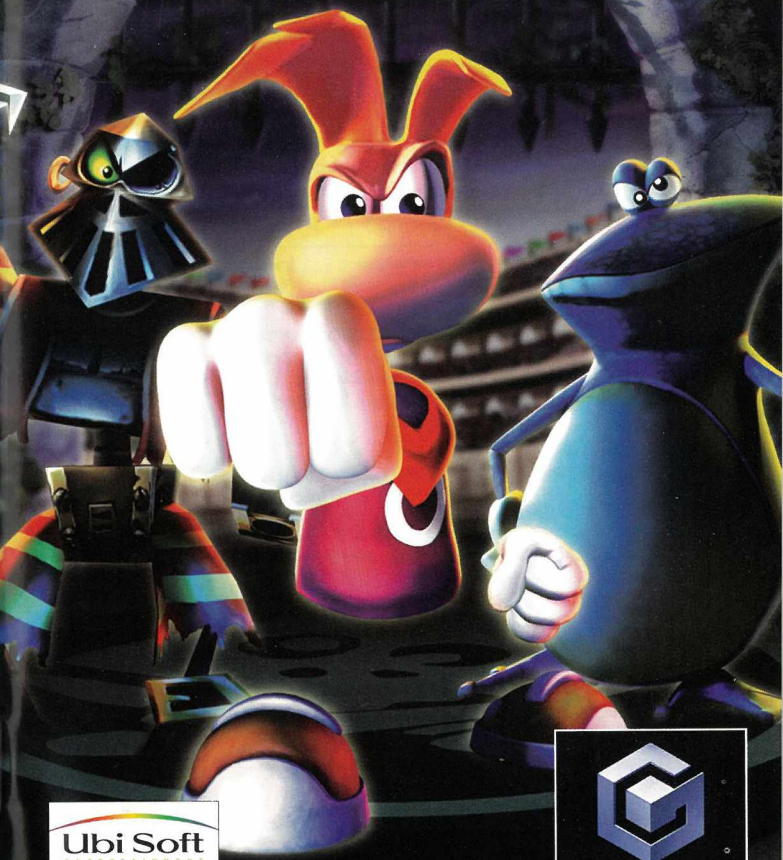
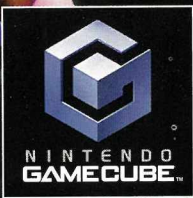


RAYMAN ARENA



Ubi Soft
ENTERTAINMENT
www.ubi.com

INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.*



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT



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HOW TO PLAY SINGLE-PLAYER CHAMPIONSHIP

HOW TO PLAY MULTIPLAYER TOURNAMENT

OPTIONS

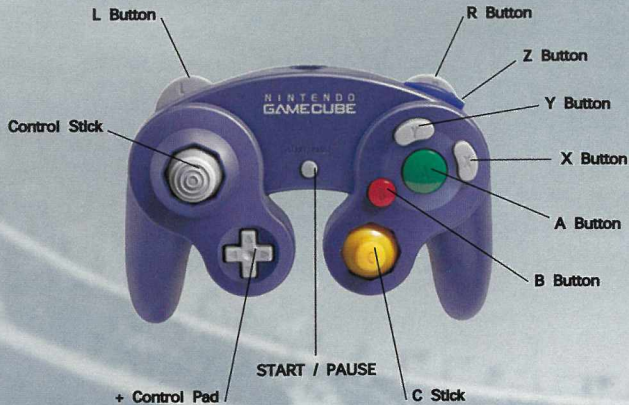
CREDITS

TECHNICAL SUPPORT

WARRANTY

CONTROLS

NINTENDO GAMECUBE™ CONTROLLER



RACE ARENA CONTROLS

ACTION

Move
Jump
Float/Helicopter
Shoot
Optimization
Use Power-Up
Drop Power-Up
Hide/Display Mini-Map
Hide/Display Lap Number

CONTROLS

Control Stick
A Button
A Button + A Button
B Button
Y Button
X Button
Z Button
Control Pad Up
Control Pad Down



BATTLE ARENA CONTROLS

ACTION

Move
Jump
Float/Helicopter
Shoot/Use Weapon/Power-Up
Drop Weapon Power-Up
Lock-on Enemy (in Fight Modes)
Hide/Display Lums Compass (Freeze Fight)
Hide/Display Life Points
Rotate Camera

CONTROLS

Control Stick
A Button
A Button + A Button
B Button
Z Button
L or R Button
Control Pad Up
Control Pad Down
C Stick

OPTIMIZATION CONTROLS

ACTION

Boost

RACE

The optimization function is a unique action in Rayman Arena. Press the Y Button for a boost in different situations such as:

- on a speeder
- hitting the ground after jumping
- when you have been hit by an obstacle
- on the starting grid

CONTROLS

Y Button

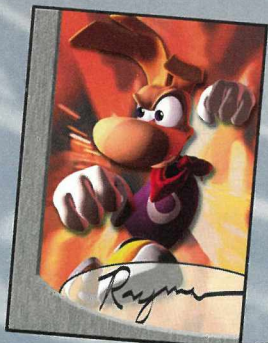
Note: The optimization function is not available in Battle Mode.

STORYLINE

STORY

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 and reign supreme.

CHARACTERS



RAYMAN

Profession: Legendary Hero.
Likes: His friends, jogging in the morning, and fighting evil.
Dislikes: The bad guys, people stepping on his feet, and being bored.
Address: Wherever he's needed.

GLOBOX

Profession: Model Father.
Likes: Sleeping under trees, playing with his boys, and rock music.
Dislikes: Danger, being woken up suddenly by Tily, and journeys across the world.
Address: Third cave on the left in the magic mountains

DARK GLOBOX

Profession: Walking Disaster.
Likes: Eating. (A lot. Of everything. Of anything. All the time.) Working out and wasting pirates.
Dislikes: Peace and quiet, baths, and games that require some thought.
Address: Right where he was a minute ago.



TILY

Profession: Budding Fairy.
Likes: Trampoline on Globox's belly, playing tricks on her friends, and surprise parties.
Dislikes: Getting wet, messing up her magic tricks, and vermicelli soup.
Address: The Glade in the middle of the woods, after the big oak tree, near Miracle Waterfall.



HENCHMAN

Profession: Small-Time Bad Guy.
Likes: Terrorizing the weak, drinking drain oil with his robot pals, and causing chaos.
Dislikes: Ending up as spare parts, Dark Globox's games, and Razorbeard's punishments.
Address: At the local bar in the port, amidst the singing and smoke.



HENCHMAN 1000

Profession: Big-Time Bad Guy.
Likes: Metal cages, military parades, and waxing his mustache.
Dislikes: Tight-fitting trousers, world peace, and long hair.
Address: Currently in retreat, far, far away from Rayman.

CHARACTERS

TEENSIES

- Profession:** Part-Time Kings.
Likes: Acrobatics, occupying the throne, and important speeches to the masses.
Dislikes: Not occupying the throne, coming in second, and each other's opposing ideas.
Address: They've forgotten.



RAZORBEARD

- Profession:** THE Bad Guy.
Likes: His job as Master of the World, sailing without a compass, and when his wife goes on vacation without him.
Dislikes: Rayman, doing the dishes in front of his men, and his wife's rolling pin.
Address: Villa "Home Sweet Home" – the one with the carnivorous plants.



MRS. RAZORBEARD

- Profession:** THE Bad Guy's Wife.
Likes: Feeding her carnivorous plants, ordering her husband around, and long-lasting makeup.
Dislikes: Her husband bringing his work home, dishes badly washed, and her mother-in-law (who blames her for Razorbeard's failure in his career as THE Bad Guy).
Address: Villa "Home Sweet Home" – in the kitchen next to the rolling pin.



CHARACTER MUSIC

The Race mode has a very fun, original, and interactive music system. Each character has their own music and when they are in first place, it is their exclusive music that starts to play. So be alert to all your senses, because if the music changes...someone may have found a shortcut and passed you up!

STARTING A GAME

General

Use the Control Stick to choose a league and press the A Button to confirm your choice. Press the B Button to return to the previous screen.

Language Selection

Choose a language: English, Spanish, or French

Entering a Game



New Game

If you want to create a new game, choose NEW GAME and create a name using three letters. Once completed, you will then choose between single or multiplayer game, your game mode (Race or Battle), and your character. You will then be prompted to choose a level to start in.

Load Game

If you want to load an existing game, select the desired game file and press LOAD. You will now be able to choose which level to start from, including levels that you previously unlocked.

ARENA RULES

GENERAL

Rayman Arena is divided into 2 separate modes of gameplay: Race Mode and Battle Mode. Each mode has 2 different gaming styles.

Race Modes:

OBSTACLE RACE: A race of 3 laps.

TIME ATTACK: A crazy pursuit race!

Battle Modes:

TOTAL FIGHT: Collect various weapons and prepare to Battle!

FREEZE FIGHT: Collect lums and freeze your enemies before they do.

SINGLE-PLAYER & MULTIPLAYER

SINGLE-PLAYER (GRAND CHAMPIONSHIP)

In Single-Player, Rayman Arena turns into a quest for the Grand Championship. To be crowned "Grand Champion," you must win each individual championship cup for all the different game modes in two leagues (Beginner & Pro).

Beginner & Pro Leagues

The road to becoming "Grand Champion" runs through two separate leagues: Beginner and Pro. You must first win the Beginner League Championship prior to unlocking and playing in the Pro League.

Rewards & Unlocking

When you start a new game, different characters and maps will be locked and appear hidden in the menu screen. During your progression in the game (or when you win a cup) you will go to a podium where you'll be informed of the new character, skin, or map you have unlocked. More specifically, each time you win a cup, you will unlock a new character or bonus skin. Each time you finish a game mode, you win a bonus map. *During the game, you will have the opportunity to unlock 4 new characters, 37 character bonus skins, and 8 bonus maps.* You can also view the stats page in the Main Menu and follow your progression in the quest to become Grand Champion.

MULTIPLAYER TOURNAMENT

Choosing Multiplayer mode turns Rayman Arena into a tournament where you can Race or Battle against up to 4 friends.

All of the maps are unlocked in this mode and if a file has been loaded, you'll be able to choose from the characters and skins that you've unlocked.

Note: If no files are loaded, you will only be able to choose from the default characters.

RACE ARENA RULES

There are 12 race levels full of obstacles, power-ups, and shortcuts. In addition, 2 Race Modes are available for the 12 levels – each incorporating different game rules and game interfaces.

Different Routes

Each track has 3 different paths you can take: easy, medium, and hard. You start on the easy path, which is the most obvious trail. But in some parts of the track, usually using purple lums or climbing, you will find forks in the road which will allow you to take alternate routes ranging from medium to hard. Should you successfully weave your way through the more difficult paths, you will save time. Should you fail...be prepared to make up ground!

Race Objects

You will encounter many objects through your progression on the tracks. These objects can be used to trip up your opponents in the race – but be alert, as you can also be hit! Other objects will provide a boost and give you access to shortcuts.



Purple Lums

Master the art of catching purple lums and they'll show you a quicker way to the finish line.



Wall Climbing

Climb walls to get over HIGH obstacles.

Race Objects (cont'd)



Speed Boosters

Run over them and you'll receive a quick-speed boost.
Note: Repeatedly tapping the Y Button while running over a speed booster provides faster sprints.



Bumpers

Use bumpers to bump you over HIGH obstacles.



Switches

Shoot switches to open hidden passages or move the environment to trip up your opponent.



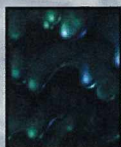
Breakable Boxes

Shoot these boxes and uncover the secret boost it hides. The number of hits needed to destroy a box is written on its side.



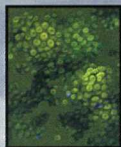
POWER-UP Generators (only in Multiplayer Obstacle Race)

Run across them and pick up power-up bonuses.



Slow-Motion Surface

Avoid this surface; if you enter it, you will slow down drastically!



Flames



Spines



Piranhas



Fences

Avoid these objects at all costs; if they hit you, it will slow down your race....

Obstacle Race

Game Rules

The winner is the person who finishes 3 laps first.



Competitor's places

Number of laps

Mini-map

Multiplayer Mayhem

In multiplayer, you will be able to take power-ups from generators and use them against other players by pressing the X Button. Some of the power-ups available are:

- Item Leech** It steals the item / power-up carried by the leading competitor.
- Big Freeze** It creates an ice circle for a few seconds in front of all your opponents; if they cross it, they will be frozen for a short period of time.
- Shield** It protects you against any kind of attack (except screen distortion) and gameplay obstacles. It also increases your speed.
- Lightning** This power-up will strike lightning down on the leading runner causing him to slow down.

Screen Distortion It alters the screens of all your opponents. There are 5 different screen alterations:

- Upside-Down Screen
- Negative Color
- Zoom Effect
- Invisible Character
- Blurred Screen

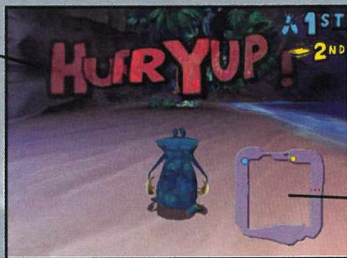
Time Attack

Game Rules

The winner of this race is the "last man standing!" Each time a competitor has not crossed a set checkpoint 6 seconds after the leader, he will be eliminated until one player is left.

Note: In Time Attack, you can freeze your opponents in both Single-Player and Multiplayer modes.

"Hurry up" signals that the leader just crossed a checkpoint, so you have 6 seconds to cross it



Competitor places

Mini-map

Exhibition - Race Arena Bonus Maps

You gain access to the race bonus maps by winning race leagues. You can access these maps from the single-player mode, at the race type screen, by choosing "Exhibition."

"Speed Stress," "Extreme Slide," and "Future" are a special kind of time-attack mode. From the start line you have 30 seconds to go to the next checkpoint. Any time you cross a checkpoint you have 30 seconds more to go to the next one...until you reach the end.

"Run, Run" is a very special mode. You race against an enormous wave, and if the wave touches you, the game is over.



BATTLE ARENA RULES

There are 12 Battle Arenas with 2 Battle modes available – each incorporating different game rules and game interface.

Both Battle modes incorporate a time limit of 3 minutes. If by the end of regulation time there is no winner, 30 overtime seconds will be added until one player emerges victorious.

Note: Both Battle modes are available for Single-Player and Multiplayer games.

Freeze Fight

Game Rules

As lums appear randomly on the map (one at a time) your job is to collect as many as you can. To hinder your opponents, you will be armed with ice bullets that will freeze your opponents – these bullets are unlimited. The winner is the one who has the most lums when the 3-minute time limit is over.



Current players' scores

Radar

Weapons/
Items available

Remaining time

Total Fight

Game Rules

The goal is to acquire the maximum amount of points by shooting at the competitors.

There are different weapons and items at your disposal. These are extracted and collected randomly when you pass over a Generator (gold generators are likely to store weapons with more power). Each weapon has a specific power and inflicts a fixed number of hit points.

Players start with 5 life points each. Each time the life points reach 0, the player is spawned somewhere in the arena. Each time you bring an opponent down to 0 life points, you gain one life point.

Note: The arrows at your feet show the position of your opponents.

Hit points
(1 heart for
1 HP)



Current players'
scores

Radar

Weapons /
items available

Remaining time

DESCRIPTION OF WEAPONS

In *Total Fight*, you will collect bonus weapons from generators located throughout the map. To shoot the bonus weapon, press the B Button.



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



SHIELD

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



RAPID BULLETS

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



FIREWORK BULLET

Follows a parabolic trajectory and detonates on impact, inflicting 2 hit points to anyone in the explosion range.



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.



HOUND BULLET

After an initial burst, it automatically goes after the nearest opponent. Each hit inflicts one hit point.



BUZZ ROCKET

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



FIREBALL

A shot divides into 5 fireballs that go straight. It inflicts 2 hit points.



RUBBER BULLET

Can make a direct hit or bounce off the walls (up to 3 bounces). Each hit inflicts one hit point. You have 5 bullets, which refill over time.

Exhibition - Battle Arena Bonus Maps

You gain access to the battle bonus maps by winning battle leagues. You can access these maps from the single-player mode, at the battle type screen, by choosing "Exhibition."

HOW TO PLAY SINGLE-PLAYER CHAMPIONSHIP

The Single-Player mode is considered to be the "Grand Championship." In order to be crowned the "Grand Champion," you must win all the individual championship cups within all the game modes.

League Selection

Begin by choosing and successfully completing Beginner League in which you will compete against one computer-controlled opponent. Once you've emerged victorious in Beginner League, you will then have access to compete in Pro League. Be prepared to face two computer-controlled opponents, each with a more aggressive style of competing.

Stats

This page displays your progression in the quest for "Grand Champion," including the skins, characters, and bonus maps you have unlocked.

Arena Selection

This screen will provide you the opportunity to choose whether to participate in Race Mode or Battle Mode.

Championship Selection

Choose the championship cup you wish to compete for:

Race Arena

- Race
- Time Attack

Battle Arena

- Total Fight
- Freeze Fight

Character Selection

At the beginning, only 5 characters will be available. The 4 hidden characters will be unlocked as you progress in the game. Use the control stick to highlight your character selection and press the A Button to confirm your selection. Additional character skins can also be unlocked as you progress through each level and secure victories. You will be notified at the victory podium each time you've unlocked a new character skin.

Note: All characters except Rayman have bonus skins.

Map Selection

Once you've made your character selection, you may then proceed to choose the desired map you wish to compete in.

**THEY SAY THAT KNOWING IS HALF THE BATTLE.
SO WHAT ARE YOU WAITING FOR?**

HOW TO PLAY MULTIPLAYER TOURNAMENT

The Multiplayer mode is the tournament aspect of Rayman Arena, where up to 4 players can compete at one time.

Tournament Parameters

In this mode you'll need to:

- Choose the number of players. You may only choose as many players as the number of Nintendo GameCube Controllers inserted into the Nintendo GameCube system (i.e., 3 Controllers inserted allow up to 3 players to participate.)
- Choose the standards of victory (i.e., one victory equals the first person to win 3 Races or Battles).

Arena Type

This screen will provide you the opportunity to participate in Race Mode or Battle Mode.

Game Mode

Choose your game mode. (The Multiplayer game modes are the same as Single-Player.)

Exhibition

This provides access to bonus levels.

Character Selection

Players will take turns selecting which character they want to compete with, starting with Player 1. The characters available for selection are the ones that have been unlocked in Single-Player mode – if a file was loaded. If no file was loaded, you will be able to choose from the default characters available at the beginning of the game.

Map Selection

Choose a sequence of any 3 maps for the Multiplayer tournament. The only maps available are the ones opened in single player mode (from a loaded game). If you select the question mark (?), a random map will be selected for you. Press OK to start the tournament.

**THE ARENA IS BIG ENOUGH FOR ALL OF YOU...
SO GET OUT THERE AND REIGN SUPREME!**

OPTIONS

These options are available on the Main Menu page:

Sound

- Music volume: Low/Medium/High/Off
- SFX volume: Low/Medium/High/Off
- Type: Stereo/Mono

Rumble Feature

- On / Off

Note: You can adjust the rumble feature for each Controller connected.

Screen Size

Adjust the settings to best fit your TV set.

- Height, Width, Vertical Offset, or Horizontal Offset

Note: All options can also be changed during the game in the in-game menu.

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ENGINE DEVELOPMENT**Lead Engine Developer**

Olivier "Brutus" Jourdan

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Crepuy, Mathieu Pavageau, Norbert Redon,
Michael Ryssen & Thanks to Christophe
"CROG" Roguet, the PC and PS2
Development Team

A.I. DEVELOPMENT**Lead AI Developer**

Jean-Vincent Segard

AI Development Team

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Maninetti, Luciano Morpurgo, Giovanni Ivan
Ferraro; Henri Perrin

DATA MANAGEMENT

Vincent Chardonnerau & Thomas Omer-
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Montreuil General Manager

Agnes Lajot, Michel Pierfritte
Montreuil Development Studio Manager
Vincent Greco

Montreuil Graphic Studio Manager

Sandrine Maigret

Montreuil Animation Studio Manager

Alexandre Baduel

Montreuil Design Studio Manager

David Douillard

Montreuil Sound Design Studio Manager

Romain His

TEST**Test Studio Manager**

Elie Benhamou, Victor Douangamath

Lead Tester

Vincent Brajdic

Corinne Bouvier, Jérôme Lionard

Responsible Animation

Gilles Monteil

Animateurs

Francois Côté, Allan Treitz, Thomas J Anderson

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, Martial Le
Minoux

Recorded by

Lionel Bouhnik at Ubi Sound Studios -France

Sound Effects by

Talkover

NOTES

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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. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

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

Contact us by standard mail

If all else fails, you can write us at:

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

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A promotional poster for the video game Rayman 3: Hoodlum Havoc. The central figure is Rayman, a character with a red and orange spiky mane, a purple body, and white gloves and shoes. He is shown from the chest up, looking towards the viewer with a slight smile. Behind him is a large, dark, textured face with glowing yellow eyes and a wide, jagged mouth with sharp teeth. The background is a dark, stormy sky with bright purple and white lightning bolts. In the upper left, a jagged, white, crystalline shape contains the text 'COMING SPRING 2003!' in a stylized, colorful font. The game title 'RAYMAN 3 HOODLUM HAVOC' is prominently displayed in the lower half of the poster. Below the title, there is a promotional message and a website URL. At the bottom left, the publisher's name and address are listed, and at the bottom right is the Ubi Soft logo and website.

**COMING
SPRING
2003!**

RAYMAN 3

HOODLUM HAVOC

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