

XBOX



# Kayman 3

HOODLUM HAVOC



Ubi Soft  
www.ubi.com

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# STORY

Rayman's universe has exploded into a wacked-out world of cartoon mayhem and mind-blowing battles! When Globox accidentally swallows the Lord of the Dark Lums, a fanatic army of trigger-happy Hoodlums wreaks total havoc to get their lord back! Rayman's only chance? Journey to the vast reaches of the world to purge the Dark Lum Lord from the manic Globox, scour the lands for unearthly new powers, and do battle with hordes of Hoodlum soldiers, contraptions, and maniacal bosses. This time, it's war!



# STARTING THE GAME

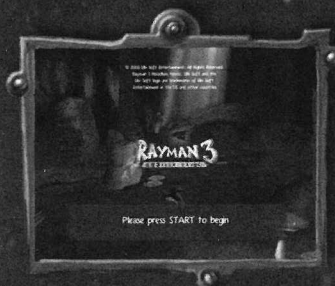
## SELECT THE LANGUAGE

The language for texts and voices is selected automatically in the Options menu of your console's Xbox™ Dashboard. You can access the following languages: English, French, Spanish, Italian, and German.



## STARTING THE GAME

When the title screen appears, follow the on-screen instructions: press the Start Button on one of the Xbox Controllers connected to the console to go to the Main Menu. The selected Xbox Controller will be the one you use for the rest of the game. If the selected Xbox Controller is disconnected during the game, a message appears telling you to replace it in the same controller port.



## NAVIGATING THE MENUS

To navigate the RAYMAN 3 HOODLUM HAVOC menus, use the left thumbstick or the directional pad and the left and right triggers. To validate your selection, press the A Button (or the Start Button). To go back, press the B Button (or the Back Button).

## MAIN MENU

Select **New Game** to begin a new game.

Use **Load** to access a saved game. This option is only active if a game has been previously saved.

Select **Options** if you want to configure the game settings: controller, audio, and video.

Select **Album** to go to your album of game photos.



## NEW GAME

Select **New** and confirm your choice by pressing the A Button. You then go to the screen for creating a game. A default save name appears. If you decide to use this save name, press the A Button to validate. If not, you can customize the save name by selecting letters with the directional pad or the left thumbstick and validating with the A Button. Once you've keyed in your name, select **OK** and validate with the A Button.

## LOADING AN EXISTING GAME

In the Main Menu, select **Continue** and validate with the A Button. You then go to the screen that groups together all your saved games. Select the game you want to load with the left thumbstick and validate your choice by pressing the A Button.

## OPTIONS

To access the Options Menu, select **Options** in the Main Menu (I warned you this wouldn't exactly make edifying reading...). For all the Options screens, use the B Button to go back and validate all your choices.

### CONTROL SETTINGS

Select **Controller** in the Options Menu and validate with the A Button. Select the controller configuration that suits you best with the left thumbstick.

Here the horizontal and vertical camera positions can be inverted. You can also choose to de-activate vibrations (they are activated by default).

## SOUND SETTINGS

Validate **Audio** with the A Button in the Options Menu. Use the left thumbstick to set the volume for music, sound effects, and dialogue.

On your console's Xbox Dashboard, you can also choose directly between the mono, stereo, or Dolby Digital options.

## VIDEO SETTINGS

Select **Video** and validate with the A Button to access this menu. The game supports the HD TV 480p (High Definition Television 480p) mode. This can be defined directly on your console's Xbox Dashboard.

# LOADING/SAVING

## LOADING

While playing, you can load another game at any time. To do this, press the Start Button to display the menu. Next, press the X Button to access the game menu directly. Select **Load**; then validate with the A Button. A screen with all your saved games appears. Now select your game.

**Note:** You will lose any points you have acquired in the current level.

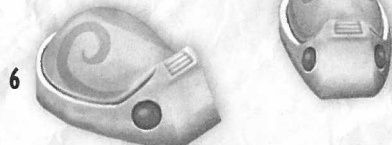
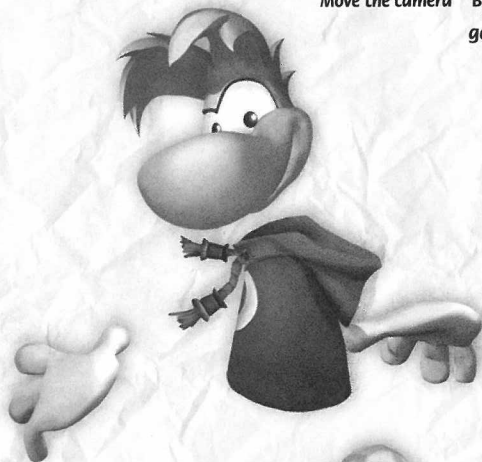
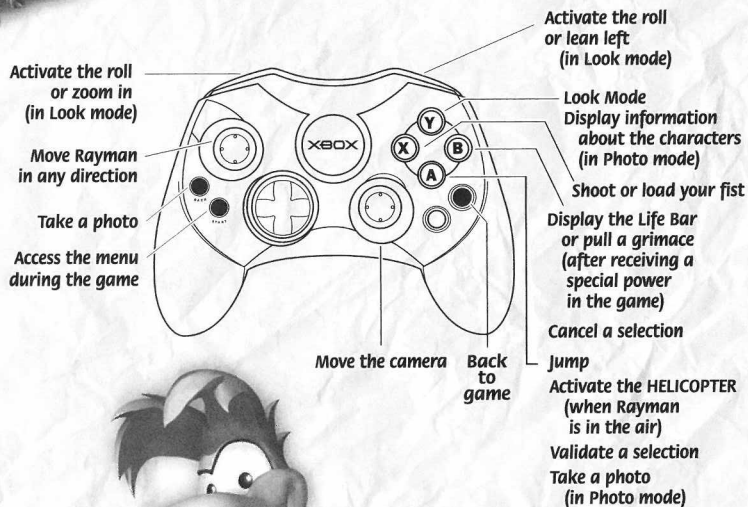
## SAVING

Thanks to the miracle of technology, saving is automatic during the game! So, you don't have to do a thing to record your progress in the game.

You can also record game photos (see 'Taking a Photo' under Camera Controls).



# XBOX CONTROLLER GAME CONTROLS



# RAYMAN CONTROLS

To **MOVE**, shift the left thumbstick in the direction of your choice. The more you tilt the thumbstick, the faster Rayman moves.

To **JUMP**, press the A Button.

To **ACTIVATE THE HELICOPTER**, press the A Button twice and keep it pressed down while Rayman is not touching the ground.

To **ROLL**, press the left trigger while moving Rayman.

To **CLING ON** to the edges of walls, jump while moving in the direction of the wall with the thumbstick. Rayman will cling to the wall automatically.

To **CLIMB** along ladders or special walls, move against the wall with the left thumbstick. Rayman clings on automatically. You can then move along with the left thumbstick. To come off, press the A Button again.

To **CLIMB BETWEEN TWO WALLS**, jump while pressing the A Button; then press the A Button again to cling on. Repeat this action until you reach the top.

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the A Button to grab on, and use the left thumbstick to move around.

To **SWIM UNDERWATER**, use the left thumbstick.

To **LAUNCH YOUR FIST**, press the X Button.

(Go to the Fighting the Enemies section to see everything you can do with the X Button.)

# CAMERA CONTROLS

There's no point in running if you don't know where you're heading, as the saying goes. To make sure you know where you're heading, use the right thumbstick to swivel the camera. In some game sequences, the camera is placed automatically to provide an optimal view of the situation and to give your left thumb a break. Pressing the right trigger places the camera behind Rayman again.

## LOOK MODE

Keep the Y Button pressed down to move into Look mode. The camera places itself automatically at Rayman's level. Not only can you swivel the camera with the left thumbstick, but you can also zoom in and zoom out with the right trigger and the left trigger respectively. This mode is very useful for observing the situation before setting off to fight, or for finding all the bonuses.

## FREEZE MODE, AND TAKING A PHOTO

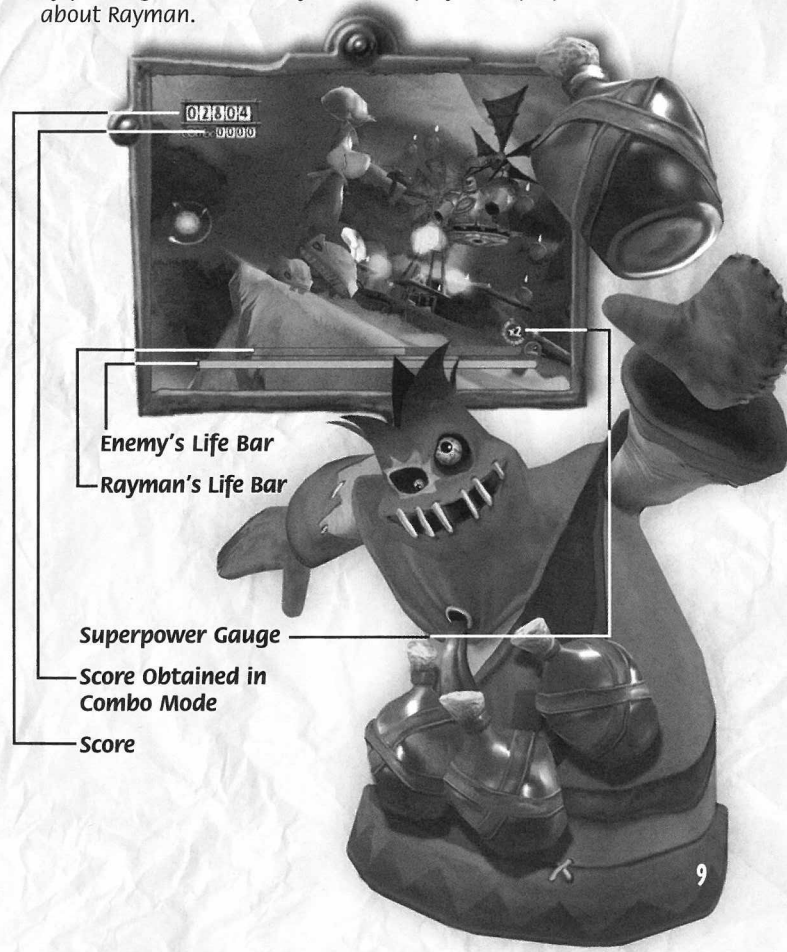
You can freeze the situation whenever you want by pressing the Back Button. Everything in the game comes to a standstill. When this happens, you can still move the camera using the left and right thumbsticks.

You can even give free rein to your creativity and take photos by pressing the A Button. Then choose Yes to save your photo. A screen allowing you to name your photo appears. Give a name to your work, select OK, and validate with the A Button. Your photo is now saved.

You can view your photos in the Album in the game's Main Menu. (Caution: To do this, you must quit the current game.)

# GAME SCREENS

By pressing the B Button, you can display lots of information about Rayman.



# FIGHTING THE ENEMIES

## LOCKING ON

To **LOCK ON** to an enemy or an object, turn towards the target so that the sights appear, pull the right trigger and hold it. When you've locked on to your enemy, you can carry out any actions you want without losing sight of him:

- **MOVE SIDEWAYS (STRAFE)** with the left thumbstick.
- Jump or use the helicopter by pressing the A Button.
- Roll in any direction by pulling the right trigger and shifting the left thumbstick.
- Launch your fists by pressing the X Button.

## LAUNCHING THE FISTS

Rayman doesn't have big biceps – hardly surprising, for an armless hero! – but he does have 2 fists that can prove to be very powerful.

To launch his **FIST IN A STRAIGHT TRAJECTORY**, press the X Button.

To launch his **FIST IN A RIGHT OR LEFT CURVE**, pull the right trigger, strafe right or left, and press the X Button.

To launch a **LOADED FIST**, keep the X Button pressed down until a whirlwind of power appears; then release the X Button to dispatch your fist. This loaded fist can be straight or curved.

In short, use the right trigger to always face the enemy; then use all your fist types to attack him. The side fists are very useful for striking an enemy hiding behind an obstacle or for wounding those who dodge frontal attacks. Lastly, don't forget to load your fist. This can cause damage beyond your wildest dreams!

### A LITTLE TRICK (SO YOU WON'T HAVE READ THIS MANUAL FOR NOTHING...)

Lock on to an enemy and activate the Freeze mode by pressing the Back Button. If you press the Y Button, you'll get some useful information that'll help you get rid of him.

# THE SUPERPOWERS



The Hoodlums have created a laser washing powder that can transform their clothing into battle dress. It also acts on Rayman, giving him Superpowers. When a Hoodlum has a \$ symbol above him, this means that he's carrying a can of washing powder. Eliminate him to get hold of the can! But beware: the effect of the Superpowers is limited. So keep an eye on the gauge at the bottom of the screen to see how much time you've got left. To pick up Superpowers, all you have to do is move over the can.

## GREEN CAN: VORTEX

The Vortex is a whirling burst of energy, able to spin enemies silly with its patented twisting action. Rayman can also launch the Vortex to twist towering mushroom platforms down to size – for easy climbing.

## RED CAN: HEAVY METAL FIST

The Heavy Metal Fist gives Rayman the power to blast Hoodlum barricades into rubble. And in combat, Rayman can use it to serve up a spiky knuckle sandwich to enemies.

## BLUE CAN: LOCKJAW

Way more than just a grappling hook, the Lockjaw is a razor-toothed chomper that can latch onto enemies and deliver a nasty bite. When this happens, press the X Button to give the enemy electric shocks.

### ORANGE CAN: SHOCK ROCKET

The Shock Rocket packs a serious wallop and can be guided around corners to destroy stuff – perfect for hitting hard-to-reach levers, buttons, and unsuspecting Hoodlums. Check out the Target Practice area to hone your rocket skills. First, press the X Button to arm the Shock Rocket. Then press the X Button again to launch it. Next, use the left thumbstick to direct it. This fist is very useful for reaching targets that are far away.

### YELLOW CAN: THROTTLE COPTER

Grounded? Fire up the Throttle Copter and warp away into the unknown reaches of Rayman's world. There's no telling what kind of wackiness this turbo-charged transport will drop you into.

## SECONDARY OBJECTIVES

### THE CAGES

The Hoodlums have captured all the Teensies and put them in cages to use them for shooting practice. It's up to you to set them free. Listen carefully! You can hear them calling for help when you go near a cage. Each time they're set free, the Teensies give you a present and a jewel medallion fills up. When the 6 jewel medallions are full, the Life Bar increases.



### THE SCORE

All actions score points:

- Getting rid of enemies.
- Collecting Pick-Ups. These are splendid jewels that are scattered around Rayman's world. The Hoodlums also collect them and put them into PigPots – pig-shaped money boxes that go all snouty when you beat them. You'll need a loaded fist to break them.

Whenever you win points, the Combo mode appears. The more you link up actions, the more points the Combo scores. But watch out: the Combo disappears after a few seconds. So don't hang around marvelling at the fabulous visuals – if you want a great score, get a move on!!

You can use your score to unlock bonus levels or previously unseen videos. So now you'll really have to pull your finger out and get a good score, otherwise – no bonuses! Ah yes, you can't get something for nothing these days...

# HOW TO SCORE MORE POINTS

Here's the exclusive low-down that Murfy won't give you during the game.

Whenever you get a Superpower, all the points you pick up are multiplied by 2. Try to find a Superpower before collecting all the Pick-Ups.

The Matuvu are chameleons who hide all over the place. You can hear them whistling when you're near them. Use the Look mode and center the camera on them. Each Matuvu you uncover scores 250 points.

The Tribelles are elegant young lady butterflies who're extremely timid. If you approach them slowly, you can obtain 250 points. But if you're too quick, the terrified Tribelles fly off to see their shrinks!

Have a good look around. You may find one of the many secret zones that are full of Pick-Ups!



# MENU SCREEN

You can display the menus at any time by pressing the Start Button. By pulling the right trigger or the left trigger, you can display the score page for the different universes you've been through.



Press the X Button to display the Game Menu to save, quit, or load a game. Press the Y Button to access the Bonuses page. Depending on your score, you can unlock game videos as well as bonus levels!

# THE CAST



## RAYMAN

The crusades of this legendary, limbless hero are praised throughout the land of the Teensies and beyond. Rayman's tireless quest to defend the world from evil in all its dastardly forms continues against the Hoodlums, a fanatical army that would like nothing more than to see Rayman on the business end of a Hoodmonger's Boomstick rifle. Thrust into the most harrowing challenge of his adventuring career, Rayman must explore strange, uncharted realms in search of clues to defeat the unruly Hoodlum horde.

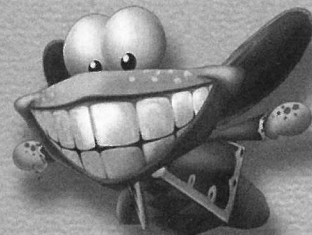


## GLOBOX

Rayman's ever-faithful partner, the bumbling Globox incurred the Hoodlums' wrath when he swallowed their almighty leader, the Dark Lum Lord. Fortunately, this rotund sidekick's belly is the ideal prison to keep the Lum Lord at bay. There's just one catch – Globox needs plum juice to quell the Lum Lord's tantrums, and will risk blowing the whole adventure just for a keg of foamy plum goodness.

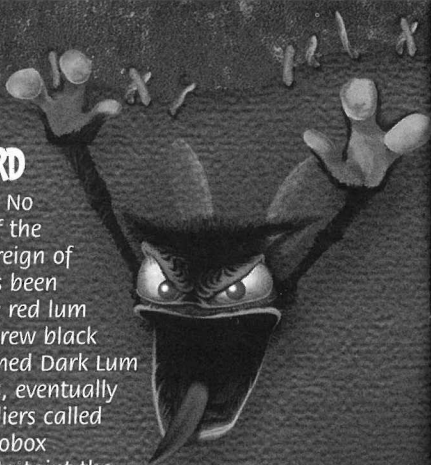
## MURFY

Murphy is the tough-guy fly with the 411 on the dangers, enemies, and obstacles Rayman must face throughout the adventure. He's got the speed and the sass to zip into Hoodlum camps undetected and report back with the best way to proceed. Murphy's never at a loss for words – even if it means busting on Rayman whenever the opportunity presents itself.



## ANDRE, THE DARK LUM LORD

In the beginning, there was one. No creature knows the true origin of the Dark Lum Lord, who began the reign of havoc on Rayman's world. It has been whispered that one day, a single red lum beheld something so terrible it grew black with fear and evil. This transformed Dark Lum spread the evil to other red lums, eventually forming an army of cloaked soldiers called Hoodlums. Soon Rayman and Globox discovered the Hoodlums' plan: to taint the Heart of the World.



## DARK LUMS

Underneath the stitched hoods of every Hoodlum huddles a swarm of Dark Lums. These winged little nasties are concentrated puffs of pure evil, the brainless spawn of their master, the Dark Lum Lord, who now resides trapped inside Globox's stomach. Channeling their fury into an army of Hoodlums, Dark Lums will stop at nothing to free their lord and unleash an insidious rule of darkness upon Rayman's world.



## THE HOODLUMS

The Hoodlums have an evil plan to taint the heart of Rayman's world! But the war to free the Dark Lum Lord is first to the Hoodlums, known for their demented minds and tyrannical authority. After Globox ate the Dark Lum Lord, these gritty troops were quick to build a whole Hoodlum Army. There are tons of them – each with specific strengths, weaknesses, and combat styles! While off-duty, Hoodlums love to drink plum juice – it increases their strength and power!

# RAYMAN ZONE

Join the community in the Lums Quest at [www.raymanzone.com](http://www.raymanzone.com)

The Rayman community are waiting to meet you online. Make sure you logon and take part in The Lums Quest:

- A unique system that rewards your participation in the community.
- The more you participate, the more goodies and information you can receive about Rayman games.
- Be a goodie, be a baddie – it's up to you!
- Gain access to the exclusive VIP Zone!
- Sign up now and receive 200 Lums to spend immediately!

In addition you will discover:

- Screenshots, videos, and information added daily.
- Hints and tips on all Rayman games.
- Regular competitions with fantastic prizes.
- Forums where you can meet other Rayman fans.

Don't wait any longer! Logon to [www.raymanzone.com](http://www.raymanzone.com) NOW and join the fun!

# CREDITS

**PRODUCERS**  
Ahmed Boukhefija  
Pauline Jacquay

**MARKETING COORDINATOR**  
Damien Moret

**PRODUCTION COORDINATOR**  
Diane Bernard

**STORY AND DIALOGUE**  
David Neiss

**ART AND LEVEL DESIGN SUPERVISOR**  
Jean-Marc Geoffroy

**LEAD**  
Jean-Vincent Segard

**LEAD PROGRAMMERS**  
Christophe Garrigues  
Olivier Didot

**PROGRAMMERS**  
Pierrick Crepy  
Nicolas Meyer

Daniel Kaviart  
Lucian Rowe  
Stéphane Lavergne

François Quéinnec  
Dominique Duviour  
Christophe Roguet

Alain Robin  
Franck Delatze  
Frédéric Bourbon  
Isabelle Prévost

**LEAD GAME DESIGNER**  
Michaël Janod

**GAME DESIGNERS**  
Olivier Palmieri  
Benjamin Haddad  
Frédéric Gaveau

Eric Couzian  
Xavier Plagnal  
Jérôme Collette  
Olivier Barbier  
Yann Leclerc

**ART DIRECTOR**  
Céline Tellier

**LEAD CHARACTER DESIGNER**  
Stéphane Zinetti

**GRAPHIC TECHNICAL DIRECTORS**  
Céline Tellier  
Avlavy Ramassamy

**REAL-TIME CINEMATICS DIRECTOR**  
Alexandre De Broca

**ILLUSTRATOR**  
Eric Pelatan

**GRAPHIC ARTISTS**  
Fabrice Holbé  
Lina Lu  
Florence Charpentier

Christophe Messier  
Alain Bernhard  
Olivier Conorton

Mohammed Gambouz  
Laurent Debarge  
Sébastien Du Jeu  
Gabriel Villatte  
Christophe Dur  
Christophe Bourges  
Marie Nguyen

**LEAD GAMEPLAY PROGRAMMER**  
Olivier Dauba

**GAMEPLAY PROGRAMMERS**  
Yann Masson  
Nicolas Cherou  
Laurent Chiarazzo  
Setha Chihun  
Nicolas Normandon

**LEAD ANIMATOR**  
Stanislav Mettra

**ANIMATORS**  
Hélène Oger  
Hélène Pierre  
Isabelle Leduc  
Karine Karabélian  
Philippe Penaud

**LEAD SOUND DESIGNER**  
Idia Yebra

**SOUND DESIGNERS**  
Emmanuel Gouvernaire  
Alexandra Horodézi

**SOUND ART DIRECTOR**  
Romain Hirs

**LEAD DATA MANAGER**  
Nury-Tiana  
Andriampandry

**DATA MANAGER**  
Vincent Chardonmureau  
Eric Berkani

**RAYMAN CREATED BY**  
Michel Ancel  
Frédéric Houde

**ADDITIONAL GAME DESIGN**  
Yann Masson  
Nicolas Normandon  
Stéphane Hillbold  
Fabrice Holbé  
Olivier Conorton

**ADDITIONAL GRAPHIC ARTISTS**  
Vincent Colombel  
Bertrand Israël  
Pierre Truong  
Alamy Hauss  
Gregory Chandèze  
Sybille Ristroph  
Sandra Vaquero  
Sandrine Houalet  
Yann Jouette

**ADDITIONAL GAMEPLAY PROGRAMMERS**  
Mathieu Crepeau  
Eric Berkani  
Michel Monclovic  
Michaël Janod  
Frédéric Gaveau  
Olivier Palmieri  
Xavier Plagnal

**ADDITIONAL PROGRAMMERS**  
Patrice Desormaud  
Michael Ryssen  
Frédéric Balint  
Jean-Christian Sokol

**ADDITIONAL ANIMATORS**  
Alexandre Baduel  
Vanessa Sarazin

**TEST STUDIO MANAGER (PARIS)**  
Victor Douangamath  
LEAD TESTER (PARIS)  
Olivier Bertel

**TESTERS (PARIS)**  
Jérôme Amouyal  
Frédéric Lapalus  
Cyril Gouel  
Fabrício Costa  
Sébastien Métiévier  
Carl Huguères Despointes  
Manuel Rozy  
Hervé Da Mota  
Wolfgang Buttner  
Anis Boujouane  
Antoine Vieillard

**LEAD TESTER (MONTREAL)**  
Yanic Beaudet

**TESTERS (MONTREAL)**  
Alain Chénier  
Bruno St-Laurent  
Félix Hardy  
Louis-Philippe Brissette  
Martin Hamel  
Martin Shank  
Max Bricault  
Nicolas Gagnier  
Stéphane Arbour  
Stephan Leary  
Pascal Gauthier  
Patrick Melanson  
Yann Provancher  
Antoine Drouin  
Jo-Ashley Robert  
Mathieu Larin  
Miguel Canepa  
Olivier Proulx  
Patrice Côté  
Patrick Charland  
Pierre Boyer  
Vincent Nadeau  
Frédéric Laporte  
Antoine Thibault  
Daniel Sarazin

**ADDITIONAL DATA MANAGERS**  
Thomas Omer-Dégujis  
Fabrice Machecler

**ADDITIONAL TESTERS**  
Eric Visconti  
Jean-François Dupuis  
Michel Morin

**MANAGING DIRECTOR - MONTREAL STUDIOS**  
Nicolas Métro

**DEVELOPMENT STUDIO MANAGER**  
Vincent Greco

**GRAPHIC STUDIO MANAGER**  
Sandrine Maigret  
GAME DESIGN STUDIO MANAGER  
David Douillard

**CINEMATIC STUDIO MANAGER**  
Sophie Penzki

**PRE-RENDERED SEQUENCES**

**DIRECTOR**  
Alexandre De Broca

**TEST STUDIO MANAGER - SFX**  
Charles Beierart

**GRAPHISTS - SFX**  
Corinne Bouvier  
Xavier Le Dantec  
Jérôme Lionard

**LAYOUT DIRECTOR**  
Mathieu Breda

**PRE-RENDERED SEQUENCE ANIMATORS**  
Michel Guillemain  
Thomas J. Anderson  
Gilles Montell  
Véronique Lacombe  
Eric Branz  
Wilfried Ayl  
Samia Pronovost  
François Cole

**GUITAR-HERO**  
François Quéinnec

**AUDIO PRODUCTION MANAGER**  
Sylvain Brunet

**CREATIVE MANAGER**  
Manu Ratchet

**SOUND PRODUCTION ORGANIZATION**  
Marine Lelievre

**MUSIC COMPOSED, ARRANGED, AND PERFORMED BY**  
Plume  
Fred Leonard  
Laurent Parisi

**SOUND EFFECTS**  
Talk Over

**MIXED BY**  
Christophe Marais  
Clair Schwab  
Gwen Hervachon  
(tex Avril Studio-France)

**MASTERED BY**  
Martin Dutasta

**MUSIC EDITING**  
Pascal Florck

**BONUS MAP TEAM**

**GAME DESIGNERS**  
Shui Xiu Yi  
Yang Jin  
Xiang Jie

**GRAPHIC ARTISTS**  
Yang Bo  
Chen Jing  
Fan Yin Jia

**INFO DESIGNERS**  
Zhang Tao  
Ren Bo  
Mu Hong

**ANIMATORS**  
Gu Jie  
Shen Hui

**DATA MANAGER**  
Yu Lei

**PROGRAMMER**  
Sun Ting  
Chen Hai  
Chen Bo Wu

**VOICE DIRECTOR**  
Eddie Crew

**VOICES**

**RAYMAN**  
David Gasman

**GLOBOX**  
John Leguizamo

**MURPHY**  
Billy West

**ANDRE**  
Ken Starkevic

**AND... Lee Delong  
Jodie Forest  
Doug Rand  
Mike Denzen  
Dana Westberg  
Steve Croce  
Eddie Crew**

**WORLDWIDE LOCALIZATION MANAGER**  
Coralie Martin

**LOCALIZATION PROJECT MANAGER**  
Laurent Rigal

**U.S. SCRIPT ADAPTATION**  
Nathan Wolf  
Eddie Crew  
Vanessa Flynn  
Adrian Matthews  
Guy Parker

**U.S. LINGUISTIC TESTING**  
Michal Sainisch

**U.S. VOICE RECORDINGS**  
Ubi Sound Studio  
Blindlight Studio, U.S.A.

**U.S. POST-PRODUCTION**  
Guillaume Billaux

**CASTING DIRECTOR**  
Dawn Hershey, C.S.A.

**CASTING COORDINATOR**  
Lisa Schaffer

**RECORDING AND DIALOGUE EDITING**  
J. David Atherton

**VIDEO TRAILER TEAM**

**VIDEO PRODUCER**  
Karen Vermimmen

**DIRECTOR**  
Michel Guimbard

**EDITOR**  
Julien Millaire  
Grégoire Chevalier-Naud

**SAVAGE BEAST**  
Jérôme Collette

**FX DESIGNER**  
Alain Micaelli

**"MADDER"**  
Performed by Groove  
Armada. Courtesy of Jive  
Electra.

**WRITTEN BY**  
Michael Daniels  
K. Lee  
J. White  
C. Jenner  
Thomas Findlay

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**BRAND MANAGER**  
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David Hawk  
Tyrene Miller  
Carol Quito  
Mark Smotroff

**SPECIAL THANKS TO**  
Arnaud Kotelnikoff  
Alexandra Ancel  
Michel Ancel  
Philippe Vimont  
Han Da Qing  
Rayman M Team  
Mao Yi  
Wang Bin  
Arnaud Guyon  
Arnaud De Pischof  
Benck Maury-Bouet  
David Housin  
Hanane Sbai  
Eric Tremblay  
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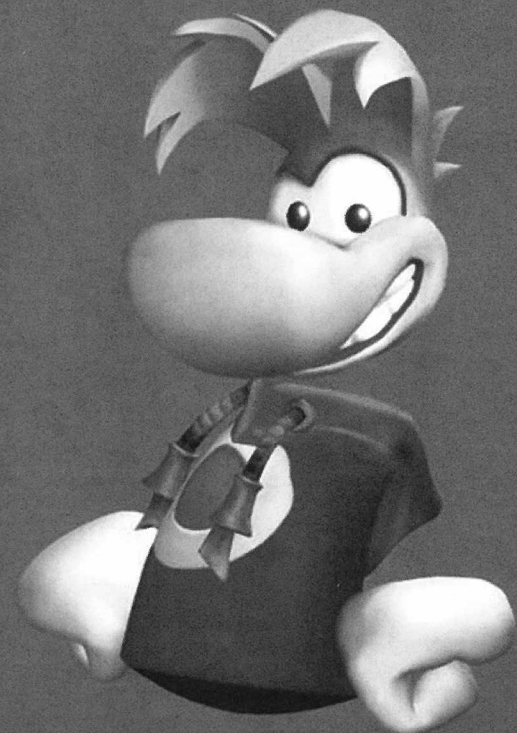
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Ubi Soft Entertainment, Inc.  
625 Third Street, Third Floor  
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510208-MNL

PRINTED IN THE U.S.A

