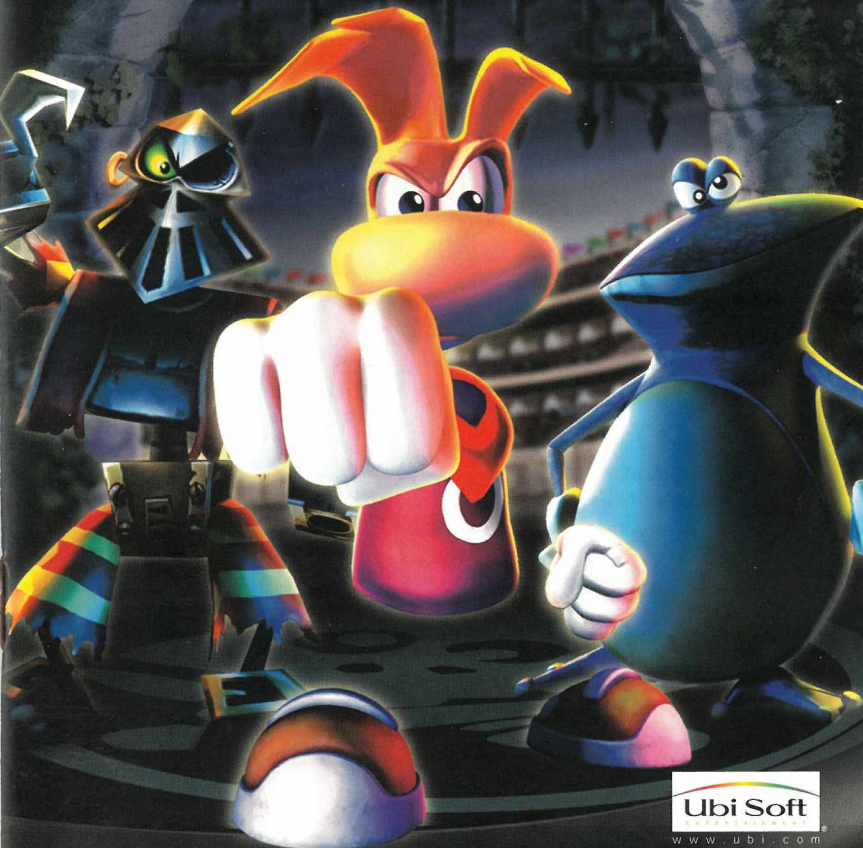


XBOX



RAYMAN ARENA



Ubi Soft
www.ubi.com

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.

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 static images created when playing 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.

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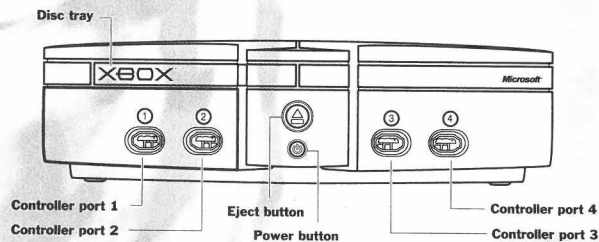
CREDITS

TECHNICAL SUPPORT

WARRANTY

Using the Xbox Video Game System

1. Setup 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® Arena disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Rayman Arena.

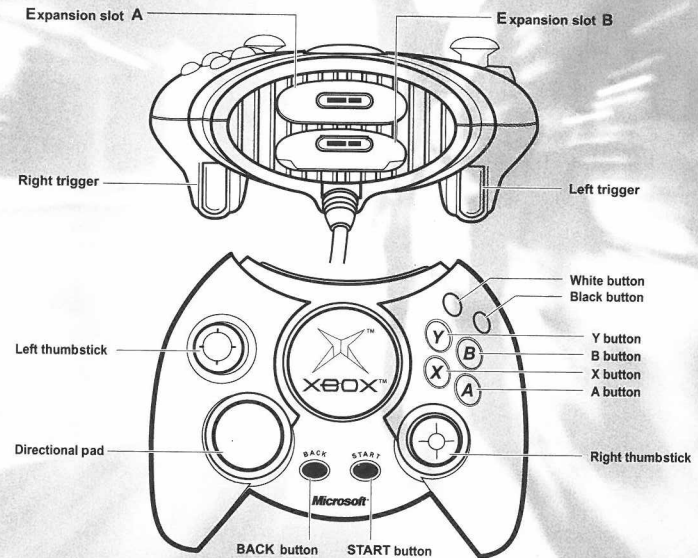


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-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.

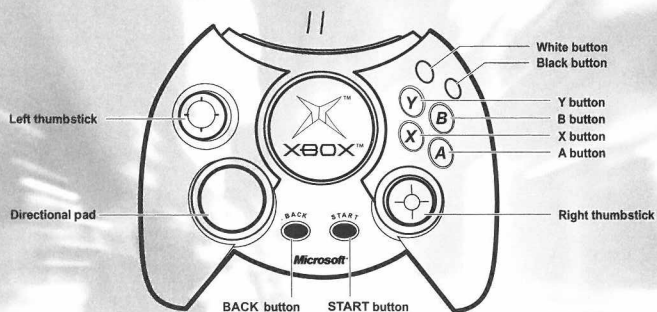
Using the Xbox Controller



1. Connect the Xbox Controller to any 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.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Rayman Arena.

CONTROLS

XBOX CONTROLLER



RACE ARENA CONTROLS

ACTION

Move
Jump
Float/Helicopter
Shoot
Optimization
Use Power-Up
Drop Power-Up
Hide/Display Mini-Map

CONTROLS

Left Thumbstick
A Button
A Button + A Button
X Button
Y Button
B Button
Black Button
White Button



BATTLE ARENA CONTROLS

ACTION

Move
Jump
Float/Helicopter
Shoot/Use Weapon/Power-Up
Drop Weapon Power-Up
Lock-on Enemy (in Fight Modes)
Hide/Display Life Points
Rotate Camera

CONTROLS

Left Thumbstick
A Button
A Button + A Button
X Button
Black Button
L or R Trigger
White Button
Right Thumbstick

OPTIMIZATION CONTROLS

ACTION

Boost

RACE

The optimization function is a unique action in Rayman Arena. Press the Y Button for a boost in different situations such as:

- on a speeder
- hitting the ground after jumping
- when you have been hit by an obstacle
- on the starting grid

Note: The optimization function is not available in Battle Mode.

CONTROLS

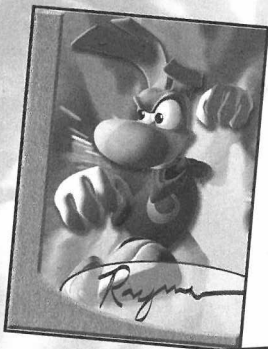
Y Button

STORYLINE

STORY

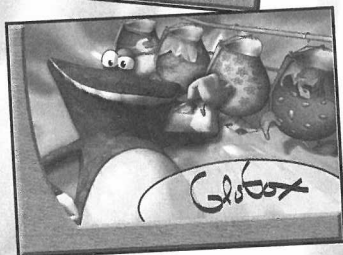
Time to strap on your schoolin' shoes and power up your lums. Rayman's world has gone competition crazy with 12 obstacle courses and 12 battle zones of pure pulse-pounding action. Take risks, use tricks, and trip up opponents as you sprint, slide, climb, and helicopter in a rush for the checkered flag. Then jump into frenzied firefights with power-ups, traps, and special ammo to get the most lums and reign supreme.

CHARACTERS



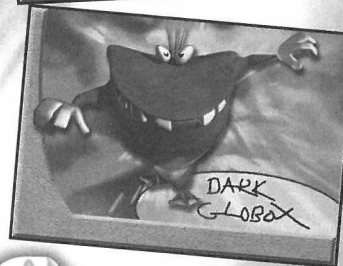
RAYMAN

Profession: Legendary Hero.
Likes: His friends, jogging in the morning, and fighting evil.
Dislikes: The bad guys, people stepping on his feet, and being bored.
Address: Wherever he's needed.



GLOBOX

Profession: Model Father.
Likes: Sleeping under trees, playing with his boys, and rock music.
Dislikes: Danger, being woken up suddenly by Tily, and journeys across the world.
Address: Third cave on the left in the magic mountains



DARK GLOBOX

Profession: Walking Disaster.
Likes: Eating. (A lot. Of everything. Of anything. All the time.) Working out and wasting pirates.
Dislikes: Peace and quiet, baths, and games that require some thought.
Address: Right where he was a minute ago.



TILY

Profession: Budding Fairy.
Likes: Trampolineing on Globox's belly, playing tricks on her friends, and surprise parties.
Dislikes: Getting wet, messing up her magic tricks, and vermicelli soup.
Address: The Glade in the middle of the woods, after the big oak tree, near Miracle Waterfall.



HENCHMAN

Profession: Small-Time Bad Guy.
Likes: Terrorizing the weak, drinking drain oil with his robot pals, and causing chaos.
Dislikes: Ending up as spare parts, Dark Globox's games, and Razorbeard's punishments.
Address: At the local bar in the port, amidst the singing and smoke.



HENCHMAN 1000

Profession: Big-Time Bad Guy.
Likes: Metal cages, military parades, and waxing his mustache.
Dislikes: Tight-fitting trousers, world peace, and long hair.
Address: Currently in retreat, far, far away from Rayman.

CHARACTERS

TEENSIES

Profession: Part-Time Kings.

Likes: Acrobatics, occupying the throne, and important speeches to the masses.

Dislikes: Not occupying the throne, coming in second, and each other's opposing ideas.

Address: They've forgotten.



RAZORBEARD

Profession: THE Bad Guy.

Likes: His job as Master of the World, sailing without a compass, and when his wife goes on vacation without him.

Dislikes: Rayman, doing the dishes in front of his men, and his wife's rolling pin.

Address: Villa "Home Sweet Home" – the one with the carnivorous plants.



MRS. RAZORBEARD

Profession: The Bad Guy's Wife.

Likes: Feeding her carnivorous plants, ordering her husband around, and long-lasting makeup.

Dislikes: Her husband bringing his work home, dishes badly washed, and her mother-in-law (who blames her for Razorbeard's failure in his career as THE Bad Guy).

Address: Villa "Home Sweet Home" – in the kitchen next to the rolling pin.



CHARACTER MUSIC

The Race mode has a very fun, original, and interactive music system. Each character has their own music and when they are in first place, it is their exclusive music that starts to play. So be alert to all your senses, because if the music changes...someone may have found a shortcut and passed you up!

STARTING A GAME

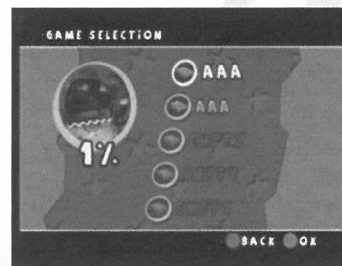
General

Use the Left Thumbstick to choose a league and press the A Button to confirm your choice. Press the B Button to return to the previous screen.

Language Selection

Choose a language: English, Spanish, or French

Entering a Game



New Game

If you want to create a new game, choose NEW GAME and create a name using three letters. Once completed, you will then choose between single or multiplayer game, your game mode (Race or Battle), and your character. You will then be prompted to choose a level to start in.

Load Game

If you want to load an existing game, select the desired game file and press LOAD. You will now be able to choose which level to start from, including levels that you previously unlocked.

ARENA RULES

GENERAL

Rayman Arena is divided into 2 separate modes of gameplay: Race Mode and Battle Mode. Each mode has 2 different gaming styles.

Race Modes:

OBSTACLE RACE: A race of 3 laps.

TIME ATTACK: A crazy pursuit race!

Battle Modes:

TOTAL FIGHT: Collect various weapons and prepare to Battle!

FREEZE FIGHT: Collect lums and freeze your enemies before they do.

SINGLE-PLAYER & MULTIPLAYER

SINGLE-PLAYER (GRAND CHAMPIONSHIP)

In Single-Player, Rayman Arena turns into a quest for the Grand Championship. To be crowned "Grand Champion," you must win each individual championship cup for all the different game modes in two leagues (Beginner & Pro).

Beginner & Pro Leagues

The road to becoming "Grand Champion" runs through two separate leagues: Beginner and Pro. You must first win the Beginner League Championship prior to unlocking and playing in the Pro League.

Rewards & Unlocking

When you start a new game, different characters and maps will be locked and appear hidden in the menu screen. During your progression in the game (or when you win a cup) you will go to a podium where you'll be informed of the new character, skin, or map you have unlocked. More specifically, each time you win a cup, you will unlock a new character or bonus skin. Each time you finish a game mode, you win a bonus map. *During the game, you will have the opportunity to unlock 4 new characters, 37 character bonus skins, and 8 bonus maps.* You can also view the stats page in the Main Menu and follow your progression in the quest to become Grand Champion.

MULTIPLAYER TOURNAMENT

Choosing Multiplayer mode turns Rayman Arena into a tournament where you can Race or Battle against up to 4 friends.

All of the maps are unlocked in this mode and if a file has been loaded, you'll be able to choose from the characters and skins that you've unlocked.

Note: If no files are loaded, you will only be able to choose from the default characters.

RACE ARENA RULES

There are 12 race levels full of obstacles, power-ups, and shortcuts. In addition, 2 Race Modes are available for the 12 levels – each incorporating different game rules and game interfaces.

Different Routes

Each track has 3 different paths you can take: easy, medium, and hard. You start on the easy path, which is the most obvious trail. But in some parts of the track, usually using purple lums or climbing, you will find forks in the road which will allow you to take alternate routes ranging from medium to hard. Should you successfully weave your way through the more difficult paths, you will save time. Should you fail...be prepared to make up ground!

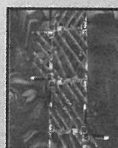
Race Objects

You will encounter many objects through your progression on the tracks. These objects can be used to trip up your opponents in the race – but be alert, as you can also be hit! Other objects will provide a boost and give you access to shortcuts.



Purple Lums

Master the art of catching purple lums and they'll show you a quicker way to the finish line.



Wall Climbing

Climb walls to get over HIGH obstacles.

Race Objects (cont'd)



Speed Boosters

Run over them and you'll receive a quick-speed boost.
Note: Repeatedly tapping the Y Button while running over a speed booster provides faster sprints.



Bumpers

Use bumpers to bump you over HIGH obstacles.



Switches

Shoot switches to open hidden passages or move the environment to trip up your opponent.



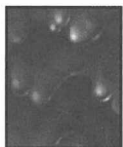
Breakable Boxes

Shoot these boxes and uncover the secret boost it hides. The number of hits needed to destroy a box is written on its side.



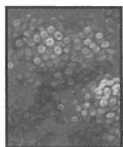
POWER-UP Generators (only in Multiplayer Obstacle Race)

Run across them and pick up power-up bonuses.



Slow-Motion Surface

Avoid this surface; if you enter it, you will slow down drastically!



Flames



Spines



Piranhas



Fences

Avoid these objects at all costs; if they hit you, you will slow down your race....

Obstacle Race

Game Rules

The winner is the person who finishes 3 laps first.



Competitor's places

Number of laps

Mini-map

Multiplayer Mayhem

In multiplayer, you will be able to take power-ups from generators and use them against other players by pressing the B Button. Some of the power-ups available are:

- | | |
|--------------------------|--|
| Item Leech | It steals the item / power-up carried by the leading competitor. |
| Big Freeze | It creates an ice circle for a few seconds in front of all your opponents; if they cross it, they will be frozen for a short period of time. |
| Shield | It protects you against any kind of attack (except screen distortion) and gameplay obstacles. It also increases your speed. |
| Lightning | This power-up will strike lightning down on the leading runner causing him to slow down. |
| Screen Distortion | It alters the screens of all your opponents. There are 5 different screen alterations: |
| • Upside-Down Screen | • Negative Color |
| • Zoom Effect | • Invisible Character |
| • Blurred Screen | |

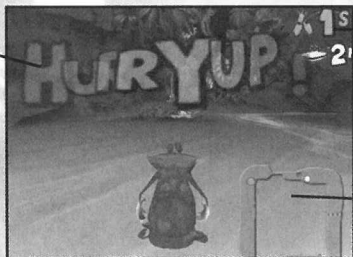
Time Attack

Game Rules

The winner of this race is the "last man standing!" Each time a competitor has not crossed a set checkpoint 6 seconds after the leader, he will be eliminated until one player is left.

Note: In Time Attack, you can freeze your opponents in both Single-Player and Multiplayer modes.

"Hurry up" signals that the leader just crossed a checkpoint, so you have 6 seconds to cross it



Competitor places

Mini-map

Exhibition - Race Arena Bonus Maps

You gain access to the race bonus maps by winning race leagues. You can access these maps from the single-player mode, at the race type screen, by choosing "Exhibition."

"Speed Stress," "Extreme Slide," and "Future" are a special kind of time-attack mode. From the start line you have 30 seconds to go to the next checkpoint. Any time you cross a checkpoint you have 30 seconds more to go to the next one...until you reach the end.

"Run, Run" is a very special mode. You race against an enormous wave, and if the wave touches you, the game is over.



BATTLE ARENA RULES

There are 12 Battle Arenas with 2 Battle modes available – each incorporating different game rules and game interface.

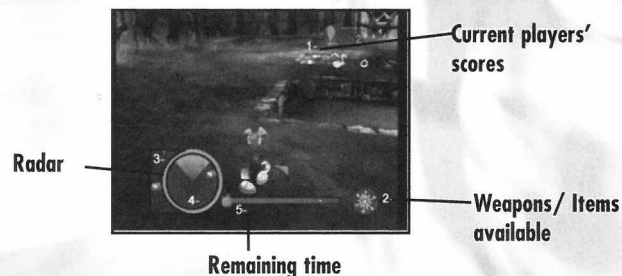
Both Battle modes incorporate a time limit of 3 minutes. If by the end of regulation time there is no winner, 30 overtime seconds will be added until one player emerges victorious.

Note: Both Battle modes are available for Single-Player and Multiplayer games.

Freeze Fight

Game Rules

As lums appear randomly on the map (one at a time) your job is to collect as many as you can. To hinder your opponents, you will be armed with ice bullets that will freeze your opponents – these bullets are unlimited. The winner is the one who has the most lums when the 3-minute time limit is over.



Total Fight

Game Rules

The goal is to acquire the maximum amount of points by shooting at the competitors.

There are different weapons and items at your disposal. These are extracted and collected randomly when you pass over a Generator (gold generators are likely to store weapons with more power). Each weapon has a specific power and inflicts a fixed number of hit points.

Players start with 5 life points each. Each time the life points reach 0, the player is spawned somewhere in the arena. Each time you bring an opponent down to 0 life points, you gain one life point.

Note: The arrows at your feet show the position of your opponents.



DESCRIPTION OF WEAPONS

In Total Fight, you will collect bonus weapons from generators located throughout the map. To shoot the bonus weapon, press the X Button.



FAKE GENERATOR

Looks like a generator but works like a bomb: it explodes on contact or just after a character passes nearby. The explosion inflicts 3 hit points.



ITEM LEECH

Steals the items/weapons carried by the nearest opponent, or if none are being carried, takes one from a generator.



SHIELD

Protects against any kind of attack for a certain number of seconds. It also inflicts one hit point of damage upon contact.



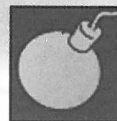
RAPID BULLETS

Shoots a row of 3 bullets per round. Each bullet inflicts one hit point.



FIREWORK BULLET

Follows a parabolic trajectory and detonates on impact, inflicting 2 hit points to anyone in the explosion range.



GLUE BOMB

Goes around the target and explodes after several seconds, causing 3 hit points to be lost. It can be passed to another player by touch.



HOUND BULLET

After an initial burst, it automatically goes after the nearest opponent. Each hit inflicts one hit point.



BUZZ ROCKET

You can take control of this flying weapon. It inflicts 5 hit points upon impact on another player.



FIREBALL

A shot divides into 5 fireballs that go straight. It inflicts 2 hit points.



RUBBER BULLET

Can make a direct hit or bounce off the walls (up to 3 bounces). Each hit inflicts one hit point. You have 5 bullets, which refill over time.

Exhibition - Battle Arena Bonus Maps

You gain access to the battle bonus maps by winning battle leagues. You can access these maps from the single-player mode, at the battle type screen, by choosing "Exhibition."

HOW TO PLAY SINGLE-PLAYER CHAMPIONSHIP

The Single-Player mode is considered to be the "Grand Championship." In order to be crowned the "Grand Champion," you must win all the individual championship cups within all the game modes.

League Selection

Begin by choosing and successfully completing Beginner League in which you will compete against one computer-controlled opponent. Once you've emerged victorious in Beginner League, you will then have access to compete in Pro League. Be prepared to face two computer-controlled opponents, each with a more aggressive style of competing.

Stats

This page displays your progression in the quest for "Grand Champion," including the skins, characters, and bonus maps you have unlocked.

Arena Selection

This screen will provide you the opportunity to choose whether to participate in Race Mode or Battle Mode.

Championship Selection

Choose the championship cup you wish to compete for:

Race Arena

- Race
- Time Attack

Battle Arena

- Total Fight
- Freeze Fight

Character Selection

At the beginning, only 5 characters will be available. The 4 hidden characters will be unlocked as you progress in the game. Use the control stick to highlight your character selection and press the A Button to confirm your selection. Additional character skins can also be unlocked as you progress through each level and secure victories. You will be notified at the victory podium each time you've unlocked a new character skin.

Note: All characters except Rayman have bonus skins.

Map Selection

Once you've made your character selection, you may then proceed to choose the desired map you wish to compete in.

**THEY SAY THAT KNOWING IS HALF THE BATTLE.
SO WHAT ARE YOU WAITING FOR?**

HOW TO PLAY MULTIPLAYER TOURNAMENT

The Multiplayer mode is the tournament aspect of Rayman Arena, where up to 4 players can compete at one time.

Tournament Parameters

In this mode you'll need to:

- Choose the number of players. You may only choose as many players as the number of Xbox Controllers inserted into the Xbox system (i.e., 3 Controllers inserted allow up to 3 players to participate.)
- Choose the standards of victory (i.e., one victory equals the first person to win 3 Races or Battles).

Arena Type

This screen will provide you the opportunity to participate in Race Mode or Battle Mode.

Game Mode

Choose your game mode. (The Multiplayer game modes are the same as Single-Player.)

Exhibition

This provides access to bonus levels.

Character Selection

Players will take turns selecting which character they want to compete with, starting with Player 1. The characters available for selection are the ones that have been unlocked in Single-Player mode – if a file was loaded. If no file was loaded, you will be able to choose from the default characters available at the beginning of the game.

Map Selection

Choose a sequence of any 3 maps for the Multiplayer tournament. The only maps available are the ones opened in single player mode (from a loaded game). If you select the question mark (?), a random map will be selected for you. Press OK to start the tournament.

**THE ARENA IS BIG ENOUGH FOR ALL OF YOU...
SO GET OUT THERE AND REIGN SUPREME!**

OPTIONS

These options are available on the Main Menu page:

Sound

- Music volume: Low/Medium/High/Off
- SFX volume: Low/Medium/High/Off
- Type: Stereo/Mono

Rumble Feature

- On / Off

Note: You can adjust the rumble feature for each Controller connected.

Screen Size

Adjust the settings to best fit your TV set.

- Height, Width, Verticle Offset, or Horizontal Offset

Note: All options can also be changed during the game in the in-game menu.

CREDITS

Rayman Arena Team

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Agosteo, Giuliano Boiocchi

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"CROG" Roguet, the PC and PS2
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Maninetti, Luciano Morpurgo, Giovanni Ivan
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Montreuil General Manager
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Montreuil Graphic Studio Manager
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Alexandre Baduel
Montreuil Design Studio Manager
David Douillard
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Lead Tester
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Corinne Bouvier, Jérôme Lionard
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Animateurs
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AUDIO PRODUCTION
Sound Producer
Sylvain Brunet

Creative Manager
Manu Bachet

Sound Production Organization
Marine Lelievre

Voice Director
Eddie Crew

Voices
Lee Delong, Joddie Forrest, David Gasman,
Joe Sheridan, Ken Starcevic, Martial Le
Minoux
Recorded by
Lionel Bouhnik at Ubi Sound Studios -France

Sound Effects by
Talkover

**Music Composed, Arranged, and
Performed by**
Claude Samard
Drums
Christophe Deschamps
Brass
Christophe Nègre, Jacques Bolognesi

NOTES

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Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

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If all else fails, you can write us at:

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3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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A promotional poster for the video game Rayman 3: Hoodlum Havoc. The central figure is Rayman, a character with orange hair and a purple body, smiling and holding a large, glowing yellow and orange letter 'R'. Behind him is a large, dark, stitched mouth with glowing orange teeth. The background is dark with purple and pink lightning bolts. In the top left, there is a glowing cube with the text 'COMING SPRING 2003!'. At the bottom, there is a promotional message and the Ubi Soft logo.

COMING
SPRING
2003!

RAYMAN 3

HOODLUM HAVOC

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