

XBOX™



RAYMAN 3

H O D L U M H A V O C

雷曼3 惡棍大搗蛋



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 the 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

安全性資訊

關於光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。

若要降低誘發光刺激誘發癲癇症的風險，可以坐在距離電視螢幕較遠的地方、使用較小的電視螢幕，或者在通風良好的室內進行遊戲，並且不在感覺疲累或倦怠時進行遊戲。

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

其它重要健康和安全性資訊Xbox的說明手冊中包含重要的健康和安全性資訊，您必須在使用此軟體之前詳閱此類資訊。

避免損壞您的電視

請勿使用某些特定的電視。如果在某些電視(尤其是前、後投影式)上進行任何視訊遊戲(包括Xbox 遊戲)的話，這些電視可能會損壞。遊戲進行正常過程中呈現的靜態影像可能會「燒穿」螢幕，造成這個靜態影像的永久陰影永遠都不會消失，即使視訊遊戲停止也不會消失。視訊遊戲等待或暫停時產生的靜態影像，也可能造成類似的損害。請參考您的電視使用手冊，判斷是否能在您的電視機上安全地進行視訊遊戲。如果在手冊上找不到這項資訊，請向您的電視經銷商或製造廠商洽詢，判斷是否能在您的電視機上安全地進行視訊遊戲。

嚴格禁止未經授權的複製、逆向工程、傳輸、公開表演、出租、收取遊戲費用，或規避防拷措施的行爲。



RAYMAN®3

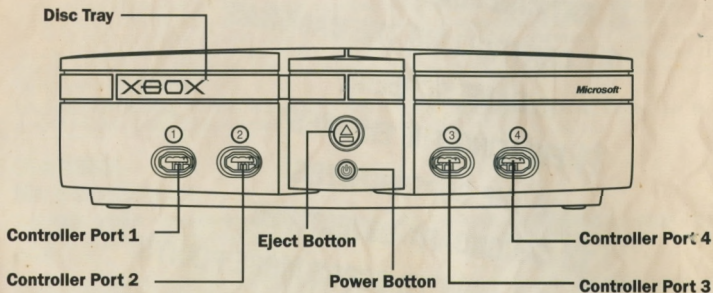
HOODLUM HAVOC

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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the RAYMAN® 3 HOODLUM HAVOC disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing RAYMAN® 3 HOODLUM HAVOC.



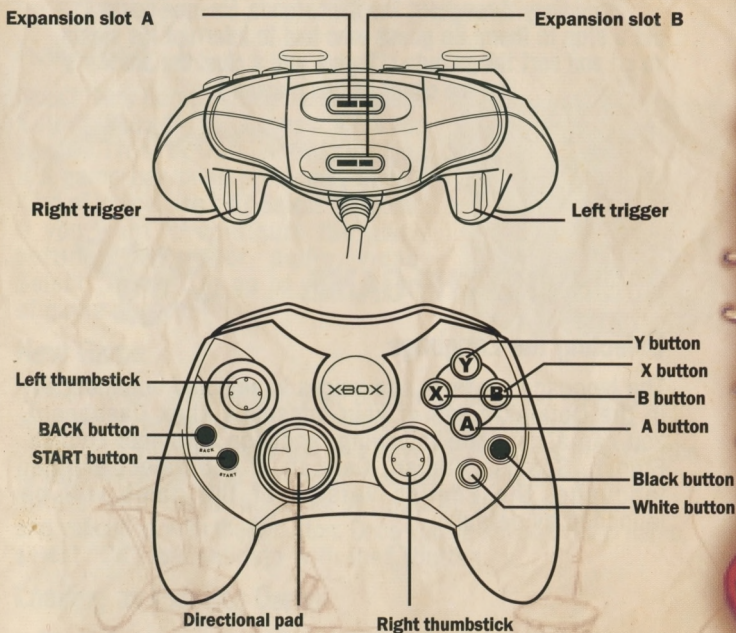
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate. RAYMAN®3 HOODLUM HAVOC doesn't use the Xbox Memory Unit.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play RAYMAN® 3 HOODLUM HAVOC.



STORY



The Crossroads of Dreams was a place of heavenly bliss where calm, happiness and the joys of life seemed to reign forever. Some of the inhabitants even began to feel that the hours and days passed a little too slowly.

Then, one day, a red Lum transformed himself into a cantankerous little ball of fluff. His name was André and he wanted to conquer the world. To this end, André turned the other red Lums into black Lums, then they all swarmed off to steal the animals' hair and weave costumes for themselves. Thus was born the army of Hoodlums – raring to spread their mischief and idiocy throughout the Crossroads. No-one could put a stop to them! So guess who had to interrupt his siesta to go and sort things out? (I'll give you a clue: the answer's on the cover of this manual.)

BEGINNING THE GAME



Selecting 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 language versions: English, French, Spanish, Italian, German. If you select another language, the English version of the game will be launched by default.

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 reconnect it in the same controller port.

Navigating in the Menus

To navigate in the RAYMAN® 3 HOODLUM HAVOC menus, use the left thumbstick or the directional buttons and the left and right triggers. To validate your selection, press the **A** button (or START). To go back, press the **B** button (or BACK).

Main Menu

Select “New Game” to begin a new game. Select “Load” to access a saved game. This option is only active if a game has been previously saved. Kind of logical, isn’t it? Select “Options” if you want to configure the game settings: controller, audio, 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 customise the save name by selecting letters with the directional buttons 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 a screen which groups together all your saved games. Select the game you want to load with the left thumbstick or directional buttons and validate your choice by pressing the **A** Button.

Options

If you know how to read off a TV screen, you're not obliged to read this section.

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. 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. Using the left thumbstick, adjust the sound volume for music, sound effects and dialogues. On your console's Xbox Dashboard, you can also choose directly between the mono, stereo or Dolby Digital options.

LOADING / SAVING

Loading

While playing, you can load another game at any time. To do this, press the START button to display the Pause menu. Then press the **X** button to go directly to the main page of the menu. Select "Load", then validate with the **A** button.

A screen with your different saved games appears. Select the game you want (see the chapter "Beginning the game"). Please 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 do not have to carry out any particular operation to record your progress in the game.

You can also record game photos (see Freeze Mode and Taking a Photo section on page 10.).



XBOX CONTROLLER GAME CONTROLS

RIGHT TRIGGER

To turn towards a target, to move sideways, to zoom in (Look mode) and to go to the right hand page in the menus.

Y BUTTON

Look mode. To display information about the characters in photo mode.

B BUTTON

To display the life bar and to pull a face (after obtaining permission during the game). To cancel a choice.

A BUTTON

To jump, activate the helico (when Rayman is in the air), and validate a selection. To take a photo in photo mode.

RIGHT THUMBSTICK

To move the camera.

BLACK BUTTON

To return to the menu.

START BUTTON

To access the Pause menu during the game.

BACK BUTTON

To access photo mode during the game.

LEFT THUMBSTICK

To move Rayman in any direction.

X BUTTON

To shoot and to charge the fist with energy.

LEFT TRIGGER

Activate the roll, to zoom out (look mode) and to go to the left-hand page in the menus.



RAYMAN CONTROLS

To **MOVE**, move the left thumbstick in the direction of your choice. Doesn't it do you good to see him toe the line? The more you move the left thumbstick, the faster Rayman moves.

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

To **ACTIVATE THE HELICOPTER**, when Rayman is jumping, press the **A** button again and keep it pressed down.

To **PERFORM A ROLL**, pull the left trigger while moving along.

To **CLING ON** to the edges of walls, jump while moving in the direction of the wall with the left 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 on the **A** Button once again.

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

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the **A** Button to hang on and use the left thumbstick to move along. To let go, press the **A** button.

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.)

Rayman can also **CLING** automatically to the edges of walls when he falls.



CONTROLLING THE CAMERAS

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 give your right thumb a break. Pulling the right trigger places the camera behind Rayman again.

Look Mode (subjective view)

Keep the **Y** Button pressed down to move into Look mode. The camera places itself automatically at Rayman's level. Not only can you make the camera turn with the left thumbstick, but also zoom in and 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 right and left thumbsticks. You can even take photos and give free rein to your unbounded creativity 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 then 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 loads 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 and pull and hold the right trigger. When you've locked on to your enemy, you can carry out any actions you want without losing sight of him:

- **MOVE SIDeways (STRAFING)**, using the left thumbstick
- Jump or use the helicopter, using the **A** Button
- Roll in any direction by pulling the right trigger and moving the left thumbstick
- Launch your fists with the **X** Button

Launching the Fists

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

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

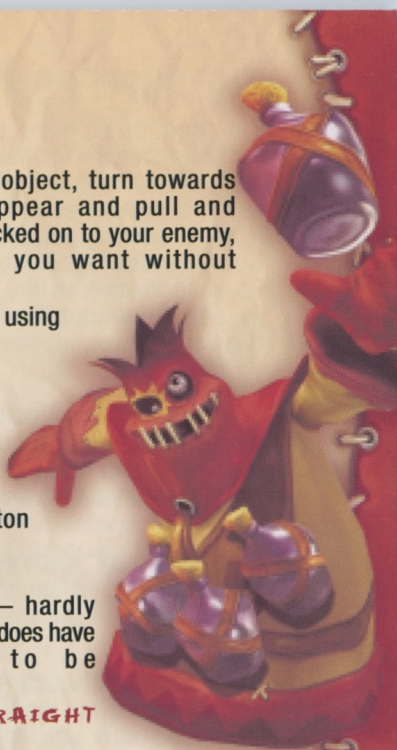
To launch his **FIST IN A RIGHT OR LEFT CURVE**, pull the right trigger, strafe right or left and press the **X** Button.

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, pull 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 box of washing powder. Eliminate him to get hold of the box. 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 the Superpower, all you have to do is move over the box.



Green box: Vortex

Rayman's fists turn into a whirlwind. You can make anything spin (driving it to distraction): a mushroom, a Hoodlum, or any other object or animal.



Red box: Heavy Metal Fist

This gives each fist a Superpower: you can wipe out an enemy with a single blow and even break down doors.



Blue box: Lock jaw

This power equips Rayman's fists with metal jaws. You can use them to cling on to metal grabs. In combat, they cling on to the enemy. When this happens, press the X Button to give the enemy electric shocks.



Orange box: Shock Rocket

One of your fists turns into a torpedo. First, press the X Button to arm it. 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 very far away.



Yellow box: Throttle Copter

Rayman is now crowned with a fantastic helmet that's about as snazzy as you can get. Activate your helicopter, and off you fly!

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.

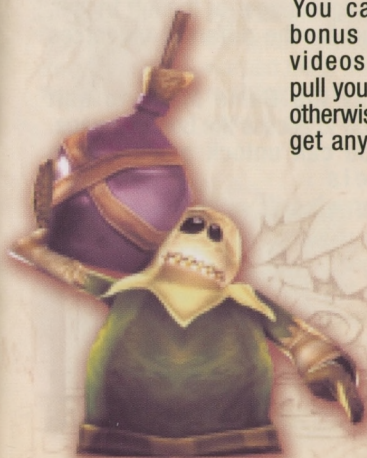
The Score

All actions score points:

- Getting rid of enemies.
- Collecting Pick-Ups. These are splendid jewels that the game developers have scattered around for purely aesthetic reasons. The Hoodlums collect them and put them into Pigpots – pig-shaped money boxes that go all snouty when you beat them. You'll need to load your 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 graphics that the development team spent months and months working on. 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 pull your finger out and get a good score, otherwise – no bonuses! Ah yes, you don't get anything for nothing these days ...



HOW TO SCORE MORE POINTS

(Just so you won't have read this manual in vain.)

Now that we're beginning to get acquainted – we can even call each other by our first names, if you like (yup, a few pages of reading-matter, that's what brings people together) – here's the exclusive low-down that Murphy 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 **MATUVUS** are chameleons who hide all over the place. You can hear them whistling when you're near them. Use the Look mode and centre the camera on them. Each Matuvu you uncover scores points.

The **TRIBELLES** are elegant young lady butterflies who're extremely timorous. If you approach them slowly, you can score points. But if you're too quick, the terrified tribelle flies off to see its shrink!



Have a good look round. You may find one of the many secret zones that the developers had fun hiding. They're not unrewarding and 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 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 and previously unseen videos.

**NUMBER OF CAGES
LIBERATED**

SCORE OBTAINED



THE CAST



Rayman

Rayman no longer needs an introduction. He's already been top of the bill in the 2 previous episodes. Nowadays, he's a big star, even if he doesn't exactly behave like one. He's always taking naps and larking around with his pals – a fine example for the youth of today!



Globox

Rayman's best friend has at last got the role of his life: not only does he mistakenly swallow André, the chief of the black Lums, but he's also chased by the Hoodlum army, who're trying to get their boss back. A real character part!



Murfy

A ridiculous, pretentious greenbottle. Despite his stupidity, this upstart has succeeded in landing the role of coach – the only explanation for which is a disgraceful bit of string-pulling!*

** Ubi Soft would like to state that the manual does not accept responsibility for these comments.*



André

A depraved and hysterical baddie, André spends most of the game enclosed in Globox's belly because the latter swallowed him. André has such a horribly warped mind that he makes Globox drink plum juice, making our poor friend lose all semblance of self-control ...



The Hoodlums

After some punishing auditions, the developers have brought together the worst army ever, made up of the dumbest enemies. They're dressed like potato sacks and are ready to use any old tactics, however ludicrous or dangerous, to stop Rayman and Globox.

Join the community in the Lums Quest at www.raymanzone.com

The Rayman community are waiting to meet you online.
Make sure you log on 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 ! Log on to www.raymanzone.com
NOW and join the fun !**

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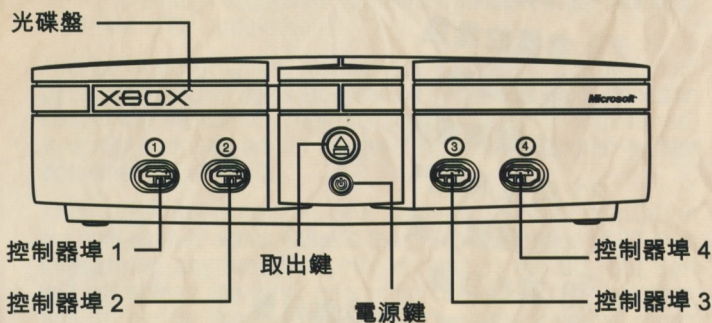
雷曼 3 惡棍大搗蛋

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使用 Xbox 視訊遊樂系統

1. 依照 Xbox 操作說明書指示安裝您的 Xbox 視訊遊樂系統。
2. 按下電源掣，狀態提示燈便會點亮。
3. 按下取出掣，光碟盤便會彈出。
4. 把『雷曼 3 惡棍大搗蛋』光碟圖案面向上放入光碟盤並關上光碟盤。
5. 請參照熒幕提示及參閱本說明書以取得更多關於遊戲『雷曼 3 惡棍大搗蛋』的資訊。



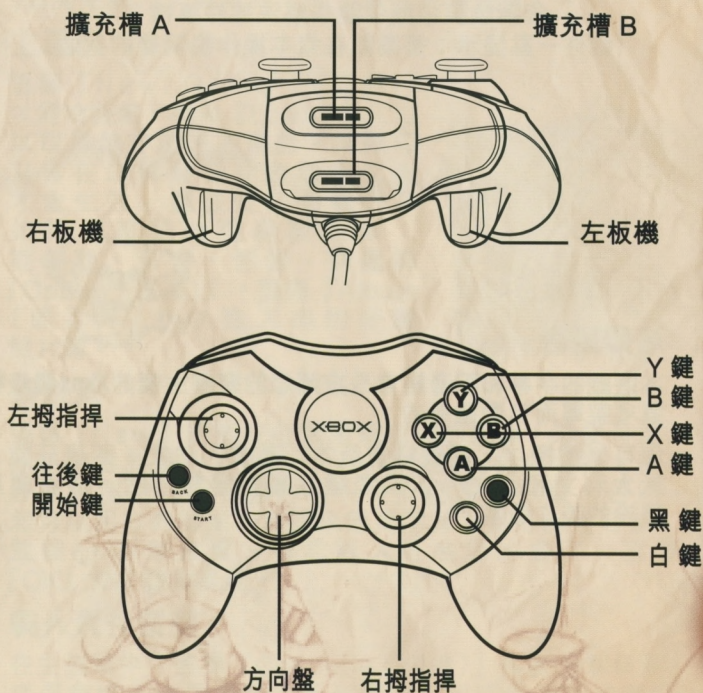
防止光碟或光碟機損壞

要防止光碟或光碟機受損：

- 只於光碟盤放入 Xbox 對應的光碟
- 不要使用形狀奇特的光碟
- 不使用的時候，不要長期將光碟放置於光碟盤內
- 當開啟了電源並放入了光碟時，請勿移動 Xbox 主機
- 不要貼上貼紙、標籤或其他外來物於光碟上。

使用 Xbox 控制器

1. 把 Xbox 控制器連接到 Xbox 主機前面任何一個控制器埠。
如多人同玩，請將其他控制器連接到其他可用的控制器埠。
2. 您可按喜好插入任何適當的擴充設備（如 Xbox 記憶卡）到控制器擴充槽。『雷曼 3 惡棍大搗蛋』並不使用 Xbox 記憶卡。
3. 請參照熒幕上的提示及參閱本說明書以取得更多使用 Xbox 控制器遊玩『雷曼 3 惡棍大搗蛋』的資料



故事



夢想十字街是一個受盡上天祝福的地方，彷彿永遠都充滿溫暖、快樂和喜樂。那裡有些居民甚至開始覺得日子過得有點太慢了。有一天，一隻紅色 Lum 把自己變成了一個心術不正的小壞蛋，他的名字叫安得烈（André）並企圖征服世界。為了達到這個目的，他把其他的紅色 Lum 變成了黑色 Lum，他們空群而出去偷取其他動物的毛髮來編織自己的服裝。就這樣，惡棍軍團便誕生了，他們要把搗蛋和愚蠢行徑傳遍整條十字街，沒有人能制止他們！

您猜誰要中斷午睡去解決這件事情？

（給你一點提示：答案就在這本操作說明書的封面）

開始遊戲



選擇語言

本遊戲的字幕和配音語言是按照您的遊戲主機的Xbox儀表板選項菜單而自動選擇的。

您可以選擇以下幾個語言版本：英文、法文、西班牙文、意大利文和德文。如果您選擇其他語言的話，便會啟用預設的英文版本。

開始遊戲

當標題畫面顯示在熒幕上，使用按照熒幕上的指示：在任何一個連接到主機上的 X b o x 控制器按開始掣可進入主選單。您所選用的控制器將會是您在接下來的遊戲中所使用的控制器。如果在遊戲中途拔掉所選用的 X b o x 控制器，畫面上會出現提示告訴您重新連接

控制器到相同的連接埠。

操控選單

要操控『雷曼 3 惡棍大搗蛋』的選單，請使用左拇指桿或方向掣，與及左右扳機。要核實您的選擇，按 **A** 掣（或開始掣）。要返回，按 **B** 掣（或往後掣）。

主選單

選擇『New Game (新遊戲)』以開始遊戲。選擇『Load (載入)』以取得儲存起來的遊戲。這選項只會在您曾經儲存遊戲進度後才會生效，這很符合邏輯吧？如果您想更改遊戲設定如：控制器、音響、影像，請選擇『Option (選項)』。選擇『Album (照片簿)』以進入您的遊戲照片簿。

新遊戲

選擇『New』然後按 **A** 掣來確認您的選擇，您便可進入開新遊戲的畫面，並顯示出一個預設的儲存名稱。如果您決定選用這個名稱的話，可按 **A** 掣來核實。否則，您可以用方向鍵或左拇指桿來選擇字母以自訂儲存名稱，並按 **A** 掣來核實。當您輸入好名您的名字，選擇『OK』並按 **A** 掣核實。

載入現存遊戲

在主選單中，選擇『Continue (繼續)』並按 **A** 掣核實，您便會進入一個集合了所有您儲存起來的遊戲的畫面。以左拇指桿或方向鍵來選擇您希望載入的遊戲，並按 **A** 掣核實。

選項

如果您會懂得在熒幕上閱讀，那您大可不用看這節了。要進入選項選單，請在主選單中選『Option』（先提醒您，這不會真的對閱讀能力有甚麼助益的...）。在所有的選項畫面中都是以 **B** 掣來返回並核實您的選擇。

控制設定

在選項選單中選擇『Controller（控制器）』並按 **A** 掣核實。以左拇指鍵來選擇最適合您的控制器設定。

水平和垂直鏡頭位置是可以倒轉的。

您也可以選擇不啟動震動功能（它們的預設是啟動的）

音響設定

在選項畫面中按 **A** 掣以核實『Audio』。以左拇指桿來調節音樂、音效和對白的音量。在您的主機의 Xbox 儀表板中，您還可以直接在單聲道、雙聲道和杜比數碼音效之間作選擇。

載入/ 儲存遊戲進度

載入

當您在遊玩的時候，您可以隨時載入其他遊戲進度。要這樣，按開始掣以顯示出暫停選單，然後按 **X** 掣以直接進入選單的主頁。選『Load (載入)』，並按 **A** 掣來核實。

這時一個載有您不同的儲存進度的畫面便會顯示出來，您可以選擇您希望遊玩的遊戲進度（請參閱『開始遊戲』）。

請注意：您會失去您在這一關中所取得的所有分數。

儲存

真要感謝科技所賜予的奇蹟，遊戲進度的儲存是在遊戲進行中自動進行的！因此，您不必進行任何特定的操作來紀錄您的遊戲進度。

您也可以把遊戲照片紀錄下來（請參閱第 10 頁的『凍結模式和拍照』部分）。



Xbox 控制器遊戲操控

右扳機

轉向目標、往橫移動、拉近鏡頭（觀看模式）、及在選單中移到右手邊的頁面。

左扳機

翻滾、拉遠鏡頭（觀看模式）、及在選單中移到左手邊的頁面。

Y 掣

觀看模式、在照片模式中顯示角色的資料。

B 掣

顯示生命計和扮鬼臉（在遊戲中得到許可後）；取消選擇。

X 掣

射擊及儲能量到拳頭上

A 掣

跳躍、起動螺旋槳（當雷曼在空中），與及核實選擇；在照片模式中拍照。

左拇指桿

移動雷曼往任何方向。

往後掣

在遊戲進行中進入照片模式。

右拇指桿

移動鏡頭。

黑掣

回到選單

開始掣

在遊戲中進入暫停選單。

雷曼的操控

要**移動**，把左指桿推向您所選擇的方向。您看他是不是循規蹈矩的去做？您把左拇指桿愈移動得多，雷曼便會行動得愈快。

要**跳躍**，按 **A** 掣

要**啟動直升機螺旋槳**，就要在雷曼跳起的時候再按下 **A** 掣，並一直按著它。

要**翻滾**，就要在移動時按下左扳機。

要**緊抓著牆邊**，用左拇指桿移動向牆壁的方向時跳躍，雷曼便會自動的緊抓牆邊。

要在梯子或特定的牆上**攀爬**，以左拇指桿移向牆壁，雷曼便會自動的抓住，然後您便可以以左拇指桿來移動。要離開，請再按一下 **A** 掣。

要在兩幢牆壁之間**攀爬**，在按著 **A** 掣的時候跳躍，然後再按一下 **A** 掣來抓緊，重覆這個動作直至您到達頂部。

要在懸掛在橫槓的時候**向前移動**，按 **A** 掣跳起以抓住橫槓，並以左拇指桿來移動。要跳下來，請再次按 **A** 掣。

要在**水中游泳**，請用左拇指桿。

要**出拳**，按 **X** 掣。（請到『與敵人戰鬥』部分去看看所有您可以以 **X** 掣來做的事情）

雷曼還可以在掉下時自動**抓住**牆邊。



操控鏡頭

如果您不知道自己的方向，那麼您的走動便會漫無目的。要確定您知道自己的方向，請用右拇指桿來轉動鏡頭。在一些遊戲過程上，鏡頭會自動設置在最佳的觀景角度上，好讓您的右拇指可以歇一會。拉動右扳機令鏡頭回到雷曼的後面。

觀看模式（主觀視點）

按下 **Y** 擊不放便可以進入觀看模式。鏡頭會自動的把自己移到雷曼的高度。您不單可以以左拇指桿來轉鏡頭，還可以分別以右扳機和左扳機來拉近和拉遠鏡頭。這個模式對您在展開戰鬥前觀察環境，和找尋所有寶物時非常有用。

凍結模式和拍照

您可以在遊戲進 中的任何時候按往後擊來凍結場景。所有在遊戲中的東西都會停頓下來。這個時候，您仍然可以以左右拇指桿來移動鏡頭。您甚至可以按 **A** 擊來釋放您的無限創意來拍張照片，選擇『YES』以儲存您的照片，接著一個讓您為您的照片命名的畫面便會出現，給您的作品一個名字，選『OK』並按 **A** 擊核實。這樣您的照片便會儲存起來。

您可以在遊戲的主選單中的照片簿中觀看您的照片（警告：要這樣，您一定要中止您現在進行中的遊戲）。

遊戲畫面

按下 **B** 擊，您便可以顯示出很多關於雷曼的資料。



與敵人戰鬥

鎖定

要**鎖定**敵人或物件，轉向目標直至標記出現並按下右扳機不放。當您鎖定您的敵人之後，您便可以進行任何行動而不致看不到他。

- 用左拇指桿**橫移**（橫轟）
- 用**A**擊跳躍或啟動螺旋槳
- 按下右扳機並移動左拇指桿來向任何方向滾動。
- 按**X**擊來出拳。

出拳

雷曼沒有巨大的二頭肌——作為一個沒有武裝的英雄，這一點也不讓人吃驚嘛！——不過，他還是擁有一對拳頭以證明他是很有力的。

要**使出他的直拳**，按**X**擊。要**使出他的右勾拳或左勾拳**，按下右扳機、向右或左橫轟並按下**X**擊。

要**使出重拳**，按下**X**擊不放直至出現旋風狀的力量，然後放開**X**擊來出拳。這種重拳可以是直拳或勾拳。

簡單來說，按下右扳機以一直面對敵人，然後使出您所有的拳招來攻擊他。橫拳對於攻擊隱藏在障礙物後面的敵人，或令閃開正面攻擊的敵人非常有用。最後，不要忘記儲勁出重拳，這招所產生的損害可超乎您的想像哩！

小小貼士（這樣您看完這操作說明書之後便不會一無所得了吧…）鎖定敵人之後按往後擊來啟動凍結模式。如果您按下**Y**擊，您便會得到一些資料以幫助您消滅他。



超級力量

惡棍們發明了一種鐳射洗衣粉來令他們的衣服變成戰鬥服，這同樣對雷曼有效，讓他得到超級力量。當一個惡棍有\$標記在他的頭上，這表示他攜有一罐洗衣粉，消滅他以取得那罐子。當心：超級力量是有限的，要留意畫面下面的儀表以得知您還剩下多少時間。要拾起超級力量，您要做的只是移到那罐之上。



綠罐：旋風

雷曼的拳頭會變成旋風，您可以令任何東西旋轉（把它轉昏過去）：不論草菇、惡棍或是任何任物件或動物。



紅罐：重金屬拳

這令任何一拳充滿了超級力量：您可以一拳便轟開敵人，甚至把門都轟開。



藍罐：鎖爪

這力量為雷曼的拳頭裝上金屬爪，您可以用它們來抓住金屬鎖鏈。在戰鬥中，它們可抓住敵人，這時按下⊗掣可給敵人一記電殛。



橙罐：震撼火箭

您的一個拳頭會變成水雷，按⊗掣來填裝彈藥，再按⊗掣來發射。接著，用左拇指桿來指揮它。這拳對於攻擊遠處的目標非常有用。



黃罐：節流螺旋槳

雷曼現在罩上了一個超型的神奇頭盔。快起動螺旋槳起飛吧！

其他目標

鳥籠

惡棍抓了所有 Teensie，把它們關在鳥籠中以他們來進行射擊練習。您可以隨意決定是否把它們釋放。小心細聽！當您接近鳥籠的時候，您可以聽到它們求救的聲音。每當它們獲得自由，Teensie 便會變您一件禮物和一個珠寶獎章配件，當填滿 6 個珠寶獎章，生命計便會增加。

積分

所有的動作都可得分：

- 消滅敵人。
- 拾寶。這些閃閃生輝的寶石是遊戲開發者們基於美學而在四處散布。惡棍們把它們收集起來並把它們在小豬錢箱——一種當您打它的時候會啣起鼻來的豬型的儲蓄箱。您需要儲勁出拳來打碎它。

每當您得分，**連續技模式**便會出現。無當您連接更多動作，便會取得更高連續技分數。不過要小心：連續技會在幾秒鐘之內消失，因此不要驚訝於開發小組花上多個月時間來製作的驚異圖像而四處徘徊啊。如果您想取得更高分數，便要繼續行動。

您可以以您所取得的分數來解開獎賞關的封鎖和以前沒有欣賞過的影片。好了，您現在應該準備好您的指頭來取得高分數，否則一便不會得到獎賞！噢，對了，這幾天您甚麼也沒有拿到吧…



如何取得更高分數

(只是為了不讓您覺得看這操作說明書沒用處)

現在我們來開始精研這遊戲了—如果您喜歡的話，我們甚至可彼此以對方的名字來稱呼（對啊，只要幾頁讀物，就可以將人們拉近）—這裡的都是一些獨家的真相，Murfy 可不會在遊戲中告訴您啊。

當您取得超級力量的時候，所有您所取得的積分都會兩倍計算。所以，請試試先找超級力量才起拾寶物。



Matuvu 是一種隱藏在各地的變色龍，當您靠近牠們的時候，您可以聽到牠們的細語。在觀看模式中把鏡頭對準牠們，每隻您發現的 **Matuvu** 都會計分的。



Tribelle 是一種姿態優美的年輕蝴蝶女士，她們都很容易受驚。如果您慢慢的接近她們，您便可以得到分數。不過，要果您太快的話，驚恐的 **Tribelle** 便會飛走瑟縮一角！



您應該細心觀察四周，您可能發現很多由開發人員鬧著玩而隱藏起來的秘密地帶，沒有一個秘密地帶是沒有獎賞的，而且那裡充滿了寶物哩！

選單畫面

您可以在任何時候按開始掣來顯示選單畫面，扣動左扳機或右扳機，便會顯示出您剛通過的各個空間的得分。

按  掣便可顯示出遊戲選單來讓您中止或載入遊戲。按  掣便可以進入獎賞頁。根據您所得的分數，您可以解除遊戲影片、獎賞關和之前沒有看過的照片。

釋放了鳥籠數

得分



登場人物



雷曼

雷曼應該不用介紹了。他在前兩集中經已成為了廣告中的頭條人物。時至今日，他已一個大明星，即使他沒有完成表現得像那樣。他經常打嗝睡和跟他的寵物玩耍——真是今日年青人的最佳例子啊！



Globox

雷曼的好朋友終於在他的人生中有所作為了：這不單是他錯誤地把惡棍的首領 André 吞了，還被惡棍軍團追捕，要把他們的首領搶回來。他真的佔戲哩！



Marfy

他是一隻可笑而自負的麗蠅。儘管他很愚蠢，這暴發戶卻在教練一職上很成功——唯一的解釋是用來佔版位吧！*

*Ubi Soft 要聲明本操作說明書可不會對這評論負責啊。



André

這個頹廢而歇斯底里的壞蛋，在Globox的肚子裡投盡腦汁，因為他被Globox吞了進肚子裡。他擁有可怕而乖戾的思想，他令Globox去飲梅子汁而令Globox失去自控。



惡棍

經過一連串懲罰性的審核，開發人員終於集合了史上最差勁的軍團，組成這群無聲的敵人。他們穿得像裝載馬鈴薯的麻布袋，亦會用各種古老戰略，滑稽而危險地要阻止雷曼和Globox。

登入 www.raymanzone.com ， 參與 Lum 大冒險社區

雷曼社區正在等待與您在網上相會。記緊要登入參與 Lum 大冒險啊：

- 獨特的系統鼓勵您參與社區
- 參與愈多，所得到關於雷曼遊戲的材料和資料便愈多。
- 做個好人還是做個壞蛋——全看您的決定！
- 獲得專用 VIP 特區的登入權
- 立即登記並獲取 200 Lum 。

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