

RAYMAN[®] ORIGINS



EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB

UBI
art

UBISOFT

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Rayman® Origins disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

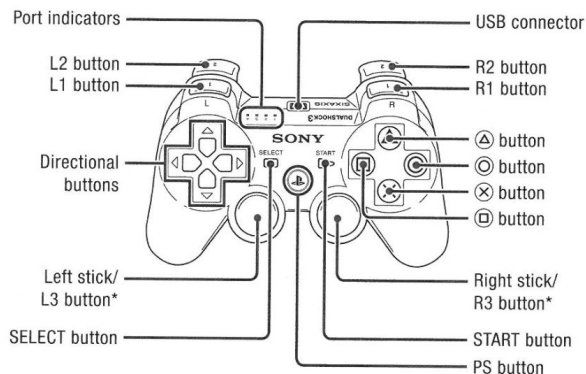
Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Controls



* The L3 and R3 buttons function when the sticks are pressed.

R1 Button: Hold to sprint

Square Button: Hit [unlockable] / Hold for power attack
Moskito Levels: Hold to inhale

X Button: Jump / Hold to fly [unlockable]
Moskito Levels: Fire (hold to autofire)

START Button: Pause menu

Left Stick: Move

SELECT Button: (Multiplayer only) Press once to become a bubble / Press twice to leave the game anytime

STORY



The Glade of Dreams is up in arms again! This idyllic world, where there is usually little more to do than eat, sleep, play (and enjoy a friendly fray or two among friends), is up to its eyeballs in trouble. It seems Rayman and his heroic gang of hilarious misfits has kicked off a war with just a little snoring! Their nightmarish neighbors from the Land of the Livid Dead don't seem to share the same taste in music and have come to crash the party!

Never ones to shy away from a challenge, Rayman and his friends are more than happy to knock these nasty killjoys back to oblivion, especially since it involves saving nymphs, making mischief, and earning fantastic new powers to make even more mischief. And this won't be the first time!

As it turns out, the fun-loving Creator of the Glade, known as Bubble Dreamer, is a highly sensitive being whose every mood impacts the Glade for good or bad... Rayman has had to beat back the creatures of Bubble Dreamer's nightmares before, and that's what he, Globox, and the crafty Teensy casters are going to do again – before the fabric of the Glade falls to pieces and their entire world fades like a bad dream.

CHARACTERS

Bubble Dreamer



Bubble Dreamer is the Supreme Being who dreams the world and all of its marvelous creatures into existence with His every sleep. He is a sensitive being; an artist (and unabashed hedonist) who is emotionally attached to his creations. His feelings have a direct effect on the world, and even one bad dream can unsettle its fragile balance!

The magic people believe Bubble Dreamer keeps to His sacred resting grounds. But we know better: this fun-loving, super-being can't resist living among his creations to laugh, play, and overindulge...and His creatures are much like him.

Rayman



When the Creator had his very first bad dream, the nymphs gathered to invoke a being of light capable of saving our world: a creature both agile and carefree, as tenacious as he is hilarious, destined to crack up the Creator with his heroic antics and stop the nightmare!

Unfortunately, although not surprisingly, our bedazzling and bodacious nymphs were distracted by some zombie chickens on their way to the sacred snoring grounds of the Bubble Dreamer, and they lost a sack of lums chasing the crazy creatures over a cliff. Thus, they arrived late and with a lot less illumination.

In the end, Rayman was born with a few missing limbs, which as it turned out, made him a whole lot more limber!

Globox



A quiet force within the Glade, Globox is never to be underestimated. Always ready to lend a hand to his friends and adversaries alike, his mastery of Fung-Ku and etiquette comes down to the classic Gimme Five move, a solid smack that can knock you right out of your boxers! This glorious goober is, nevertheless, everything you could want in a friend. Always up for a little fooding, fighting, and power-napping – and always in good spirits – Globox is second to none when it comes to romping, bouncing, and bubbling baddies.

The mystery surrounding how the Glade's all-time undefeated champion snoozer became blue is a matter of some speculation among the magic people. The other Red Wizards of his Vubooduboo-practicing clan whisper of venomous bubeastietubbis, while the Teensies favor an epic tale of high comedy featuring Globox's fondness for sacred plum juice.

Teensies



Teensies have got flair! The Teensies' innate talent for nocturnal schnoz-ballads comes quite simply from the Creator himself in the form of imposing noses. And bubble me if we haven't seen the Teensies spin some wicked spells over the years! Their magnificent nostrils make them highly sensitive to the subtle harmonies of magic; and everyone knows Teensy magicians can sniff out the secrets of our world like nobody's business!

The Teensies are a cast of quick casters who have a proud history of producing many scrappy and memorable, not to mention well-dressed, fighters. (Teensies like to dress up and have treefuls of disguises.) You will be able to play as some of their most illustrious ancestors!

Electoons



The irrepressibly happy Electoons are the stuff of the Maker's dreams and are contained in all of Bubble Dreamer's creations.

As the bad dreams worsen, more and more Electoons become imprisoned by bombastic Hunters, who pepper the bucolic Glade with their belligerently live ammunition, and their terrifyingly ridiculous lackeys, the Lividstones. As a result, the very fabric of the Glade of Dreams begins to unravel, and the connections the Electoons once formed between the lands start to dissolve.

Lums: Enlightened Racing



Lums (pronounced "Looms," like iLUMination, and not Lums, for dumb) are beings of pure energy possessed of a mind-bogglingly sunny disposition. They are an important source of magical energy in the Glade of Dreams, making Lums Racing a popular Glade-wide sport. The competition pits up to four players against each other in crazy cross-country competitions to collect Lums. Anything goes in this wild race, or as we say around here, no smack is too packed.

While all players go home winners, only one takes the prize: the player who nabs the most nap-happy Lums, of course! No holds barred!

Swingman



Never refuse a Helping Hand.

These congenial creatures grow as many arms as there are friends who need a lift up... They niche in auspicious places, poised over preposterous precipices with a gentle smile that flashes from their blue faces, hiding their true nature as the Glade's most popular swinging singles!

Betilla and the Bodacious Nymphs of the Glade



The benevolent yet badass Betilla from the original Rayman® is back with a vengeance. She is the eldest Nymph, one of Bubble Dreamer's first and most beloved creatures. She and her sisters will grant Rayman and his entourage the powers they will need to complete their quest.

The Magician and His Magic Hat



The Magician will help you throughout your quest. He's always willing to trade you Electoons for Lums, which will help you unlock new worlds and maps. At your service, his magic hat will provide tips and tricks galore to help you survive.

The Nasties: Bad Bubbles and Beyond

One day, the Bubble Dreamer began having nightmares! The Nymphs tried offerings of sweet-dreams tea and tasty cakes to calm him, but things in the Glade just kept getting worse... Soon all the lands of the Glade were crawling with nightmare creatures: devilish Darktoons, hideous Hunters, and loathsome Lividstones, just to name a few of the terrible troublemakers!

The Darktoons



If Electoons make up all of the Bubble Dreamer's good dreams, the Darktoons are the stuff of nightmares. During the First Bad Dream, Bubble Dreamer became a foul and ferocious creature that none of us had ever seen before: Jano. Now Jano makes Darktoons like cows make milk, and before we knew what hit us, there were hundreds of them in all shapes and sizes, all causing quite a lot of trouble.

The Psychlops

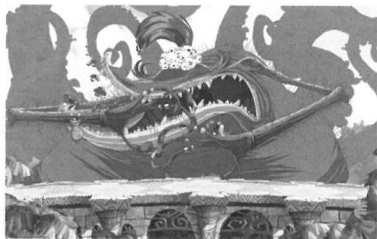


This prickly freak does not like to be disturbed... My advice: let sleeping Psychlops lie. Prepare to be bubbled on his spooky spikes!

Other Enemies

Legend has it that Rayman first came to the Glade of Dreams to defeat the nightmare creatures and banish them to the lower realms, now known as the Land of the Livid Dead... Now this crazy cast of nasties is back, and it needs to be smacked back to oblivion!

The Bosses



The Kings of each Land in the Glade have gone missing, and the magic peoples fear that they have fallen under the influence of the nightmarish forces that menace their universe.

Rayman and his friends will need to find out what happened to them. We're thinking...it's not gonna be pretty!

THE GAME

Save the Electoons and save the Glade of Dreams! As the world is taken over by the creatures of Bubble Dreamer's nightmares, more and more Electoons become their victims. The poor hapless critters are being snapped up left and right and locked away in chained cages hidden throughout the Glade. Meanwhile, the very fabric of the dream is menaced as rifts open up between the various Lands.

The Electoons



To save the Glade, you need to stop the nightmares; and to stop the nightmares, you've got to free the Electoons – for they are the key to repairing the rifts between the Lands and helping to soothe the Bubble Dreamer back into dreaming happy dreams.

To progress in the game, you will need to collect lots of Electoons. They will not only help you to rebuild the paths between the Lands, but they will also progressively unlock many secret sanctuaries and surprises.

You can earn Electoons by completing a variety of challenges available in each Land.

Electoon Medallions



The medallions track your progress in collecting Electoons. You will need to complete a variety of challenges to fill a medallion.

Electoon Challenges

Cage Challenges



Reams of Electoons are trapped in cages throughout the Glade of Dreams. Some cages are hidden and may only be found by thoroughly exploring each level. Beware! The cages are always heavily guarded. Bubbleize the evil guardians of each cage before you break the cage open and free the Electoons!

Time Attack Challenges



Sometimes slow and steady just doesn't cut it! Upon completing any map, you unlock a Time Attack Challenge. If you beat the Easy time challenge, you will free an Electoon. If you beat the Hard time challenge, you will also earn a Speed Trophy!

Lum Challenges



Collect as many Lums as you can in each level to beat the Lum Challenges. There are a variety of ways to collect Lums, so keep your eyes peeled... Where there are bubbles, there are Lums! Some collectibles like the Skull Coins, the Lum Kings, and the Bulb-o-Lums are a veritable jackpot!

Chest Challenges



The Chest Challenges will put your skills to the test. These fast-paced chase sequences will have you scrambling to keep up with a runaway chest while you sprint, jump, and fly as you try to stay alive!

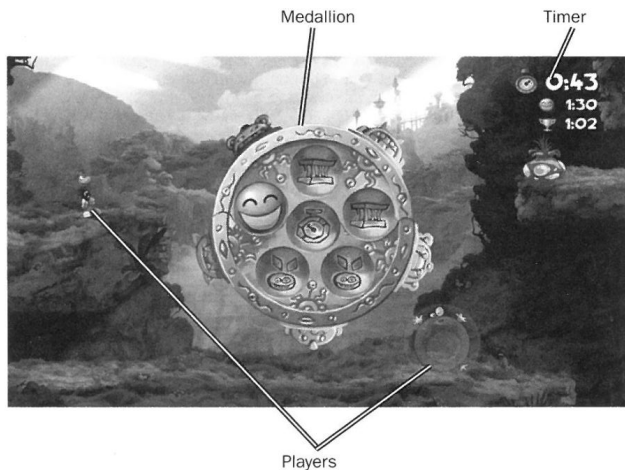
Skull Teeth



A precious Skull Tooth is awarded for each Chest Challenge you complete. Collect them to gain access to your worst nightmare yet...in the Land of the Livid Dead!

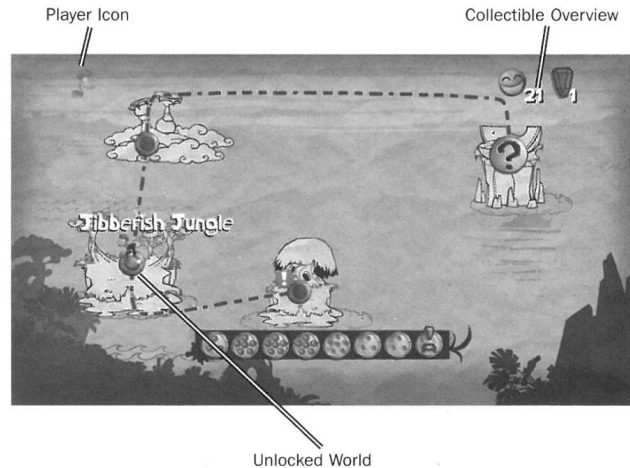
In-Game Screen

You will see this interface as you play through the game. It provides information on the number of players, the Lums collected, and how long each map took to complete. The Electroon medallion at the center of the screen appears when you have completed a challenge.



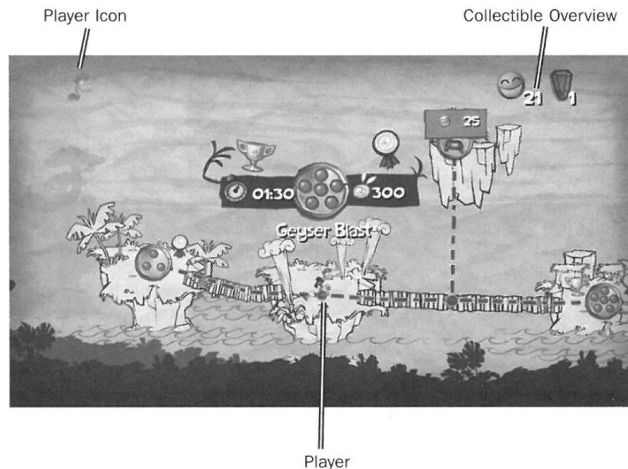
Worlds Selection Menu

As you progress through the game, you will unlock new Lands of the Glade to explore and save from the nightmare creatures. Navigate through the World Map to access these new worlds. You're free to visit the worlds you have already played to discover more challenges and collectibles.



Level Selection Map

As you unlock each new Land, you will gain access to the Level Selection Map, which features all of the challenges that lie ahead! New levels will appear on the map as you progress through the world.



Pickups

There are a variety of items to collect throughout the Glade of Dreams. Some help you to unlock new worlds and challenges, while some will earn you bragging rights when competing with friends in co-op. All are important in helping Rayman and the gang save the day!

Skull Coins

Pick up a Skull Coin to earn 25 Lums at once!



Lum Kings

Pick up a Lum King to wake up the Lums and make them sing and dance. Dancing Lums are worth twice their value...but they don't dance for long!



Bulb-o-Lums



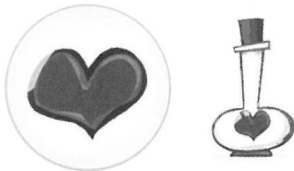
Find these treasures throughout the worlds and hit them repeatedly to free hidden Lums.

Hidden Lums



All living things can produce Lums. Move through Bubble Bushes, land on platforms, and interact with other living things to free the Bubble Lums. Pop and collect them before they float away!

Hearts



Hearts can be collected by grabbing them or breaking the flasks in which they are trapped. Collecting a heart will allow you to survive a hit without losing a life. Extra hearts earn you Lums or will go to a friend in need!

Register Your Game for Insider Access!

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Thanks,
The Ubisoft Team

Rayman® Origins

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our Frequently Asked Questions (FAQ) which is our database of known problems and solutions. You can also send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling (919) 460-9778. When calling our Technical Support line, please make sure you are able to access the gaming system you are calling about. Our Technical Support representatives are available to help you **Monday through Friday from 9am-9pm Eastern Time** (excluding holidays). Our support is provided free of charge, however, long distance charges apply.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

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Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly 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. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. **Without an RMA number from a Support Representative, your replacement request will not be processed.**

If we determine a return or replacement is necessary:

Please return the product (media only) along with a check or money order (if necessary) for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a copy of the receipt, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), **RMA number**, and phone number to the address below.

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

Warranty Address and Contact Information

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★ THE ADVENTURES OF ★ TINTIN THE GAME



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PS3
PlayStation 3



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