

# RAYMAN

Learning  
Center

Instruction Manual



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Ages 7-8 More than 4 million Rayman games sold!

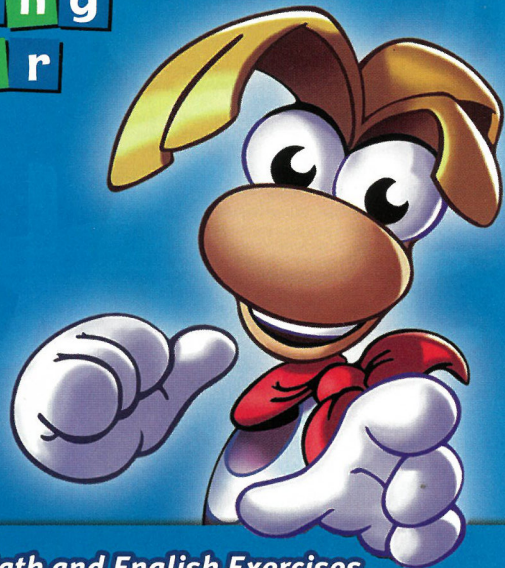
Ubi Soft  
ENTERTAINMENT

# RAYMAN

Learning  
Center



Ubi Kids



Over 600 Challenging Math and English Exercises

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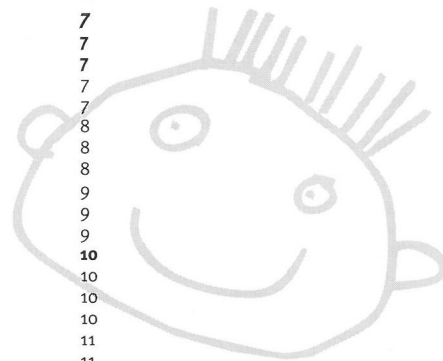
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# INTRODUCTION FOR THE PARENTS



## ***Your child and the computer***

Before your child joins Rayman and dives into the multicolored world of “Rayman Activity Center,” you should read the following pieces of general advice. Child friendly set up of the computer is essential, so that your child will have a lot of fun without any unnecessary complications.

If possible, set up the computer in a calm space where there are few disturbing sources of light and noise. Be sure to make certain that the child sits comfortably. The monitor should be placed at the child’s eye level, and be adjusted so that the brightness is not too strong and the contrast not too intense. This prevents the child’s eyes from tiring too fast. Also, the sound should not be too loud, even if children generally like that.

It is best if you play “Rayman Activity Center” with your child the first time. You should also explain some of the computer’s fundamentals to him/her: the CD-ROM Drive containing the programs, the monitor for looking at, the keyboard and the mouse for control, and the printer for making print-outs.

The child may need some help and assistance before he/she can deal with the mouse. Be patient, as it is not initially easy to understanding the connection between the movement of the mouse and the pointer on the screen. Also, clicking needs to be trained. Show your child how to find clickable things on the display – and how the mouse pointer changes as soon as an active clicking area is discovered.

As soon as the child understands how to click, what the individual symbols mean, and how to find their way around the program – you can leave him/her alone to explore for themselves. The program was developed in such a way that it simplifies and promotes independent discovery and investigation for smaller children. For installation, printing the rewards, and the general operation of the computer, you should always be available. Your child will learn faster than you imagine.

## ***The concept of the program***

“Rayman Activity Center” was developed specifically for children of pre-school age. The educationally valuable contents are arranged and edited to take the player into the fantastic world of Rayman and friends. First, they’ll arrive at the house of Betilla the Fairy, who was helpful to Rayman in his previous adventures. She leads players through “Rayman Activity Center,” always remembering its duty to prepare children for starting primary school as best as possible. The game trains memory and logical thinking, and offers an introduction to handling numbers and letters.

As if the program wasn’t already complete enough, the authors have added yet another original activity: the French-Workshop, with its songs and exercises that adapt to the abilities of the child and introduce them to a new language. The children don’t just practice the games. Everywhere, songs and animations are hidden – through which Rayman’s world comes to life.

## ***Learning contents and methods***

The main character of the program is Rayman. Many children have already learnt to love this happy character in other programs. Rayman now opens his world to children starting at 4 years old, and takes them into his fantastic, idea-rich landscapes.

On Rayman’s planet children will find exercises to accompany their pre-school learning – along with games designed for relaxation in the fairy’s house. Parents can even call up a report of their child’s progress at any time.

The learning content of “Rayman Activity Center” was developed in co-operation with experienced child-experts, specifically for children between the ages of 4 and 7. “Rayman Activity Center” organizes itself in such a way that it can recognize and take into account different children’s abilities. The program strives to encourage the intellectual abilities of children, increase their receptiveness and observation, and promote their creativity.

In the process of development, the program was submitted to children between the ages of 4 to 7 years for regular testing. They contributed greatly, leading the designers towards a successful mix of learning content.



# INSTALLATION AND RUNNING

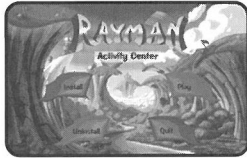
## System requirements

To play "Rayman Activity Center" you will need the following configuration: Pentium® 90 Mhz , Windows™ 98/95, 8 MB RAM, 4x CD-ROM Drive, 256 colors, SoundBlaster-compatible sound card, mouse and keyboard.

## Installation and starting the program

When you insert the CD-ROM for the first time, a window will open automatically. In this window, click on the INSTALL button, and follow the instructions. "Rayman Activity Center" will be stored in the program group "Ubi Soft games." (note: To uninstall the game, just click "Uninstall Rayman Activity Center" from Start / Programs / Ubi Soft games / Rayman Activity Center / Rayman Activity Center.)

After installation, you can start the game by clicking PLAY on the Autorun menu. You will be automatically taken to the first screen, where your child is requested to input his/her first name. Up to 5 children can enter their names here. To allow more children to use the game later, you must delete one of the available names using the "eraser". In subsequent play sessions, you may click an existing name on this screen and "Rayman Activity Center" will continue where you left off.



## Problems with the game?

If Rayman Activity Center doesn't work, it may be because it cannot find some files on your hard disk. To fix this problem, you should reinstall the game. Run through the same steps as the first installation. You can uninstall for safety's sake beforehand, but this is not necessary.

If you have further difficulties with "Rayman Activity Center" please contact Ubi Soft Technical Support, listed on the last page of this manual.

# RAYMAN AND FRIENDS



## Rayman

The main character, Rayman, is courageous, funny and easy-going – the friend of all children. His jokes and exciting surprises reward players and keep their interest.



## Betilla

**Betilla the Fairy possesses unusual abilities and can charm anyone with her magic wand. She presents the number and letter games to the player, and helps where necessary. This friendly Fairy is gentle and good-natured, and always has a lot of surprises up her sleeve. She can be found in her garden or in her house.**



## The Magician

The Magician is Rayman's best friend. Together with the monster, the Clown, and the Mosquito, he'll always find a solution and help wherever he can. These four characters will accompany the children throughout the logic exercises and games, and supply hints when they're needed.



## Joe the Cricket

Joe the Cricket introduces the children to French. He'll teach the names of fruits, animals, colors and numbers, and sings beautiful songs. If you click in the right places, you'll discover even more French words.



## The Cave Monster

The Cave Monster lives deep underground, and his loud voice shakes everything. He looks scary, though he's not all that bad. With his help, the child will learn to recognize a variety of different tones and noises.



## Super Mosquito

Super Mosquito is one of Rayman's most faithful companions. On his back, Rayman can fly wherever he wants.

## The Toons

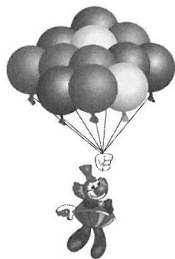


The Toons come in all colors and if children get something right, they'll dance and sing in joy.



## The Photographer

The Photographer takes strange photos. The children can look at themselves in his album, and try to solve his photo puzzles.



## The Clown

The Clown has fallen in love, is always hungry, and is always good for a joke. With his guitar, he plays beautiful songs for his secret love.

# CONTROLS

The fairy can be clicked on at any time (she's always at the bottom left hand corner of the screen). She'll offer the child assistance or will repeat the instructions for the current game.

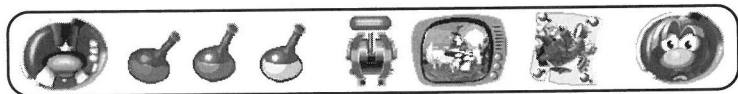
The three magic bottles allow the child to change the degree of difficulty with a simple mouse click. The green bottle makes the game simple, the red moderately difficult, and the yellow very difficult.

The **green response lever** is needed in some games. Where this is necessary, it will be explained in the instructions for that game.

The **television** offers direct access to the garden.

The **picture of Rayman's planet** leads directly there.

Click on **Rayman**, in order to leave the program.



# PROGRAM STARTING AND CONTENTS



## The Garden

The first route leads into the garden. Here, the fairy gives the child important information about using the program. From the garden you can move directly into the house or onto the planet.



## The House

In the house, children will find exciting games to try out what they've learnt. When the mouse pointer moves over clickable places, it changes into a hand.



## Options



Game options (for example, volume) can be changed here.



## Instructions

All game instructions can be found here. Each game begins with an animation explaining what to do. If the child starts a game again, these statements will not appear. Here, they can look at them again.

## Super Mosquito

This section helps you get accustomed to the keyboard. Using the keyboard and your co-ordination, you'll need to shoot the Space Toons before they reach the ground. Use the SPACE BAR to do this. But be careful, the Toons will also try to hit you. With the arrow keys you can evade their shots to the left or the right. Two people can play – just select “Two players,” and take it in turns.

## The Voracious Fish

This section trains mouse movement and clicking. The strange fish are extremely greedy and always hungry. They'll try to eat all your fruits – but you can prevent them. How? Move your mouse pointer to the fish who's trying to steal the fruit – click the mouse button, and he'll fall back into the water. But keep an eye on the other fish, because they won't stay in the water for long!

## Coloring Workshop

In Betilla's house you can paint and color in the drawings and then print out the multicolored pictures afterwards.



## The Rewards Box

A collection of all the rewards the player has collected through the games. Rayman rewards each successfully finished exercise with an animation, a song, or a joke. All these little surprises are kept in the reward box, where you can look at them again at any time.

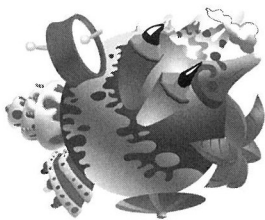
## The Radio

To hear a song, click on the radio in Betilla's house and the song of the Magician will play. Fill free to sing along!

## Results

If you click on the magic bottle, you can find out which games were already played by your child and how much progress they made. The outline shows you whether a game has been tried, and how many sections were solved. You can also see a breakdown of how many sections were answered correctly and incorrectly, and on which difficulty level the game was most frequently played.

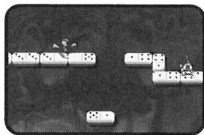
## THE PLANET



### Giant Dominoes

With the help of enormous dominoes, Rayman must cross the dangerous ink sea.

He can't do it alone – you must help by completing the route with suitable dominos. Use your mouse to move the dominoes around. On the second difficulty level you must click on the arrows around the stones to move them into the correct position.



### The Magic Letters

This section helps you understand letter sequences, and the written word.

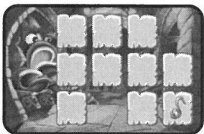
The magic letters are a total mess! But don't worry, because the word that these disorganized letters should make up is shown on the screen. Your job is to rearrange the letters in such a way that they form this word. On the third difficulty level the words are much longer than in the second, and there are also letters which don't belong in the final word.



### Echo in the Caves

This section helps children recognize noises and tones.

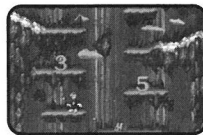
Welcome to the cave of the monster, whose voice echo's through the stones. If you click on any one of these stones, you'll notice that sounds and objects are hidden behind them. The objects correspond to the sounds – and you have to find the matching ones. But be careful, the sounds and objects don't stay around for too long. See what hides behind each stone, and then you'll be able to find those that match.



### Clown in Love

This section helps children develop letter recognition.

Shoot an arrow at the balloons floating around, and you'll see red hearts of love! By doing this, you'll help the clown write a poem to his love. On each balloon is a letter of the alphabet. You must shoot only the balloons that carry the letter given to you. If you're secretly in love, you can write the first name of your love in level 3, using the balloons, and a beautiful poem will be shown.



### The Storm

This section teaches children the numbers from 1 to 20 and their order.

Rayman is climbing the mountain and must make the summit before the storm starts. To find the best route, you must give the correct responses to Betilla's questions. If Rayman safely reaches the top, numbers won't be a mystery to you anymore, and he'll give you a surprise.



### Hide and Seek

This section helps children's spatial awareness, as Rayman and the Betilla the Fairy play hide and seek.

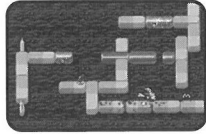
Rayman hides himself somewhere in the forest, but where? To find his hiding place, Betilla the fairy gives you hints.



### **The Magic Erasers**

*This section helps children understand three-dimensional space.*

Help Rayman through the labyrinth of magic erasers. You must use the arrow keys on the keyboard to find the correct route. But be careful, sometimes small creatures sit on the erasers – which you must avoid. If necessary, you can change the labyrinth by building bridges out of wooden boxes. Think which passages must be open, and build bridges where you want to make sure Rayman gets through. On the third level, things become even more complicated – now you'll find springy erasers with blue stars, which allow Rayman to jump the ditches. Place them on the edge of gaps, and press the SPACE BAR to cross.



### **The Joking Photographer**

*This section helps children to observe and recognize shapes.*

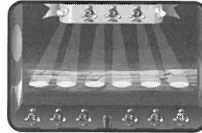
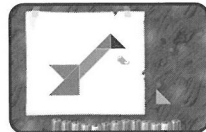
Rayman is having a party! The Toons are playing the piano. In order to get the photos from Rayman's album back together again, you need to move the individual sections into the right place.



### **Clowning Around**

*This section helps children assemble geometric shapes.*

With a large bucket of black, Mr. Black paints geometrical figures. With the multicolored shapes on the right you must fill in these shapes. Once you've done that, they will come to life.



### **The Toon Dance**

*This section helps children's observation and logical ordering.*

In honor of Rayman's birthday, the magician has organized a show with the Toons. But the little Toons want to amuse themselves rather than concentrate on the show. You have to help them get things in order.



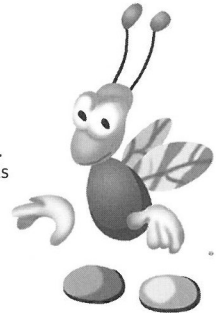
### **French Workshop**

*This section helps children acquaint themselves with the French language through four child-friendly topics.*

**Animals**  
**Colors**  
**Fruits**  
**Numbers**



"Hello, I'm Joe the Cricket. With my help you can learn a new language. Together we can sing French songs. Fruits, colors, numbers and animals will dance before your eyes and you'll hear their French name."



# CREDITS

## THE TEAM

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**DEVELOPMENT:** Ubi studio - Michel Guillemot

**PUBLISHING HOUSE:** Ubi Soft Entertainment - Yves Guillemot

*Thanks to all the child experts, parents and children involved in this project.*

## Customer Service Policies

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