

# Rayman<sup>®</sup> 3

HOODLUM HAVOC



## FREQUENTLY ASKED QUESTIONS

**JUST WHAT EXACTLY IS RAYMAN?** -- He's a hero for the ages, living in a twisted, tripped-out psychedelic world of mind-numbing madness. With helicopter hair and no physical arms or legs to hold him back Rayman has advantages unlike any other action hero. Rayman also has some incredible new moves including: *The Shock Rocket*, *Heavy Metal Fist* and *Lock Jaw*. These are awesome capabilities he will certainly need as he comes up against outrageous enemies, especially the ultra-savage Hoodlum tribe who inhabit the world of *Rayman<sup>®</sup> 3: Hoodlum Havoc*.

**SO WHAT IS RAYMAN'S STORY THIS TIME 'ROUND** -- It's all about good vs. evil: one family of inhabitants in Rayman's world are known as "Lums" – normally peaceful, happy creatures. However, the Red Lum tribe has been tainted by one bad apple – now dubbed a Dark Lum – who spreads the evil to other red lums. The Dark Lum Chief then forms an evil army of aptly named Hoodlums. These Hoodlum soldiers each have increasingly dark visions and don clothing woven from the pelts of the creatures captured from Rayman's universe. Rayman quickly discovers the Hoodlum's plot to taint the Heart of the World! Only Rayman and his trusty sidekick Globox can stop their evil plan. And along the way, weirder and wackier things happen...

Unexpectedly and accidentally, Globox swallows the Chief of the Dark Lums... temporarily saving the day. This accident provokes a strange addiction to plum juice (see "**AND WHO'S FOOL IDEA WAS IT TO HAVE PLUM JUICE IN A GAME?**")... On his journey, Rayman must travel to unknown lands forgotten by time and survive cunning creatures awaiting him at every turn throughout a strange and fantastic land. But, this time, to save the world he'll have to find a cure for Globox first!

### WHAT IS A DARK LUM LIKE?

Here's one now →



### HOW 'BOUT THE HOODLUMS?

Looks just like this →



(more on these guys later...)



**AND WHO'S FOOL IDEA WAS IT TO HAVE PLUM JUICE IN A GAME?** Blame it on the Hoodlums who are hooked on the stuff! Rayman's got a big mess on his hands when Globox accidentally swallows the Dark Lum Lord who is hooked on a sort of hallucinogenic Plum Juice drink. With the Dark Lum Lord setting up residency inside Globox's ample belly, Globox is pushed to consume Plum Juice as frequently as possible. You see the problem is – Globox is highly allergic to the stuff! The only salvation is that Globox's, er, digestive emanations can help Rayman get out of tight squeezes as he strategically rides these gaseous bubbles to safety.

Easy as 1, 2, 3,  
Globox trips out  
on Plum Juice→



**WHAT IS UBISOFT'S HAVOC SYSTEM ABOUT?** Ubi Soft's new A.I.-driven H.A.V.O.C. (Hoodlum Activity Vector Orientation Control) system ensures players use their brains, as each enemy has specific strengths demanding strategic game play to win. Players have to adapt to the individual Hoodlum situation -- as each Hoodlum adapts to the player! And to Rayman's benefit, Ubi Soft's exclusive Flatulence Action Rapid Transport (F.A.R.T.) and Belching Action Rapid Flight (B.A.R.F.) systems for Globox provide our hero with strategic gaseous emanation bubbles he can ride to safety.

**WHY DOES RAYMAN HAVE SO MANY POWERS?**

First of all, Rayman needs the extra ammunition to survive against the Hoodlum army! Otherwise, he wouldn't have a chance... But also, because more powers make the gameplay more fun -- and isn't fun what video games are all about in the first place? Ubi Soft designed incredible new features into the gameplay of Rayman to take advantage of the full power of next generation platforms like the PS2 and Xbox. The original Rayman lived within a 2D world. The new Rayman is 3D with more polygons, more detail and in the end, more personality. Instead of working from an existing model, the new Rayman was modeled completely from scratch and the results are immediately apparent. Rayman has all kinds of dramatic expressions as he bursts into wild animation while he's using his new superpowers such as the:

**Shock Rocket**



**Vortex Fist**



**Lock Jaw**



**Throttle Copter**



**Heavy Metal Fist**





## HOW MANY ENEMIES ARE OUT THERE IN RAYMAN3?

We've lost count! But there are a ton of them in *Rayman 3: Hoodlum Havoc*! There is now more power for the player and more enemies acting together. The player has to face multiple enemies at the same time, and from different elevations. Players have an array of abilities and powers at their disposal, but must use them strategically to find the best way to take out specific kinds of enemies.



## WHAT ARE THE TEENSIES?

Teensies are also inhabitants of the world Rayman lives in. And they are friends and ultimately helpers to Rayman and Globox. They are a peace-loving species with an individual look and feel in each community. Among the many Teensies out there are:

- 3 different doctors with individual healing powers...
- 4 Kings (and they are a little confused as each thinks he is the "real" king!).

Teensies frequently get caught by the Hoodlums, so Rayman has to save them (and he gains special powers and/or bonuses in return).

### Two of the famed Teensie Doctors



*Art Rytus*



*Al Urgic*

### Is this the Teensie King?



*Grand Minimus*



Oh yeah... here's another Teensie dude →

*The Nookins*

## WHO IS THIS MURFY FELLAH?



Murphy is the tough fly guy with the 4-1-1 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, then report back with the best way for Rayman to proceed. Murphy's never at a loss for words – even if it means making fun of Rayman when the opportunity presents itself.

## AND JUST WHAT IS GLOBOX?

This is Rayman's ever-faithful partner, the bumbling belly-acious, ever-smiling Globox. With a globular belly and blue oxidized skin, Globox is as unlikely a hero as one can imagine.



## WHO ARE THE HOODLUMS?

Hoodlums are a swarm of Dark Lums equipped in combat suits woven from pelts of innocent and peaceful creatures of Rayman's world. The Dark Lums capture big, woolly creatures and knit their outfits from them. The Hoodlums are an army, organized into various posts

that specialize in a specific area. Rayman has to contend with all sorts of these Hoodlums, and never knows who he'll face next. It might be a sniper who could take Rayman out from long range, or it might be a grenadier, who's armed with his own explosive concoction of plum juice based bombs.



Hoodlums are really skilled at holing up in places and setting ambushes for Rayman. You might be cruising along through a mysterious temple and get caught by surprise, or even get attacked from the sky. Ubi Soft built each Hoodlum's Artificial Intelligence to think independently, so even when the Hoodlums are attacking in an organized group, they'll still act for themselves and be pretty tough to predict. This presents quite an added challenge for the player...

The Hoodlums are pretty fanatic about stopping Rayman at all costs, but are also kind of comical in their own right. Sometimes they get a little too excited about being evil and bumble around a bit, especially if they get separated from their leader.

### JUST WHERE IS RAYMAN'S WORLD?

Rayman lives in a dark, unexplored and complex place that varies greatly from one level to another, and even one area to the next. The game begins at night in a forest filled with giant, luminescent mushrooms that sparkle in the dark. And by the end of his quest, Rayman will have traveled through shimmering temples, barren lands with bones shooting out of burning sands, dark dead lands full of forgotten stone gods, and a Hoodlum factory powered by strange machines. Those are just a few places Rayman will have to get through. It's a switch from the same old desert, beach and mountains that have been overused in so many games over the years.



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### About Ubi Soft Entertainment

Ubi Soft Entertainment is a global producer, publisher and international distributor of interactive entertainment products. A leading company in the industry, Ubi Soft's strong and diversified line-up has grown considerably. As well as developing original properties, Ubi Soft has also steadfastly partnered with several high-profile companies and is dedicated to delivering consumers with quality videogame titles while offering blockbuster franchises. Founded in 1986, the company has offices in 21 countries including the United States, Canada, France, Germany, Finland and China and sells its products in over 50 countries. For more information about Ubi Soft, visit <http://www.ubi.com>.

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