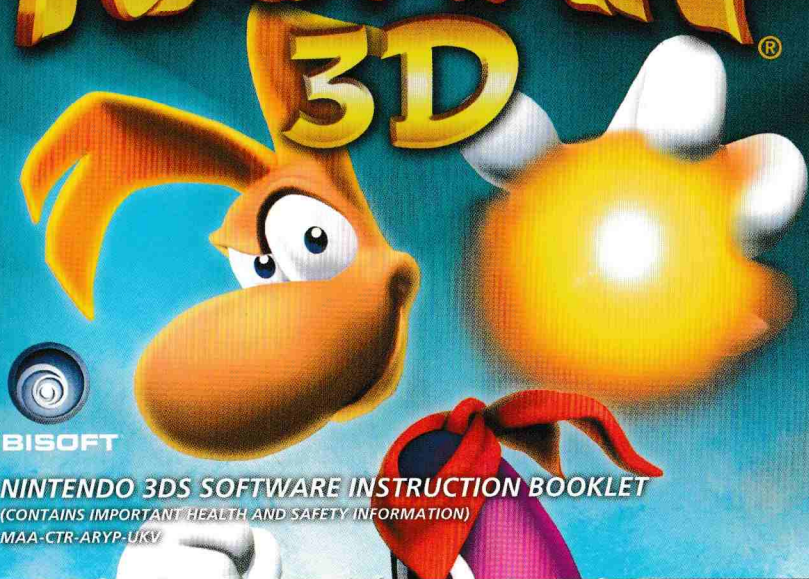




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RAYMAN 3D[®]



UBISOFT

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
MAA-CTR-ARYP-UKV

This 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.



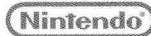
This Game Card will work only with the European/Australian version of the Nintendo 3DS™ system.

Powered by mobiclip

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Always save these documents for future reference.

WARNING! This video game is copyright protected! The unauthorised copying of this game may lead to criminal and/or civil liability.

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GETTING STARTED

Make sure your Nintendo 3DS system is turned off. Insert the RAYMAN® 3D Game Card into the Game Card slot on the back of the Nintendo 3DS system and push until it clicks into place.

Turn the power on.

The **HOME Menu**, shown to the right, will appear.

⚠ IMPORTANT

Important information about your health and safety is available in the ⚠ Health and Safety Information application. Touch the icon, then touch **OPEN** to read this information. To return to the **HOME Menu**, press the HOME Button.

Touch the RAYMAN® 3D icon, then touch **OPEN** to start the game.



Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

The in-game language depends on the one that is set on the system. This game supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the game. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

Backup Function

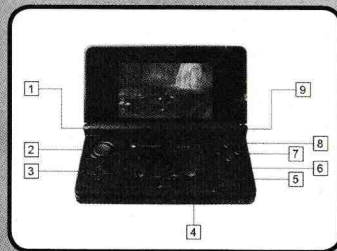
This software title contains a backup function which saves records and game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

CONTROLS

Key Controls











1. Strafe and target an enemy or object
2. Move Rayman in any direction
3. Turn the camera left or right
4. Access the menu during the game
5. Fire
6. Jump
7. Plunge underwater while Rayman is swimming
8. Come up to the surface when Rayman is swimming underwater
9. First-person view

Camera Controls





Note: To get a good sense of where you are, it's essential to practise using the camera properly. Hold the R Button and move left or right with the Circle Pad to look around as if through Rayman's eyes. Just let go of the R Button to get back to the movement commands.

CONTROLLING RAYMAN

To MOVE, move the Circle Pad in the direction you want to go.	
To JUMP, press the B Button.	
To STRAFE, use the Circle Pad while holding the L Button. This is great for keeping enemies in your sights while dodging their shots.	
To SWIM, move the Circle Pad in the direction you want to go. Press the A Button to dive and the X Button to come back up to the surface. N.B.: Rayman's swimming movements have been carefully devised to give you complete freedom of movement. Take a little time to get used to the controls. It'll come in very handy!	
To USE YOUR HELICOPTER, press the B Button when Rayman isn't touching the ground. Press the B Button again to stop using it. The helicopter can be used for precise landings after a jump or fall. N.B.: The helicopter can only be activated when Rayman is in the air. Tip: Use Rayman's shadow to gauge your landing.	
To HANG ON to the edge of most ledges, jump and direct yourself toward the ledge using the Circle Pad. Rayman will hang on automatically.	
To CLIMB along netting or walls covered in plants or spiders' webs, jump and move in the direction of the wall using the Circle Pad. Rayman will grab on automatically. You can then move using the Circle Pad. To let go, jump by pressing the B Button again.	
To CLIMB UP BETWEEN TWO WALLS, jump by pressing the B Button and press it again to hang on. Repeat these two steps until you reach the top.	

POWERS

Throughout his adventure, Rayman will receive new powers that will give him amazing abilities!

To FIRE, press the Y Button.	
To FLY using your helicopter, activate the helicopter and hold the B Button. Helicopter flight allows you total freedom of movement when flying in the air! Tip: Stabilise your trajectory by pressing the L Button. It will help you to avoid obstacles.	
To GRAB ON TO PURPLE LUMS, fire at them with the Y Button. Once you are attached, you can swing in the direction of your choice using the Circle Pad. To let go, press the B Button.	
To progressively INCREASE YOUR FIRING POWER, hold the Y Button. The energy sphere in Rayman's hands will grow bigger. Once you have reached the desired power level, fire by releasing the Y Button.	

INTRODUCTION

There's panic in the Chamber of the Teensies and the Fairy Council: Robot-Pirates from deep space have arrived, determined to conquer and enslave the entire world. The time for combat has come.

Volunteers form small resistance groups and throw themselves into battle against the evil aggressors. Rayman and his friend Globox go to the edge of The Great Forest, where the largest group of pirates is 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. Nearby, Globox, trembling with fright, desperately tries to make the robots rust by creating little rainstorms over their heads. A robot-pirate, 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." In shock from this terrible news, Rayman is taken by surprise by a gigantic robot that pins him between its powerful pincers. He tries to create a new energy sphere in the palm of his hands, but to no avail. The destruction of the Primordial Core has taken away all of his powers.

Rayman shouts to his friend in despair. "Globox, they've got me! Save yourself!" Globox responds, "But... but... what about you?!" Rayman exclaims, "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 rings out. Rayman turns to see Razorbeard, the leader of the Pirates. "Now I've got 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 gives Razorbeard a menacing look 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!"

CHARACTERS

Rayman

Rayman is a unique character of unknown origin. No wise man or magician can say by what twist of fate or whim of the gods Rayman came to appear at the Glade of Dreams. All we know of Rayman comes from the fishermen of the Sea of Lums. On a particularly stormy night, they found him sleeping peacefully under the shade of a palm tree. Frightened by this strange creature from the sea, they called on the people of the forest, the skies, and the waters for help.

The sun had not yet reached its zenith when a host of incredibly strange beings came tumbling over the violet sand dunes. After studying Rayman for a long time, they asked each other, "What kind of creature can possibly exist without arms or legs?" When Rayman stretched and yawned loudly, one of them exclaimed: "It's almost impossible to believe that he's alive!"

It didn't take Rayman long to convince the people of the Glade of Dreams of his good intentions. His energy and good humour, his fantastical powers and his love for life and nature won over even the most distrustful of the beings. And when he triumphed over the evil Mr. Dark (in the first Rayman game), the truth was undeniable: Rayman was the bravest of them all and the ideal hero. He was to be the being to show that friendship and laughter are most important – and for whom the greatest victory is measured by the extent of the celebrations that follow it.



Rayman's Friends

The inhabitants of Rayman's world fall into two categories: Magical beings (gifted with fantastical powers) and people.



Polokus

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 disappeared 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. Once she has collected enough energy, she can create Silver Lums, which give amazing new powers to Rayman.



The Teensies

An ancient and wise people who long ago built the Hall 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 their time performing acrobatic dance moves that make even the youngest green with envy.



Globox

Adorable, if a little simple, Globox is Rayman's best friend. He has the power to create little rainstorms which can be used to put out fires or make plants grow. With the aid of his mate Uglette, he has produced a large family (more than 650 children at last count).



Clark

A mountain of muscles, Clark is a one-man army. With one mighty blow, he can send an entire regiment of Pirates flying. His only weak point is 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.



Murfy

Nicknamed "The Flying Encyclopaedia," Murfy helps Rayman by giving him advice and hints. For a quick reminder of Murfy's main explanations, move Rayman next to one of the many Stones of Thought scattered around throughout the world. If you would rather have Murfy appear in-person to give you his detailed explanations, stop at a Stone of Thought and press the down button on the +Control Pad.



Carmen the Whale

A magnificent creature, whose job is to survey the depths of the ocean and deposit air bubbles that are essential for the survival of the plants and stray animals. She is sometimes pursued by burpy piranhas that are quite fond of her air bubbles.



Ssssam

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

Rayman's Enemies



Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for having reduced over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched. His dream? To overrun Rayman's world and reduce all its inhabitants to slavery.



Henchmen

These are the Pirates' robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their path. There are several different models, each with their own strengths and weaknesses.



The Guardian of the Cave of Bad Dreams

A terrifying monster whose role is to guard the place where the creatures of Polokus' nightmares are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumoured to contain an incredibly precious treasure.



Zombie Chickens

There have been endless sinister consequences provoked by the arrival of the Pirates: The disturbance of the general harmony of the world, including the proliferation of piranhas, giant spiders, giant caterpillars, etc. Terrified by these events, the hens have begun laying strange eggs that hatch into horrible Zombie Chickens.

The game

Main Menu



Navigating the Menus

To navigate the menus in Rayman® 3D, use the Circle Pad. Previously selected choices are marked in red. If you want to select another, it will be marked in yellow. To confirm your selection, press the A Button. To go back, press the B Button. To open or close a menu during the game, press START.

Options Menu

To access the Options menu during the game, press START and select Options.

In this menu, you can change the in-game language or change the volume level of the game's music and sound effects.





Language Selection

Select the desired language using the Circle Pad and confirm with the A Button. You can change the language at any time by selecting Language from the Options menu.



Loading/Saving

Select New Game to start a new game. Your game is saved automatically at the end of each level.

Select Load to load an existing saved game. Load can only be selected if a previously saved game file exists.

Select a slot and press the A Button to load the saved game.



Sound Settings

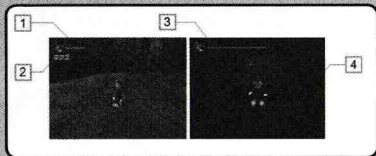
Select Sound to access the volume settings.

Select Music to change the music volume using the Circle Pad.

Select Sound Effects to change the volume of the sound effects using the Circle Pad.

Game Screens

Throughout his adventures, Rayman must break the cages holding his friends, pick up the Power Fists that will make his shots stronger, and collect precious energy spheres called Lums. Above all, he has to find the four magical masks that will allow the return of Polokus, the Spirit of the World.



The Top Screen

1. Rayman's life bar
2. Power Fists icon
3. Rayman's air gauge when underwater
4. Gauge showing Rayman's speed of ascent or descent underwater

During the game, you can press the L Button at any time to display Rayman's life bar.







The Touch Screen:

1. Number of yellow Lums per world
2. Number of cages broken per world
3. Masks found








Weapons and Objects

Cages	Pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Breaking 10 cages increases Rayman's Life Bar.	
Gunpowder Kegs	Kegs filled with gunpowder, these explode at the slightest shock. The more advanced models can even fly.	
Shells	Built by the pirates, these are stubborn missiles that can only be subdued with extreme patience. Most have legs, but some can fly.	
Plums	These strange fruits can be used in several different ways. You can throw them at your enemies, climb onto them and move around while shooting in the opposite direction, and even float on them through lava fields.	
Magic Spheres	Found on pedestals of the same colour, Magic Spheres open the doors to mysterious temples.	
Sticking Plasters	Mediocre architects at best, the Pirates were obliged to reinforce their constructions with sticking plasters. The wooden ones are very fragile, but the metal ones will only yield to an explosive.	
Switches	The Pirates have filled their surroundings with switches that activate strange machines and open various doors. To activate them, just shoot at them.	

Stones of Thought	The Stones of Thought provide a telepathic link to Murfy. Whenever Rayman needs a little help or advice, he should approach one of the Stones and Murfy will appear in his mind.	
Magic Doors	Present at the beginning and the end of each world, they take you to the Isle of Doors if you go through them.	
Power Fist	Having the Power Fist makes Rayman's shots more powerful. However, if Rayman dies or gets hit, he loses part of the energy in his Power Fist. After three times, his shots go back to normal power.	
The Four Masks	These magic masks were hidden inside secret, mysterious sanctuaries. Ancient legend says that whoever reunites them will awaken the mighty Polokus.	

The Lums

Lums are very powerful shards of energy. Each colour has its own special powers.

Yellow Lums	These are 1,000 shards of the Primordial Core that was exploded by the Pirates. When Rayman has collected enough of them, he'll be able to access new worlds. In addition, they contain precious knowledge. The more Yellow Lums Rayman can gather, the more of the world's secrets he'll know. At any moment in the game, just press the up on the +Control Pad to read the information provided by the Yellow Lums.	
Super Yellow Lums	Ancient Lums are recognisable by their larger size and big smiles. They are five times more powerful than ordinary Yellow Lums.	
Red Lums	Packed with vital energy, they restore Rayman's life bar.	
Purple Lums	By shooting them, Rayman can grab on and swing from one to another, enabling him to cross vast areas without touching the ground.	
Blue Lums	Rich in oxygen, they restore Rayman's air gauge when he's underwater.	
Green Lums	These lums are unique. They record Rayman's progress when he picks them up. If he dies, he will reappear at the place where he last collected a Green Lum.	
Silver Lums	Silver Lums are fashioned by Ly, the fairy. They give Rayman new powers.	

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at www.ubi.com/uk.

Our 24-hour automated telephone service is available on 0871 664 1000 (Calls are charged at 10p/min).

The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).

Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as:
your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.

If your receipt has expired and you are within the 90 day warranty period, please contact the Ubisoft support team for verification.

Please note that we do not offer hints & tips at our technical support centre.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- Do not use the 3D feature if you have a binocular vision disorder such as strabismus, or if you only have sight in one eye. Viewing 3D images can exacerbate these conditions and lead to fatigue and discomfort. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE NINTENDO 3DS OPERATIONS MANUAL.

The PEGI age rating system:

Age Rating
categories:
Les
catégories
de tranche
d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:
Description
du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>