

# Kayman 3

HOODLUM HAVOC



Ubi Soft  
www.ubi.com

INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

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

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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 - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

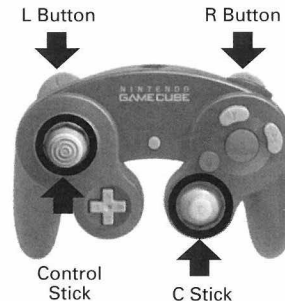
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



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Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



Game Boy Advance compatible

**THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.**



1 Player

**THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

**EVERYONE**

Violence  
Comic Mischief

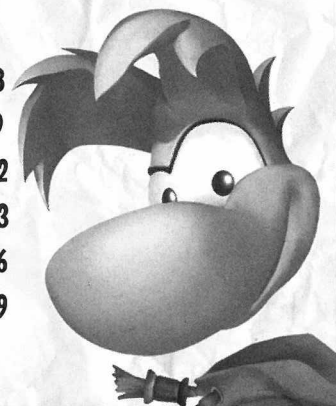
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# CONTENTS

GETTING STARTED .....	4
NAVIGATING THE MENUS .....	4
STORY .....	4
STARTING THE GAME .....	5
CONTROLS .....	6
RAYMAN CONTROLS .....	7
LOADING/SAVING .....	9
CAMERA CONTROLS .....	10
GAME SCREEN .....	11
FIGHTING THE ENEMIES .....	12
THE SUPERPOWERS .....	13
SECONDARY OBJECTIVES .....	15
HOW TO SCORE MORE POINTS ...	16
MENU SCREEN .....	17
REVISIT .....	17
CONNECTING THE GAME BOY® ADVANCE SYSTEM .....	18
THE CAST .....	19
RAYMAN ZONE .....	22
CREDITS .....	23
TECHNICAL SUPPORT .....	26
WARRANTY .....	29



# GETTING STARTED

1. Set up your Nintendo GameCube™ according to the Nintendo GameCube™ Instruction Booklet.
2. Make sure the power is off before inserting or removing a Nintendo GameCube™ Game Disc.
3. Insert the Rayman® 3 Hoodlum Havoc Game Disc and close the Disc Cover.
4. Insert the Nintendo GameCube™ Controller into Controller Socket 1, and turn on the Nintendo GameCube.
5. Follow the on-screen instructions to start the game.

# NAVIGATING THE MENUS

To navigate the Rayman® 3 Hoodlum Havoc menus, use the Control Stick or the +Control Pad. To validate your selection, press the A Button. To go back, press the B Button.

# STORY

Rayman's universe has exploded into a wacked-out world of cartoon mayhem and mind-blowing battles! When Globox accidentally swallows the Lord of the Dark Lums, a fanatic army of trigger-happy Hoodlums wreaks total havoc to get their lord back! Rayman's only chance? Journey to the vast reaches of the world to purge the Dark Lum Lord from the manic Globox, scour the lands for unearthly new powers, and do battle with hordes of Hoodlum soldiers, contraptions, and maniacal bosses. This time, it's war!

# STARTING THE GAME

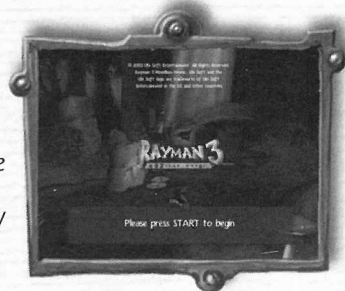
## SELECT THE LANGUAGE

Use the +Control Pad or the Control Stick to select the language for the game menus, character voices, and texts. Validate your selection by pressing the A Button. The language can only be chosen when starting the game, so check the flag to avoid making a mistake.



## STARTING THE GAME

When the title screen appears, follow the instructions on the screen: press START to access the Main Menu. It is not advisable to insert or remove an accessory when the console is on.



## MAIN MENU

Select New Game to begin a new game. If the words Nuovo Gioco appear, you've got the wrong language... Oops! You'll have to press the RESET Button.

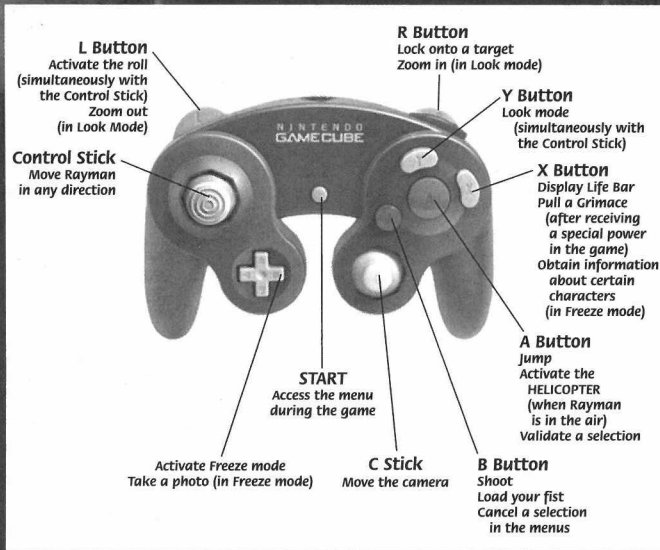
Use Load to access a saved game. This option is only active if a Nintendo GameCube™ Memory Card is present and if a game has been previously saved.

Select Options if you want to configure the game settings: controller, audio, or video.

Select Album to access the album of game photos stored on your Memory Card.



# CONTROLS



# RAYMAN CONTROLS

To **MOVE**, shift the Control Stick in the direction of your choice. The more you tilt the Control Stick, the faster Rayman moves.

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

To **ACTIVATE THE HELICOPTER**, press the A Button twice and keep it pressed down while Rayman is not touching the ground.

To **ROLL**, press the L Button while moving Rayman.

To **CLING ON** to the edges of walls, jump while moving in the direction of the wall with the Control Stick. Rayman will cling to the wall automatically.

To **CLIMB** along ladders or special walls, move towards the wall with the Control Stick. Rayman clings on automatically. You can then move around with the Control Stick. To come down, press the A Button again.

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

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the A Button to grab on, and use the Control Stick to move around.

To **SWIM UNDERWATER**, use the Control Stick.

To **LAUNCH THE FISTS**, press the B Button.

(Go to the Fighting the Enemies section to see everything you can do with the B Button.)



## NEW GAME

Select **New** and confirm your choice by pressing the **A** Button. You then go to the screen for creating a new game. Use the Control Stick or the +Control Pad to select the letters and validate 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 that groups together all your saved games. Select the game you want to load with the Control Stick or the +Control Pad and validate your choice by pressing the **A** Button.

## OPTIONS

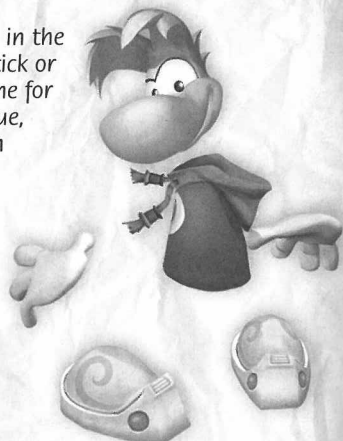
To access the Options Menu, select **Options** in the Main Menu. For all the Options screens, use the **B** Button to go back and validate all your choices.

### CONTROL SETTINGS

Select **Controller** in the Options Menu and validate with the **A** Button. Select the Controller configuration that suits you best with the Control Stick or the +Control Pad.

### SOUND SETTINGS

Validate **Audio** with the **A** Button in the Options Menu. Use the Control Stick or the +Control Pad to set the volume for music, sound effects, and dialogue, and to choose your sound system (mono/stereo).



## LOADING/SAVING

### LOADING

You can load another game at any time, provided you've inserted a Memory Card containing a saved game in Memory Card Slot A.

To do this, press **START** to display the menu. Next, select **Continue**; then validate with the **A** Button. A screen with all your saved games appears. Now select your game.

### SAVING

Thanks to the miracle of technology, saving is automatic during the game, provided you've inserted a Memory Card containing a saved game in Memory Card Slot A. So, you don't have to do a thing to record your progress in the game.

You can create a new save file at any time in the game. To do this, press **START** to display the menu. Then press the **Y** Button to access the game menu. Select and validate **Save**. You then access the screen for creating a game, with the name of your current saved game. You should change this name to create a new file. It will contain the same information as the last automatic save.

Please consult the Nintendo GameCube™ Instruction Booklet for directions relating to formatting and the deletion of files from a Memory Card.



## CAMERA CONTROLS

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 C Stick to swivel the camera. In some game sequences, the camera is placed automatically to provide an optimal view of the situation and to give your left thumb a break. Pressing the R Button places the camera behind Rayman again.

## LOOK MODE

Keep the Y Button pressed down to move into Look mode.

The camera places itself automatically at Rayman's level. Not only can you swivel the camera with the C Stick, but you can also zoom in and zoom out with the R Button and the L Button respectively. This mode is very useful for observing the situation before setting off to fight, or for finding all the bonuses.

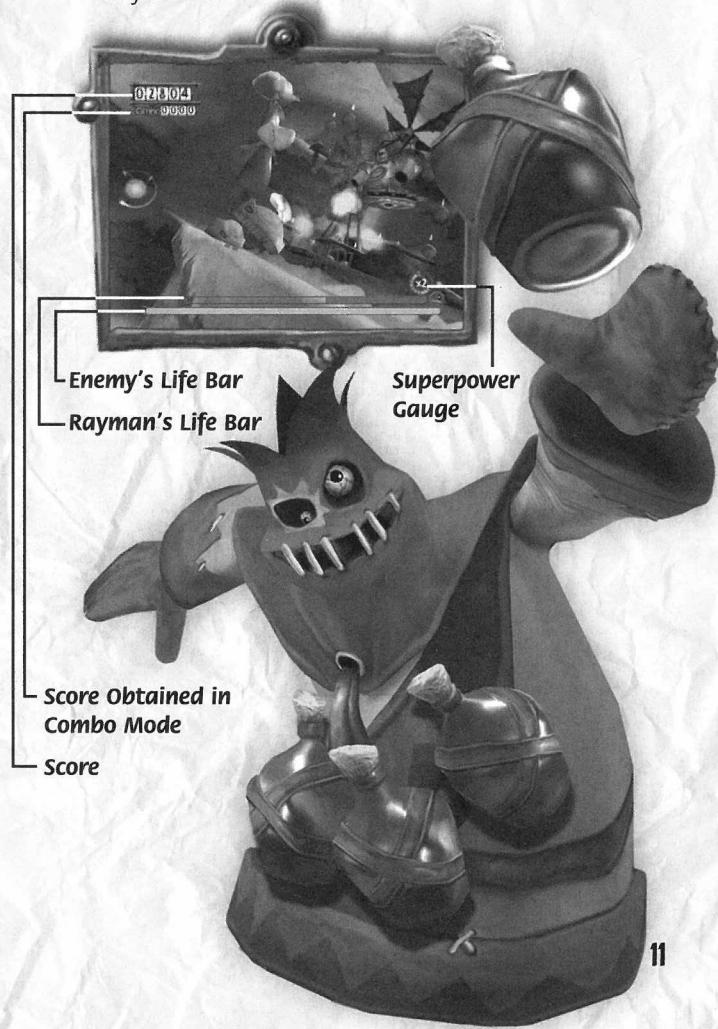
## FREEZE MODE AND TAKING A PHOTO

You can freeze the situation whenever you want by pressing the +Control Pad. Everything in the game comes to a standstill. When this happens, you can still move the camera using the Control Stick or turn it using the C Stick.

You can even give free rein to your creativity and take photos by pressing the right side of the +Control Pad. 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 now saved on your Memory Card.

## GAME SCREEN

By pressing the X 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 keep the R Button pressed down. When you've locked on to your enemy, you can carry out any actions you want without losing sight of him:

- MOVE SIDEWAYS (STRAFE) with the Control Stick.
- Jump or use the helicopter by pressing the A Button.
- Roll in any direction by pressing the R Button and shifting the Control Stick.
- Launch your fists by pressing the B Button.

## LAUNCHING THE FISTS

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

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

To launch his FIST IN A RIGHT OR LEFT CURVE, press the R Button, strafe right or left, and press the B Button.

To launch a LOADED FIST, keep the B Button pressed down until a whirlwind of power appears; then release the B Button to dispatch your fist. This loaded fist can be straight or curved.

In short, use the R Button 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 Freeze mode by pressing the right side of the +Control Pad. If you press the X 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 can of washing powder. Eliminate him to get hold of the can! 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 Superpowers, all you have to do is move over the can.



## GREEN CAN: VORTEX

The Vortex is a whirling burst of energy, able to spin enemies silly with its patented twisting action. Rayman can also launch the Vortex to twist towering mushroom platforms down to size – for easy climbing.

## RED CAN: HEAVY METAL FIST

The Heavy Metal Fist gives Rayman the power to blast Hoodlum barricades into rubble. And in combat, Rayman can use it to serve up a spiky knuckle sandwich to enemies.

## BLUE CAN: LOCKJAW

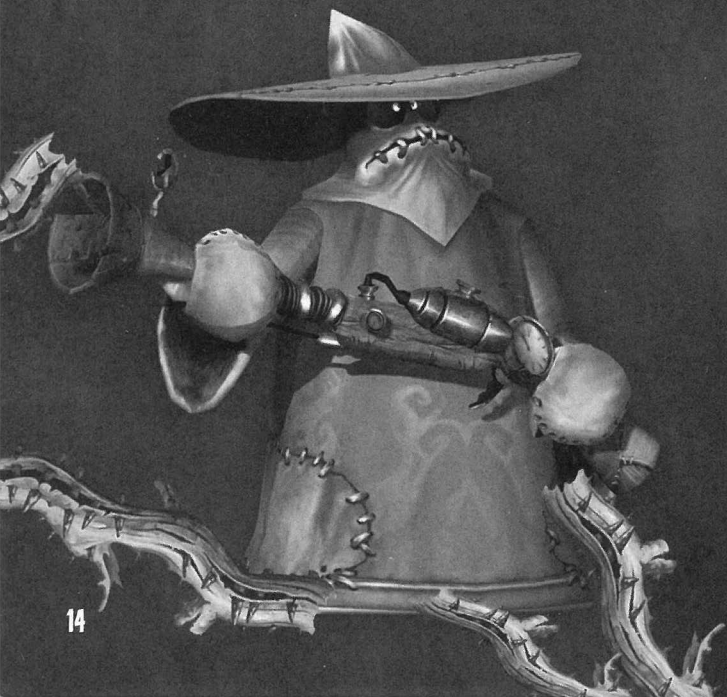
Way more than just a grappling hook, the Lockjaw is a razor-toothed chomper that can latch onto enemies and deliver a nasty bite. When this happens, press the B Button to give the enemy electric shocks.

### ORANGE CAN: SHOCK ROCKET

The Shock Rocket packs a serious wallop and can be guided around corners to destroy stuff – perfect for hitting hard-to-reach levers, buttons, and unsuspecting Hoodlums. Check out the Target Practice area to hone your rocket skills. First, press the B Button to arm the Shock Rocket. Then press the B Button again to launch it. Next, use the Control Stick to direct it. This fist is very useful for reaching targets that are far away.

### YELLOW CAN: THROTTLE COPTER

Grounded? Fire up the Throttle Copter and warp away into the unknown reaches of Rayman's world. There's no telling what kind of wackiness this turbo-charged transport will drop you into.



## 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 are scattered around Rayman's world. The Hoodlums also collect them and put them into PigPots – pig-shaped money boxes that go all snouty when you beat them. You'll need a loaded 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 visuals – 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 to pull your finger out and get a good score, otherwise – no bonuses! Ah yes, you don't get something for nothing these days...

## HOW TO SCORE MORE POINTS

Here's the exclusive low-down that Murfy 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 Matuvu are chameleons who hide all over the place. You can hear them whistling when you're near them. Use the Look mode and center the camera on them. Each Matuvu you uncover scores 250 points.

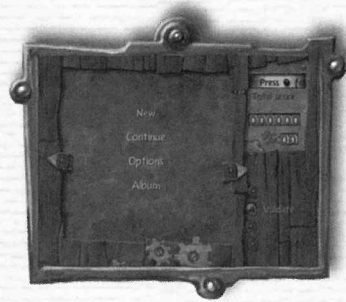
The Tribelles are elegant young lady butterflies who're extremely timid. If you approach them slowly, you can obtain 250 points. But if you're too quick, the terrified Tribelles flies off to see their shrinks!

Have a good look around. You may find one of the many secret zones that are full of Pick-Ups!



## MENU SCREEN

You can display the menus at any time by pressing START. By pressing the R Button, you can display the score page for the different universes you've been through.



Press the Y Button to display the Game Menu to save, quit, or load a game. Press the X Button to access the Bonuses page. Depending on your score, you can unlock game videos as well as bonus levels!

## REVISIT

This option appears on the score page for the environments you've been through.

Select it if you want to go back to one of the environments to improve your score.

Please note that your new score will only be saved if it is higher than the previous one!

# CONNECTING THE GAME BOY® ADVANCE SYSTEM

This game is also designed to work with the Game Boy Advance system.

To connect your Game Boy® Advance to your Nintendo GameCube, you will need a Nintendo GameCube™ Game Boy Advance cable (sold separately). Please refer to the instructions supplied with the cable for more information about connecting.

If you own Rayman 3 for both Nintendo GameCube and Game Boy Advance, you may be in for a few surprises when you connect the two systems using the special Nintendo GameCube Game Boy Advance cable.

You'll be able to load 11 bonus game levels for the Game Boy Advance system from the Nintendo GameCube. What's more, once you've successfully completed RAYMAN 3 for Game Boy Advance - or if you've opened all the cages - you'll be able to unlock bonus game levels in RAYMAN 3 for Nintendo GameCube.

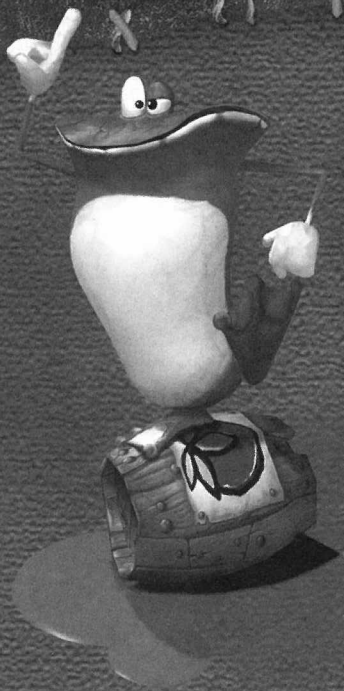
If you own Rayman 3 for Nintendo GameCube but NOT for Game Boy Advance, you'll be able to play with another player (each on his or her own console) in Single-Player mode, or in Versus mode with 4 players...but we're not telling you any more than that!

# THE CAST



## RAYMAN

The crusades of this legendary, limbless hero are praised throughout the land of the Teensies and beyond. Rayman's tireless quest to defend the world from evil in all its dastardly forms continues against the Hoodlums, a fanatical army that would like nothing more than to see Rayman on the business end of a Hoodmonger's Boomstick rifle. Thrust into the most harrowing challenge of his adventuring career, Rayman must explore strange, uncharted realms in search of clues to defeat the unruly Hoodlum horde.

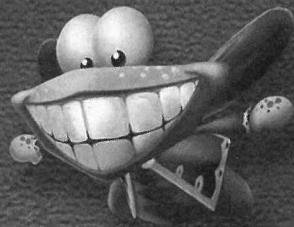


## GLOBOX

Rayman's ever-faithful partner, the bumbling Globox incurred the Hoodlums' wrath when he swallowed their almighty leader, the Dark Lum Lord. Fortunately, this rotund sidekick's belly is the ideal prison to keep the Lum Lord at bay. There's just one catch – Globox needs plum juice to quell the Lum Lord's tantrums, and will risk blowing the whole adventure just for a keg of foamy plum goodness.

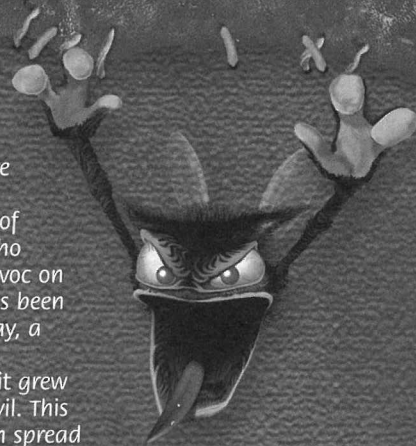
## MURFY

Murphy is the tough-guy fly with the 411 on the dangers, enemies, and obstacles Rayman must face throughout the adventure. He's got the speed and the sass to zip into Hoodlum camps undetected and report back with the best way to proceed. Murphy's never at a loss for words – even if it means busting on Rayman whenever the opportunity presents itself.



## ANDRE. THE DARK LUM LORD

In the beginning, there was one. No creature knows the true origin of the Dark Lum Lord, who began the reign of havoc on Rayman's world. It has been whispered that one day, a single red lum beheld something so terrible it grew black with fear and evil. This transformed Dark Lum spread the evil to other red lums, eventually forming an army of cloaked soldiers called Hoodlums. Soon Rayman and Globox discovered the Hoodlums' plan: to taint the Heart of the World.



## DARK LUMS

Underneath the stitched hoods of every Hoodlum huddles a swarm of Dark Lums. These winged little nasties are concentrated puffs of pure evil, the brainless spawn of their master, the Dark Lum Lord, who now resides trapped inside Globox's stomach. Channeling their fury into an army of Hoodlums, Dark Lums will stop at nothing to free their lord and unleash an insidious rule of darkness upon Rayman's world.



## THE HOODLUMS

The Hoodlums have an evil plan to taint the heart of Rayman's world! But the war to free the Dark Lum Lord is first to the Hoodlums, known for their demented minds and tyrannical authority. After Globox ate the Dark Lum Lord, these gritty troops were quick to build a whole Hoodlum Army. There are tons of them – each with specific strengths, weaknesses, and combat styles! While off-duty, Hoodlums love to drink plum juice – it increases their strength and power!

# RAYMAN ZONE

Join the community in the Lums Quest at  
[www.raymanzone.com](http://www.raymanzone.com)

The Rayman community are waiting to meet you online.  
Make sure you logon 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! Logon to [www.raymanzone.com](http://www.raymanzone.com)  
NOW and join the fun!

## PROOF-OF-PURCHASE



# CREDITS

PRODUCERS  
Ahmed Boukheifia  
Pauline Jacquey  
Liu Jing

MARKETING COORDINATOR  
Damien Moret

PRODUCTION COORDINATOR  
Diane Bernard

STORY AND DIALOGUE  
David Neiss

ART AND LEVEL DESIGN  
SUPERVISOR  
Jean-Marc Geoffroy

LEAD PROGRAMMERS  
Sun Ting  
Olivier Didelot

PROGRAMMERS  
Chen Hai  
Chen Bao Wu  
Qiu Li  
Fang Wei Chen  
Xu Xiao Yue  
Zhang Jiao  
Lin Wei Jian

PROGRAMMERS  
Dominique Duvivier  
Francois Queinnec  
Christophe Koguet  
Lucian Rowe  
Alain Robin  
Daniel Raviart  
Franck Delattre  
Frédéric Bourbon  
Christophe Garrigues

LEAD GAME DESIGNERS  
Michael Janod  
Shui Xiu Yi

GAME DESIGNERS  
Olivier Palmieri  
Benjamin Haddad  
Frédéric Gaveau  
Éric Couzian  
Xavier Plagnol  
Jérôme Collette  
Olivier Barbier  
Yann Leclerc  
Shen Ye Tao  
Yang Jin  
Xiong Jie

ART DIRECTOR  
Céline Tellier  
Yang Bo

LEAD CHARACTER DESIGNER  
Stéphane Zinetti

GRAPHIC TECHNICAL DIRECTORS  
Céline Tellier  
Avlamy Ramassamy

REAL-TIME CINEMATICS DIRECTOR  
Alexandre de Broca

ILLUSTRATOR  
Éric Pelatan

GRAPHIC ARTISTS  
Fabrice Holbé  
Lina Lu  
Florence Charpentier  
Christophe Messier  
Alain Bernhard  
Olivier Conorton  
Mohammed Gambouz  
Laurent Debargé  
Sébastien du Jeu  
Gabriel Villatte  
Christophe Dur  
Christophe Bourges  
Marie Nguyen  
Chen Jing  
Fan Yin Jia

LEAD GAMEPLAY PROGRAMMERS  
Olivier Dauba  
Zhang Tao

GAMEPLAY PROGRAMMERS  
Yann Masson  
Nicolas Chereau  
Laurent Chiarazzo  
Setha Chhun  
Nicolas Normandon  
Mu Hong  
Ren Bo  
Zhang Kun

LEAD ANIMATORS  
Stanislas Mettra  
Gu Jie  
ANIMATORS  
Hélène Oger  
Hélène Pierre  
Isabelle Leduc  
Karine Karabétian  
Philippe Penaud  
Shen Hui  
Wang Wen  
Wu Ping

LEAD SOUND DESIGNERS  
Ida Yebra  
Ou Yuan Jun

SOUND DESIGNERS  
Emmanuel Gouvernaire  
Alexandra Horodecki  
Zhang Lei

SOUND ART DIRECTOR  
Romain His

LEAD DATA MANAGERS  
Nary-Tiana Andriamampandry  
Yu Lei

DATA MANAGER  
Éric Berkani  
Liu Jia Tao

RAYMAN CREATED BY  
Michel Ancel  
Frédéric Houde

ADDITIONAL GAME DESIGN  
Yann Masson  
Nicolas Normandon  
Stéphane Hilbold  
Fabrice Holbé  
Olivier Conorton

ADDITIONAL GRAPHIC ARTISTS  
Vincent Colombeau  
Bertrand Israel  
Pierre Truong  
Manu Hauss  
Grégory Chandéze  
Sybille Ristrop  
Sandra Vaquero  
Sandrine Houalet  
Yann Jouette

ADDITIONAL GAMEPLAY  
PROGRAMMERS  
Matthieu Crépeau  
Éric Berkani  
Michel Momicilovic  
Michael Janod  
Frédéric Gaveau  
Olivier Palmieri  
Xavier Plagnol

ADDITIONAL PROGRAMMERS  
Patrice Desarnaud  
Michael Ryszen  
Frédéric Balint

ADDITIONAL ANIMATORS  
Alexandre Baduel  
Vanessa Sarazin

BONUS LEVELS

GAMEPLAY PROGRAMMERS  
Nicolas Normandon  
Arnaud Guyon  
Zhang Tao  
Ren Bo  
Mu Hong

GRAPHIC ARTISTS  
Yang Bo  
Chen Jing  
Fan Yin Jia  
Fabrice Holbé  
ANIMATORS  
Gu Jie  
Shen Hui

BONUS LEVELS  
GAME DESIGNERS  
Shui Xiu Yi  
Yang Jin  
Xiong Jie  
Benjamin Haddad  
Michael Janod

PROGRAMMERS  
Sun Ting  
Chen Hai  
Chen Bo Wu  
DATA MANAGER  
Yu Lei

PROJECT MANAGER (GBA LINK)  
Liu Jun

PROGRAMMERS (GBA LINK)  
Ma Zhen  
Pan Yin

GAME DESIGNERS (GBA LINK)  
Shen Ye Tao  
Sun Wei

GRAPHIC ARTISTS (GBA LINK)  
Huang Zhe  
Shi Hua  
Ding Yong

GAMEPLAY PROGRAMMERS (GBA LINK)  
Zhang Kun  
Ren Bo

RESPONSIBLE STUDIO TESTING  
(SHANGHAI)  
Zong Jin

RESPONSIBLE TESTING  
(SHANGHAI)  
Xu Ming

TESTER (SHANGHAI)  
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Li Xi Yun

Qiao Dong  
Zou Jun Jie  
Lu Qiong  
Fan Xiao Tao  
Han Yan  
Li Qing Zhe  
Lu Zheng Jie  
Liu Zhi Bin  
Zhu Jia An  
Tang Yi Yun  
Ji Zhong Pin  
Zhang Yao  
Zheng Lei  
Huang Rong

TEST STUDIO MANAGER (PARIS)  
Victor Douangamath

LEAD TESTER (PARIS)  
Cyril Gouel

TESTERS (PARIS)  
Olivier Bertel  
Jérôme Amouyal  
Fabrizio Costa

Sébastien Métivier  
Carl Huyghues Despointes  
Frédéric Lapalus  
Manuel Rozoy  
Hervé da Mota  
Wolfgang Buttner  
Amis Boujouane  
Antoine Viellard

LEAD TESTER (MONTREAL)  
Stephan Leary

TESTERS (MONTREAL)  
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Bruno St-Laurent  
Félix Hardy  
Louis-Philippe Brissette  
Martin Hamel  
Martin Shank  
Max Bricault  
Nicolas Gagnier  
Stéphane Arbour

TESTERS (MONTREAL)  
Yanick Beaudet  
Pascal Gauthier  
Patrick Melanson  
Yann Provencher  
Antoine Drouin  
Jo-Ashley Robert  
Mathieu Larin  
Miguel Camepa  
Olivier Proulx  
Patrice Côté  
Patrick Charland  
Pierre Boyer  
Vincent Nadeau

ADDITIONNAL DATA MANAGERS  
Thomas Omer-Decugis  
Fabrice Machecler  
Vincent Chardonneraux

ADDITIONNAL TESTERS  
Éric Visconti  
Jean-François Dupuis  
Michel Morin

MANAGING DIRECTOR -  
MONTREUIL STUDIOS  
Nicolas Metro

DEVELOPMENT STUDIO  
MANAGER  
Vincent Greco

GRAPHIC STUDIO MANAGER  
Sandrine Maigret

GAME DESIGN STUDIO  
MANAGER  
David Douillard

CINEMATIC STUDIO MANAGER  
Sophie Penziki

MANAGING DIRECTOR -  
SHANGHAI STUDIOS  
Corinne Le Roy

DEVELOPMENT STUDIO  
MANAGER  
Chen Shen Feng

GRAPHIC STUDIO MANAGER  
Lu Zhi Gang

GAME DESIGN STUDIO  
MANAGER  
Ye Wei  
Wu Jun

CINEMATIC STUDIO MANAGER  
Lu Zhi Gang

PRE-RENDERED SEQUENCES  
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TECHNICAL DIRECTOR - SPX  
Charles Beirmaert

GRAPHISTS - SPX  
Corinne Bouvier  
Xavier Le Dantec  
Jérôme Lionard

LAYOUT DIRECTOR  
Mathieu Breda

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ANIMATORS  
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Thomas J. Anderson  
Gilles Monteil  
Véronique Lacombe  
Éric Branz  
Wilfried Ayel  
Sonia Pronovost  
François Côté

GUITAR-HERO  
François Queinnec

AUDIO PRODUCTION MANAGER  
Sylvain Brunet

CREATIVE MANAGER  
Manu Bachet

SOUND PRODUCTION  
ORGANIZATION  
Marine Lelievre

MUSIC COMPOSED, ARRANGED  
AND PERFORMED BY  
Plume  
Fred Leonard  
Laurent Parisi

SOUND EFFECTS

Talk Over MIXED BY  
Christophe Marais  
Claire Schwab  
Gwen Hervochon  
(Tex Avril Studio - France)

MASTERISED BY  
Martin Dutasta

MUSIC EDITING  
Pascal Florck

VOICE DIRECTOR  
Eddie Crew

VOICES

RAYMAN  
David Gasman

GLOBOX  
John Leguizamo

MURPHY  
Billy West

ANDRÉ  
Ken Starkevic

AND  
David Gasman  
John Leguizamo  
Billy West  
Lee DeLong  
Jodie Forest  
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Dana Westberg  
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WORLDWIDE LOCALIZATION  
MANAGER  
Coralie Martin

LOCALIZATION PROJECT  
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Laurent Rigal

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U.S. VOICE RECORDINGS  
Ubi Sound Studio  
Blindlight Studio, U.S.A.

U.S. POST-PRODUCTION  
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BLINDLIGHT STUDIO, U.S.A.

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Dawn Hershey, C.S.A.

CASTING COORDINATOR  
Lisa Schaffer

RECORDING AND DIALOGUE  
EDITING  
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VIDEO TRAILER TEAM

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EDITOR  
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Grégoire Chevalier-Naud

SAVAGE BEAST  
Jérôme Collette

FX DESIGNER  
Alain Micaelli

MADDERS  
Performed by Groove Armada.  
Courtesy of Jive Electro.

WRITTEN BY  
Michael Daniels  
K. Lee  
J. White  
C. Jenner  
Thomas Findlay

Andrew Cocup Zomba Music  
Publishers Ltd. (Adm. By  
Zomba Enterprises Inc. in the  
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Guénaelle Mendroux  
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INTERNATIONAL CONTENT  
DIRECTOR  
Serge Hascoët

INTERNATIONAL CONTENT TEAM

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(SHANGHAI)  
Hirofumi Motoyama

GAME DESIGN  
Gunther Galipot

PLAY TESTS  
Lionel Raynaud  
Frédéric Duroc

STORY EDITOR  
Alexis Nolent

APPROVAL COORDINATORS  
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(Scandinavia)  
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Nick Wong (Australia)

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BRAND MANAGER  
Stephanie Bond

PUBLIC RELATIONS  
Carol Quito  
Tyrene Miller  
Robin Carr  
Mark Smotroff

SPECIAL THANKS TO  
Arnaud Kolteinkoff  
Alexandra Ancel  
Michel Ancel  
Philippe Vimont  
Han da Qing  
Rayman M Team  
Mao Yi

Wang Bin  
Arnaud Guyon  
Arnaud de Pischof  
Benoit Maury-Bouet  
David Houssin  
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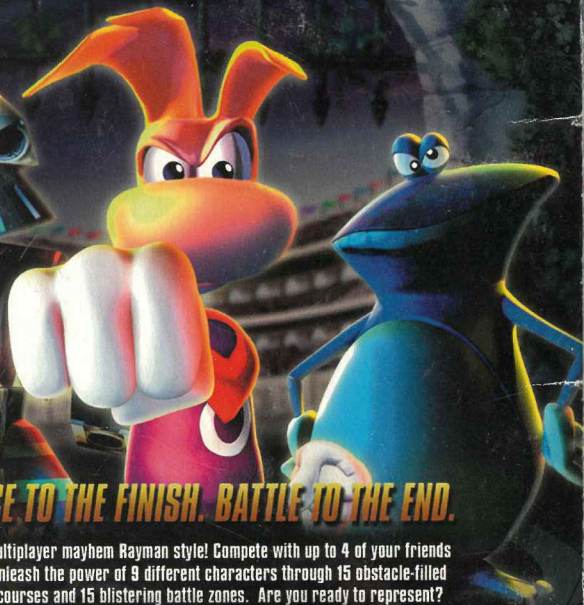
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