



INSTRUCTION BOOKLET

UBISOFT

NINTENDO 3DS™

**PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

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

### **⚠ WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER**

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

### **⚠ WARNING - SEIZURES**

- Some people (about 1 in 4000) 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 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**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 - EYESTRAIN AND MOTION SICKNESS**

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- 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, stop playing and see a doctor.

### **⚠ WARNING - REPETITIVE MOTION INJURIES**

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, 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 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 - BATTERY LEAKAGE**

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **⚠ WARNING - RADIO FREQUENCY INTERFERENCE**

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.**

**CAUTION - STYLUS USE**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

#### **IMPORTANT LEGAL INFORMATION**

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# GETTING STARTED

To begin playing, insert the Rayman® 3D Game Card into your Nintendo 3DS™ system and push the Power Button.

## CONTROLS



### Key Controls

**L Button:** Strafe and target an enemy or object

**Circle Pad:** Move Rayman in any direction

**+Control Pad:** Turn the camera left or right

**START:** Access the menu during the game

**Y Button:** Fire

**B Button:** Jump

**A Button:** Plunge underwater while Rayman is swimming

**X Button:** Come up to the surface when Rayman is swimming underwater

**R Button:** First-person view

### Camera Controls

**Note:** To get a good sense of where you are, using the camera properly is essential. Practice moving and changing the viewing angles by pressing Left and Right on the Circle Pad.

The Circle Pad gives you a panoramic view around Rayman to the left or right. Holding the R Button gives the view as seen through Rayman's eyes. You can then look around using the Circle Pad. 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 and 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. **Warning:** Rayman's swimming movements have been carefully created 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. **Warning:** 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!



**Warning:** Stabilize 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 hanging on, 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 level of power, 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 with 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 Rayman 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 humor, 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, one who would show that friendship and laughter are most important – and that the greatest victory is measured by the extent of the celebrations that follow it.



### Rayman's Friends

The inhabitants of Rayman's world fall in to two categories: Magical beings (gifted with fantastic 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.

#### Murphy

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

### **Sssssam**

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 rumored 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 the START button.



### **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.

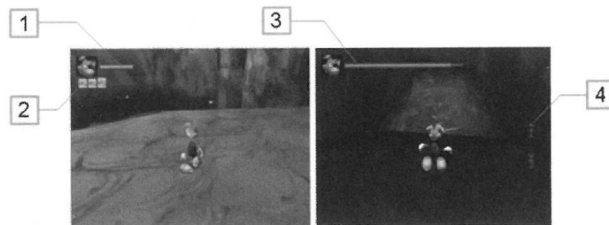
Select Music to change the music volume using the Circle Pad.

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 by 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 color, 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 cluttered the environment 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 color 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 Up on the +Control Pad to read the information provided by the Yellow Lums.

### Super Yellow Lums



Ancient Lums are recognizable 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.

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- Exclusive first access to in-game content: maps, skins, and downloads
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- Access to an extensive library of game walkthroughs and help files
- So much more!

**Just go to [www.ubireg.com](http://www.ubireg.com) to get started.**

Thanks,  
The Ubisoft Team

### Rayman® 3D

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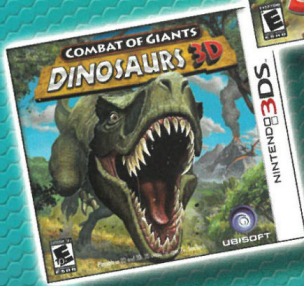
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