

## SONY CD MANUAL RAYMAN COLLECTION

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### Rayman 60 Levels:

1- Configuration required

P60 or higher, Windows 95/98, 16Mb RAM, CD drive 2X, Joypad recommended, keyboard or mouse.

2- Description

#### INTRODUCTION

Rayman... In Rayman's world, nature and its inhabitants live together peacefully... The Great Protoon maintains the world's balance and harmony. Sorry folks, but this happy situation is not set to last!... because one fateful day, the evil Mister Dark steals the Great Protoon and neutralizes Betilla the Fairy's magic powers, Betilla who was trying to protect it! The Electoons, which previously gravitated around the Protoon, suddenly lose their natural stability and get scattered all over the world! Worrying stuff! What's more, it makes an awful mess of the planet.

In this now unbalanced world, strange phenomena occur: hostile creatures appear, capturing all the Electroons they can find! Surely only a hero can save the day? Rayman to the rescue! Go on Rayman, find all the Electroons and free them, then recapture the Great Proton from its mysterious kidnapper! But will all those wicked creatures let him?

## BASICS OF THE GAME

At the start, Rayman's actions are straightforward: he can walk, jump, grab vines and crawl. As the game progresses, Rayman can get new powers and use his flying fist, grab onto the edge of platforms, run, use his claw-fist and even fly like a helicopter!

In Rayman 60 Levels, you control the game: it's up to you to choose the world in which you want to advance and the level of difficulty you're ready to take on. Your mission: to come out of the map alive!

### *Control keys*

Use the left/right up/down arrows to move Rayman

CTRL Jump

X Make a funny face (which makes enemies flee)

Alt Punching fist, keep pressed for a stronger punch  
(you can reset the keys in the menu)

## SAVED GAMES

You can save a game when you are on the world's map. To access the saved game, go to one of the save icons in the world's map, indicated by the wizard's hat, and validate the save with one of the joypad's action keys or with the space bar on the keyboard.

You can save up to 3 games.

You can use the options in the saved game screen to delete or copy a game. Use the Delete option to delete the saved game of your choice, and restart a new game from the start.

Use the Copy option to copy a saved game: you can thus continue with this game and, if you are not satisfied with your performance, start over at the same place as in the game you saved initially.

### To Copy:

Choose the copy option and the game to be copied. Press on one of the action buttons or on the space bar to confirm your choice. A golden fist will be displayed in front of the game selected for the copy, and a white fist will be

displayed in front of the place where it will be copied. Confirm you choice again and enter a name for the game.

## For Rayman 2 - the great escape - 2 levels

### 1-Configuration

Pentium 133, 32 Mb RAM. Direct X™ or Glide™.

To be able to play, you must have installed either Direct X™ or Glide™. This demo does not install them.

You are advised to play with a pad such as the Microsoft Sidewinder™, however you can play using the keyboard.

If you use the keyboard, remember that the movements are relative to the camera and not to Rayman. Thus if you want to go to the right in relation to the camera, press the right button.

### *Control keys*

Keyboard controls for a French keyboard (AZERTY)

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Rayman controls:

Use the arrow keys to move in the appropriate direction.

Also use:

Q - to jump.

The space bar to shoot

Ctrl (on the left) - to move sideways (cf. below)

Shift (on the left) - to walk instead of running

Keyboard controls for an English keyboard (QWERTY)

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Rayman controls:

Use the arrow keys to move in the appropriate direction.

Also use:

A - to jump.

The space bar to shoot

Ctrl (on the left) - to move sideways (cf. below)

Shift (on the left) - to walk instead of running

### *Powers*

Rayman has lots of magic powers, some of which are available in this demo. For example, if you press Q to jump, then Q again, Rayman will use his hair to move in helicopter mode. In this mode, he can drop down much more gently. If you use

this sequence when Rayman is in a narrow space between 2 walls, he will grab onto each wall. Repeat the sequence and Rayman will climb to the top.

Rayman can climb up certain objects, for example, rope ladders and nets.

When Rayman has to fight the pirates, remember to use the "sideways" move mode by pressing the Ctrl key during the fight: this way, when Rayman moves, he will stay facing his enemy, making it easier to reach the enemy and avoid projectiles.

Camera controls:

Ctrl (on the left) – to position the camera behind Rayman.

O (number block) – look mode. Keep this key pressed while using the arrow keys to look around you.

When a text is displayed and a small blue arrow appears at the bottom right, press Q to go on to the next text phrase.

## 2- Warning

### Menus

In this demo, the menus are mainly used to quit the demo and define the game's settings. However, since this is not the end version of the game, certain parameters may not work correctly.

### Bugs

Please note that the version offered here is only a demo; it is not the complete game. You may therefore encounter certain bugs.

You are strongly advised against using the menus. In particular, if you try to change the resolution, it is highly likely that the demo will crash.

Sometimes, the game may not finish properly.

There are some problems with Voodoo microchip-based 3D cards.

For Voodoo1 or Voodoo2 3D card processors, install the Glide version. If you have a Voodoo Banshee, Voodoo Rush or Voodoo3 card, we advise you to install Direct X.

Some 3D accelerator cards pose problems due to their drivers. If you encounter a driver-related problem, contact your card manufacturer.

It goes without saying that we have undertaken to correct these problems which do not appear in the final version of the game. Thank you for your understanding.

### **Installing the Rayman desktop theme**

#### 1-Configuration

Windows 98 with desktop theme recognition

Or Windows 95 with Windows Plus with desktop theme recognition

Sound card

65536 colors minimum (16-bit mode)

#### 2- Installation instructions

Warning: In order to install a desktop theme, you must have selected the desktop theme support option in the Windows options.

If you have not done so, follow these instructions:

From the Start menu, select Settings, then Control Panel.

Select Add/Remove Programs, click on the Windows Setup tab at the top of the window.

Have your Windows CD ROM to hand if Windows has not been preinstalled on your machine. After a few moments, the Windows components installed on your computer are displayed.

Double-click on Desktop Themes and make sure the Desktop Themes Support option is selected. If it is not, select it and click OK to validate.

Follow the on-screen instructions; the installation procedure is automatic.

To install the Rayman desktop theme, access the Rayman 2-Theme.exe program and click on the 'Unzip' button without changing the target directory. After the files have been transferred, close the window. Open Desktop Themes in the Control Panel (Start menu/Settings) and select the Rayman 2 Theme from the drop-down menu. Click OK or Apply to validate.

### **Installing the background**

Right-click on your desktop. A drop-down window opens.

Select "Properties".

In the "Background" tab, select "Browse" and select the image file you want to use as your background.

Click OK to validate.

You now have a new background!

### **Installing the screen saver**

To install the screen saver, please click on the related button in the interface

## **Hotlines**

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