



PlayStation

NTSC U/C

PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01235

RAYMAN 2
THE GREAT ESCAPE™

Ubi Soft
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 compact 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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THE STORY

Panic in the Chamber of the Teensies and the Fairy Council: Robo-Pirates from deep in space have arrived, determined to conquer and enslave their 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 highest number of pirates are 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. A little later, Globox, trembling with fright, desperately tries to make the robots rust up by creating little rain storms over their heads. A robot, 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..."

Shocked by this terrible news, Rayman® lets himself be surprised by a gigantic robot who pins him between its powerful pinchers. He tries to create a new energy sphere in the palm of his hand, but to no avail. The destruction of the Primordial Core has taken away all of his powers...

Desperate, he shouts to his friend...

"They've got me, Globox! Save Yourself!"

"But...but...what about you?!"

"No time to explain! Go find Ly, she'll tell you what to do!"

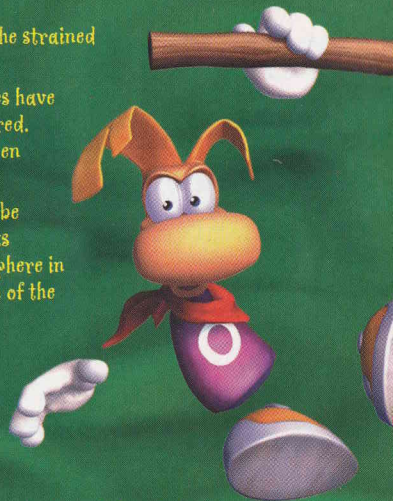
After a moment of hesitation, Globox dodges between the feet of the robots, and plunges into the high grass.

An evil laugh reverberates. Rayman® turns and sees Razorbeard, the leader of the Pirates.

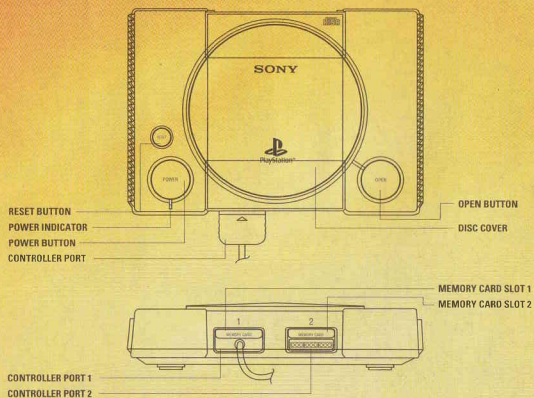
"I have you, Rayman®! You'll soon be my most obedient slave...!"

Rayman® tries to free himself, but the iron grip of the robot tightens around him. He casts a dark look at Razorbeard 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!"



GETTING STARTED



Setting Up

1. Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the Rayman 2® Disc and close the disc cover.
3. Insert a game controller and turn on the PlayStation® game console.
4. Follow the on-screen instructions to start a game.

> Starting The Game

Shortly after you turn on your PlayStation® game console, the Rayman 2 title screen appears. Press X or the Start Button to display the Main menu. Select New Game to begin a new game or select Load to load a previously saved game.

> Memory Card

To save game settings and progress, insert a Memory Card into Memory Card slot 1 of the PlayStation® game console before starting play. You can load your saved game from the same card, or from any Memory Card containing a previously saved Rayman 2® game. Although you can play Rayman 2® without a Memory Card, you will not be able to save or load your games. We recommend using a Memory Card.

Loading

It is possible to load a saved game at any moment from the game menu. To access the game menu, press the Start Button at any point during the game. Select LOAD to load a saved game.

Saving

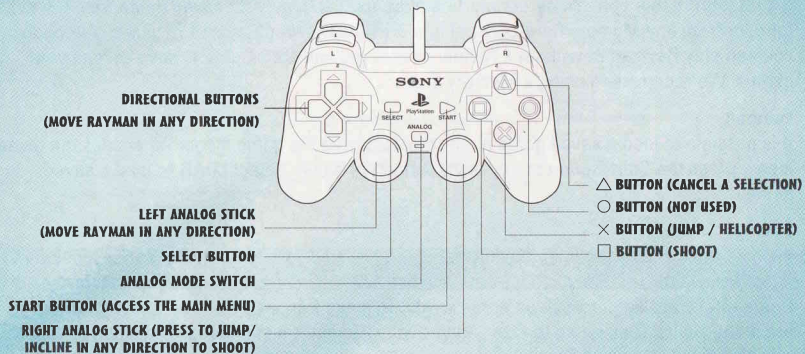
In order to save a game, Rayman must be in the Hall of Doors. This magic place, built long ago by the Teensies, allows access to new worlds. Note: Rayman can only get to the Hall of Doors after travelling through an entire world. To move from one world to another when you are in the Hall of Doors, use the Left Analog Stick. To enter a selected world, jump through by pressing the X Button.

> Navigating in the Menus

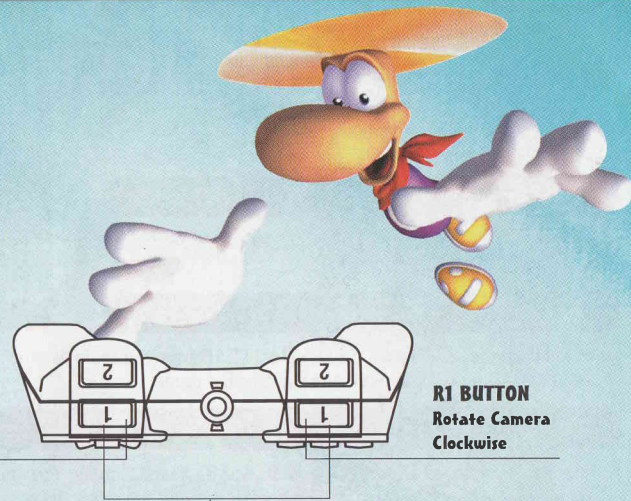
Use the Directional Buttons to navigate through the menus. Press the X Button to select and the Triangle Button to return to go back to the previous menu.

CONTROLS

You can play Rayman® 2 using the Directional Buttons or the Left Analog Stick if you have a DUALSHOCK™ analog controller.



* The Left Analog Stick of the DUALSHOCK™ analog controller is functional only when the LED is ON (lit).



Camera use

To get your bearings and find your way around, making good use of the camera is crucial. You can move the camera and change its angle with the following buttons: L1 / R2 Buttons: provide a panoramic view moving to the left or right around Rayman. The camera position returns to normal once the character is moved. R2 Button: puts the camera behind Rayman.

MAIN MENU

> New Game

To begin a new adventure, choose NEW GAME from the Main Menu.



> Load

To load a previously saved game, select LOAD from the Main Menu. Select LOAD only if you have already saved a game.

> Options

Choose OPTIONS to alter the set-up of your Rayman® 2 game. You can also access the Options Menu at any time while playing the game, by pressing the Start Button.

> Stopping Play

Press Start at any time during play and select Quit Game. Before stopping, be sure to save your game so you can continue play later.

OPTIONS MENU

Center Screen

Press the D Buttons in any direction to position the picture on your TV screen. Press the Square Button to return to the default configuration.



Sound

Choose Mono or Stereo

Music

Adjust the sound level of Music played during the game.

Sound Effects

Adjust the level of Sound Effects played during the game.

Language

Select English, French or Spanish.

Vibration

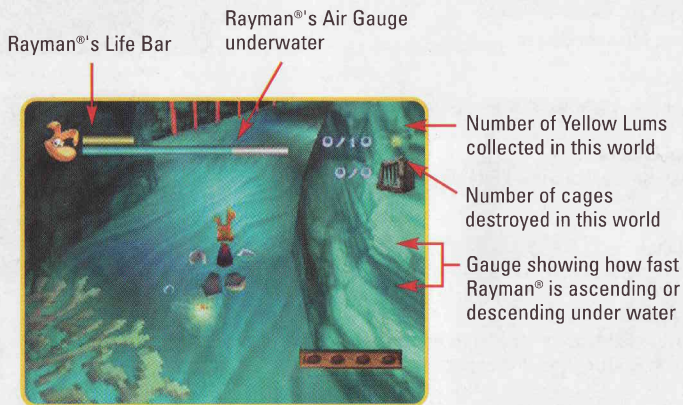
The vibration feature may be turned on or off, but you can only access this option if you have an DUALSHOCK™ analog controller.



GAME SCREEN

Throughout his adventures, Rayman® should break open the cages which imprison his friends. This allows him to get the Power Fist that will make his shots more powerful, and to collect the precious energy spheres called "Lums". Above all, he must find the four magic masks which will allow him to awaken Polukus, the spirit of the world.

While playing, you can press the Triangle Button at any time to display Rayman®'s Life Bar as well as the number of Yellow Lums collected and the number of cages destroyed.



CONTROLLING RAYMAN®

TO MOVE AROUND, point the Left Analog Stick in the desired direction. The more you incline the stick, the faster he moves.

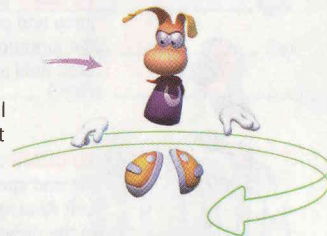


TO JUMP, press the X Button.



TO SHOOT, press the □ Button.

TO MOVE SIDeways, use the Left Analog Stick while pressing the R2 Button. This is very helpful for keeping your enemies in sight and avoiding their fire.



TO SWIM, press the X Button use the Left Analog Stick left/right to turn, up to dive, and down to return to the surface.
Note: Rayman® has total freedom of movement while he's swimming



CONTROLLING RAYMAN®

TO ACTIVATE THE HELICOPTER, press the X Button whenever Rayman® is not touching the ground, such as in the middle of a jump or during a fall.

To stop the Helicopter, press the X Button once again.

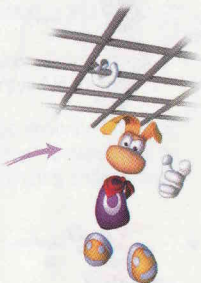
Remember, the Helicopter can only be activated when Rayman® is in the air already.

Hint: The Helicopter is helpful for landing with precision, in the middle of a jump or during a fall. Also, use Rayman®'s shadow to help you make a steady landing.



TO GRAB onto the edge of most walls, jump and point the Left Analog Stick in the direction of the wall. Rayman® will grab hold automatically.

TO CLIMB along nets, walls covered in plant life and spider webs, jump while pointing the Left Analog Stick or the Directional Buttons in the direction of the wall. Rayman® will grab onto it automatically. You can then move around freely with the Left Analog Stick. To release, jump by pressing the X Button.



WARRANTY REGISTRATION CARD

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or on the w

Name _____

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Where did you purchase your copy of Rayman® 2?

Which gaming publications do you read?

Which gaming consoles do you own/plan to buy within the next 6 months?

- Nintendo® 64 PlayStation® game console PlayStation®2 computer entertainment system
 Sega Dreamcast™

other _____

RAYMAN
THE GREAT ESCAPE



RD

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Age _____

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MAN 2
ST ESCAPE™

ertainment system

POWERS

Throughout his adventures, Rayman® will receive new powers, which give him some amazing moves!



TO PROGRESSIVELY INCREASE THE POWER OF YOUR SHOT, press the Button and keep it pressed down. The energy ball in Rayman's hand will become bigger and bigger. When the desired strength is attained, shoot by releasing the Button.



TO GRAB ONTO PURPLE LUMS, shoot them. Once you've grabbed on, you can swing in the direction of your choice by using the Left Analog Stick. To release, press the X Button.



TO FLY IN HELICOPTER MODE, activate the helicopter by pressing the X Button and keep it pressed down. Not only can the helicopter be used to land you safely, but flying in helicopter mode gives you total freedom to fly in any direction! To stop flying in Helicopter mode, just land on solid ground.



Hint: Press the R2 Button to stabilize your flying direction and to avoid obstacles.

RAYMAN®'S FRIENDS

The inhabitants of Rayman®'s world fall in to two categories: Magical Beings, who are gifted with fantastic powers, and the People....

> The Magical Beings

✧ POLUKUS

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 went away from this world, and only by reuniting the four magical masks (see page 20) 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. When she has reunited enough energy, she can create Silver Lums, which give amazing new powers to Rayman®

✧ THE TEENSIES

Ancient and wise people who long ago built the Island of Doors (see page 5), 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 much of their time performing acrobatic dance moves to make the youngest green with envy.



> The People

✧ GLOBOX

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



✧ CLARK



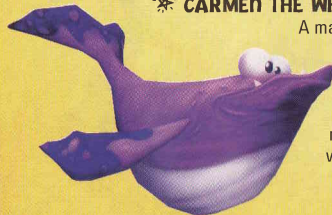
A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying. His only weak point: a somewhat sensitive stomach. This can cause problems, especially when in the heat of battle, he munches a robot that's a little too rusty...

✧ THE MURPHYS

The Murphys are cultivated hedonists who love playing practical jokes and always sport wide grins. More than one Ludiv has fallen prey to their pranks!



✧ CARMEN THE WHALE



A magnificent marine creature, who's job it is to survey the depths of the ocean and deposit the air bubbles which can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn, who 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 water ski across the swamps...



✱ THE LUDIVS
These little myopic fairies are equipped with large eyeglasses that allow them to avoid any in flight collisions. Generally deprived of these tools, the fairies are found scattered in the trees and knocked out on the ground. This is how the pirates captured a great number of them.

✱ THE DENYS

Of hyperactive nature, the Denys spend more than half of their life hopping in one spot while emitting joyous outcries. This movement enables their spirit to wander. They regularly stop jumping to deeply philosophize amongst themselves and the Murphys.



RAYMAN®'S ENEMIES



✱ Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched.

His dream? Overrun Rayman®'s world and reduce all its inhabitants to slavery...

✱ The Henchmen

These are the pirate's robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There exist several different models, each with it's strong and weak points. It'll be up to you to figure them out...



✱ The Guardian of the Cave of Bad Dreams

A terrifying monster who's job it is to guard the subterranean cave, where the creatures stemming from nightmares of Polukus are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain an even more precious treasure...



✱ The Zombie Chickens

We can no longer even keep track of all the sinister results provoked by the arrival of the pirates: disturbances in overall harmony, the proliferation of piranhas, giant spiders and caterpillars, etc....

Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens...



OBJECTS



< Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Break the cages to free Rayman®'s friends and increase the life bar.

> Kegs

Filled with gunpowder, they explode at the smallest shock. The more advanced models can even fly.



< Shells

Built by the pirates, these are mule-headed missiles which can only be subdued by extreme patience. Most have legs; some can fly.

> Plums

These strange pieces of fruit have several purposes. You can throw them at your enemies, climb onto them and move around by shooting in the opposite direction, and even surf lava flows on them.



< Magic Spheres

Placed on pedestals of the same color, Magic Spheres open the doors to mysterious temples.

> Blockades

Mediocre at best architecturally, the pirates have reinforced their constructions with blockades. The wooden blockades are very fragile but the metal ones will only yield to an explosive.



MAGIC OBJECTS



< The Stones of Thought

The Stones of Thought provide a telepathic link to Ly. Whenever Rayman® needs a little help or advice, he should approach one of the Stones, and Ly will appear in his mind.



> Magic Doors

Present at the beginning and the end of a world, they take you to the Island of Doors (see page 7) if you go through them.



< The Power Fist

Having the Power Fist makes Rayman®'s shots more powerful.

Note: If Rayman® dies or gets hit, he loses part of the energy in his Power Fist. After three of these losses, his shots go back to normal power.

> The Four Masks

These magic masks are hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polukus.



Keep an eye out, as there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful.

The Lums

Lums are very powerful bursts of energy. Each color has its own special power.



< Yellow Lums

These are the 1,000 shards broken from the Primordial Core when the pirates exploded it. When Rayman® has collected enough of them, he'll be able to negotiate his entry into new worlds.

In addition, they contain precious knowledge. The more Rayman® can gather, the more he knows of the secrets of the world. At any moment in the game, just press the Directional Buttons to read new information provided by the Yellow Lums.

> Super Yellow Lums

Ancient Lums are recognized by their larger size and big smiles. They are five times more powerful than normal Yellow Lums.



< Red Lums

Packed with vital energy, they restore Rayman®'s Life Bar.

> Purple Lums

By shooting them, Rayman® can grab onto them and swing from one to another, thereby crossing vast areas without touching the ground.



< Blue Lums

Oxygen rich, they restore Rayman®'s Air Gauge when he's swimming underwater.

> Green Lums

These Lums are very special. They record Rayman®'s progress. If he should die, he will reappear at the place where he last took a Green Lum. If Rayman® had Zero life point, he will restart the entire level at the beginning.



< Silver Lums

The Silver Lums are fashioned by fairies. They invest Rayman® with new and amazing powers.



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Rayman® 2
The Great Escape
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This service will provide you with exclusive tips
and game play secrets for Rayman 2.



Call is \$.95 per minute. You
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Mother Nature is here to spank you silly.



AVAILABLE NOW

Photo by Jeff Divine



Battle the world's wildest waves, astride one of 15 licensed boards. Shredding to the surf anthems of Pollo, Del Mar, The Aquamen and Los Straitjackets, try to tame the legendary tides of Hawaii, France, Australia Japan and California. Execute huge aeriels, cutbacks, off the lips, or take a beating from Mother Nature herself.

Game Features:

- 15 different surfboards from Gerry Lopez, Local Motion, Pearson Arrow, Town & Country and Natural Art.
- Awesome surf anthems from The Aquamen, Pollo Del Mar and Los Straitjackets.
- Pull off mondo moves like cyclones, helicopters, left or right spins, off the lip, cutbacks and tube rides.



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The Amazing Animated Adventures of Rayman®

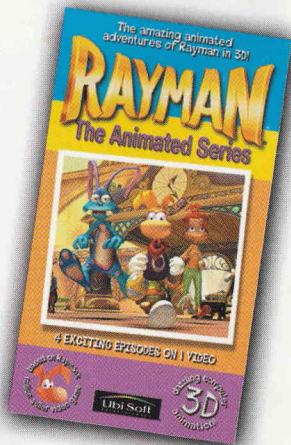


Rayman and his friends escape the evil clutches of Rigatoni, the cruel circus master, and head for freedom in the giant tree city of Aeropolis. The chase is on as Rayman and his pals soon find out that Rigatoni has hired the bumbling Inspector Grub to capture and return them to the circus.

- Four exciting episodes
- Plus "The Making of Rayman: The Animated Series"

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