

INSTRUCTION MANUAL

Kayman 3

HOODLUM HAVOC



EVERYONE
E
CONTENT RATED BY
ESRB

Ubi Soft
ENTERTAINMENT
www.ubi.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

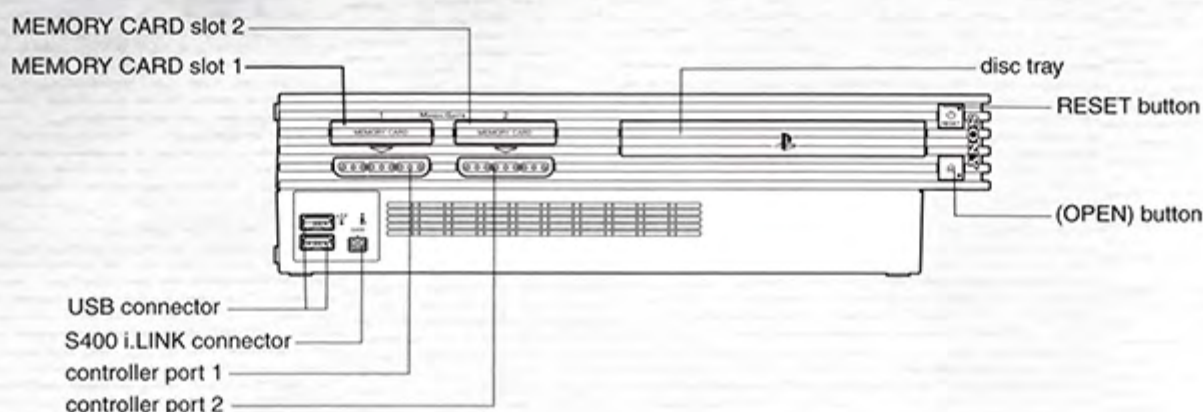
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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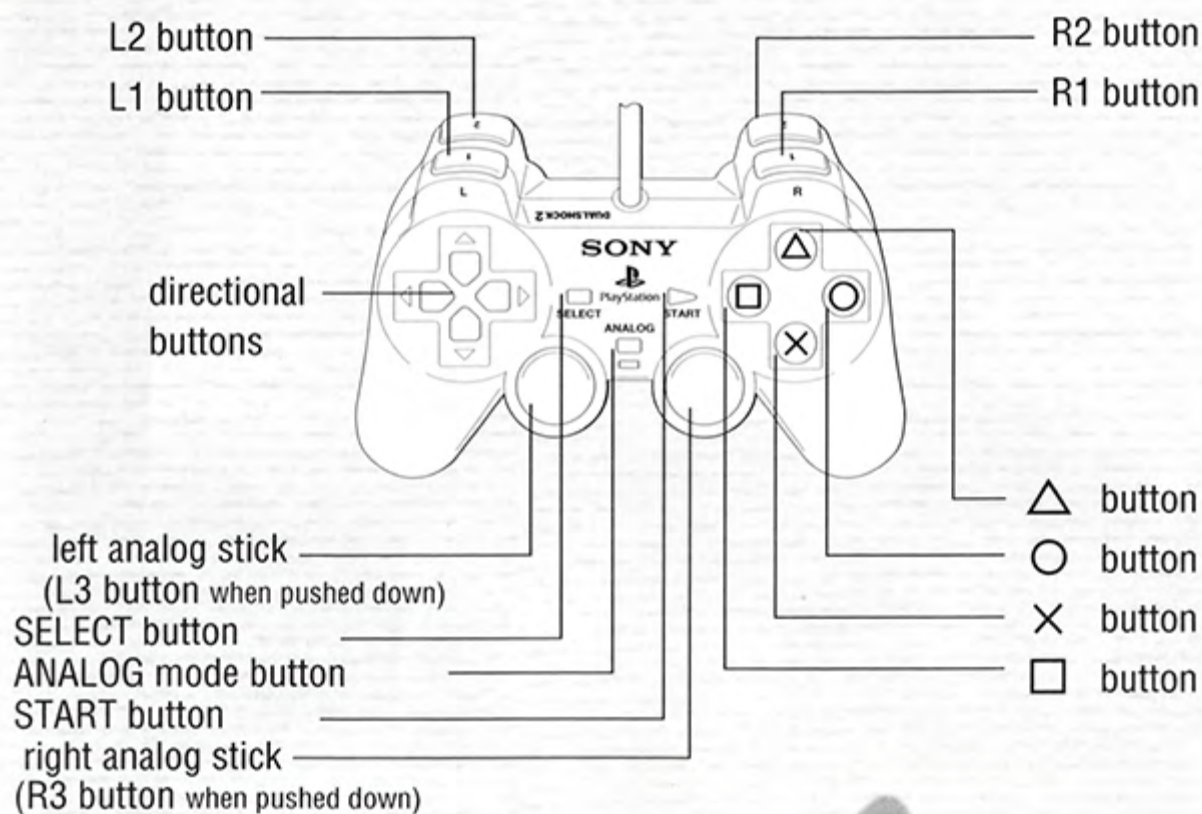


GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the Rayman® 3 Hoodlum Havoc disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using Rayman® 3 Hoodlum Havoc.



DUALSHOCK® 2 ANALOG CONTROLLER



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!

NAVIGATING THE MENUS


To navigate the Rayman 3 Hoodlum Havoc menus, use the left analog stick or the directional buttons, along with the R1 and R2 buttons. To validate your selection, press the  button. To go back, press the  button.

* If the left analog stick doesn't work, don't panic! Check that you are in analog mode (mode indicator).



STARTING THE GAME

SELECT THE LANGUAGE

Use the directional buttons to select the language for the game menus, character voices, and texts. Validate your selection by pressing the  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 the START button to access the Main Menu. It is not advisable to insert or remove a peripheral 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 standby/RESET button.



Use Load to access a saved game. This option is only active if a Memory card (8MB) (for PlayStation®2) is present and if a game has been previously saved.

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

Select Album to access the album of game photos stored on your memory card.

NEW GAME


Select New and confirm your choice by pressing the **X** button. You then go to the screen for creating a new game. Use the directional buttons or the left analog stick to select the letters and validate with the **X** button. Once you've entered your name, select OK and validate with the **X** button.

LOADING AN EXISTING GAME


In the Main Menu, select Continue and validate with the **X** button. You then go to a screen that groups together all your saved games. Select the game you want to load with the left analog stick and validate your choice by pressing the **X** button.




OPTIONS

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


CONTROL SETTINGS

Select Controller Options in the Options Menu and validate with the  button. Select the controller configuration that suits you best with the left analog stick.

SOUND SETTINGS

Validate Audio with the  button in the Options Menu. Use the left analog stick to set the volume for Music, Special FX, and Dialog, and to choose your sound system (Stereo on-off).

VIDEO SETTINGS

Select Video and validate with the  button to access this menu.

By validating Screen Centering, you can adjust the position of the image on the screen with the left analog stick or the directional buttons.



You can select the type of screen you want (16/9 or 4/3) and test to see whether your TV is compatible with a 60Hz progressive scan mode. To do this, select a mode and start the test. After a few seconds, the program asks you if the display is correct. If nothing is displayed during the test, your TV isn't compatible with the selected mode.



LOADING/SAVING

LOADING

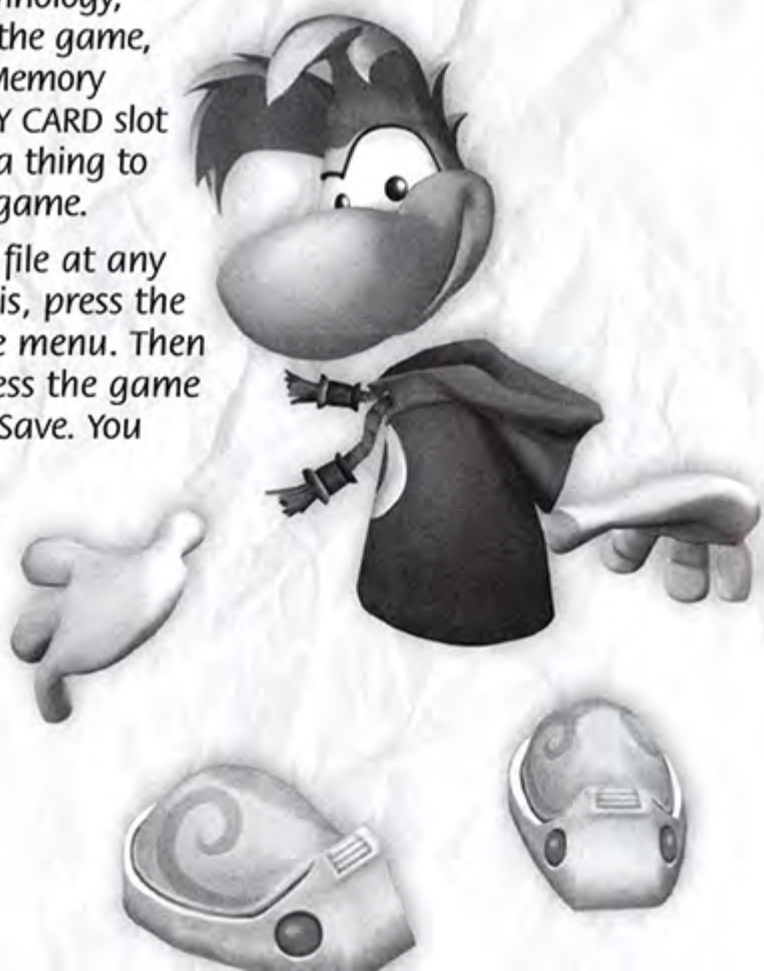
You can load another game at any time, provided you've inserted a Memory card (8MB) (PS2) containing a saved game in MEMORY CARD slot 1.

To do this, press the START button to display the menu. Next, press the  button to access the game menu directly. Select Load; then validate with the  button. A screen with all your saved games appears. Now select your game.

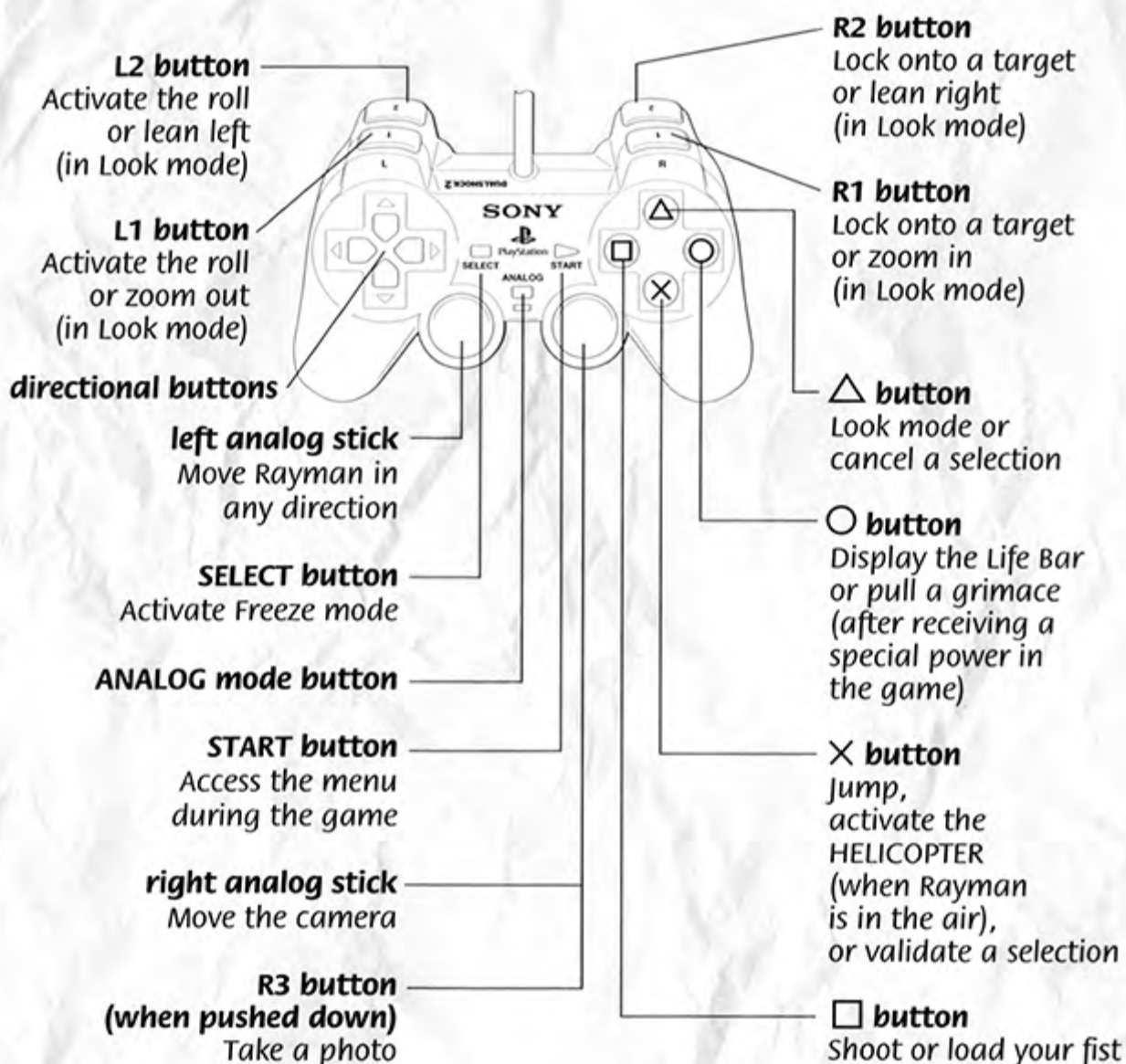
SAVING


Thanks to the miracle of technology, saving is automatic during the game, provided you've inserted a Memory card (8MB) (PS2) in MEMORY CARD slot 1. 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 the START button to display the menu. Then press the  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.





RAYMAN CONTROLS






To **MOVE**, shift the left analog stick in the direction of your choice. The more you tilt the analog stick, the faster Rayman moves.



To **JUMP**, press the  button.


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

To **ROLL**, press the L1 button.


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


To **CLIMB** along ladders or special walls, move towards the wall with the left analog stick. Rayman clings on automatically. You can then move around with the left analog stick. To come down, press the  button again.

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

To **MOVE FORWARD WHILE HANGING** from gratings, jump with the  button to grab on, and use the left analog stick to move around.

To **SWIM UNDERWATER**, use the left analog stick.


To **LAUNCH YOUR FIST**, press the  button.

(Go to the Fighting The Enemies section to see everything you can do with the  button.)

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 right analog 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 R1 button places the camera behind Rayman again.


LOOK MODE

Keep the  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 left analog stick, but you can also zoom in and zoom out with the R1 button and the L1 button respectively. This mode is very useful for observing the situation before setting off to fight, or for finding all the bonuses.

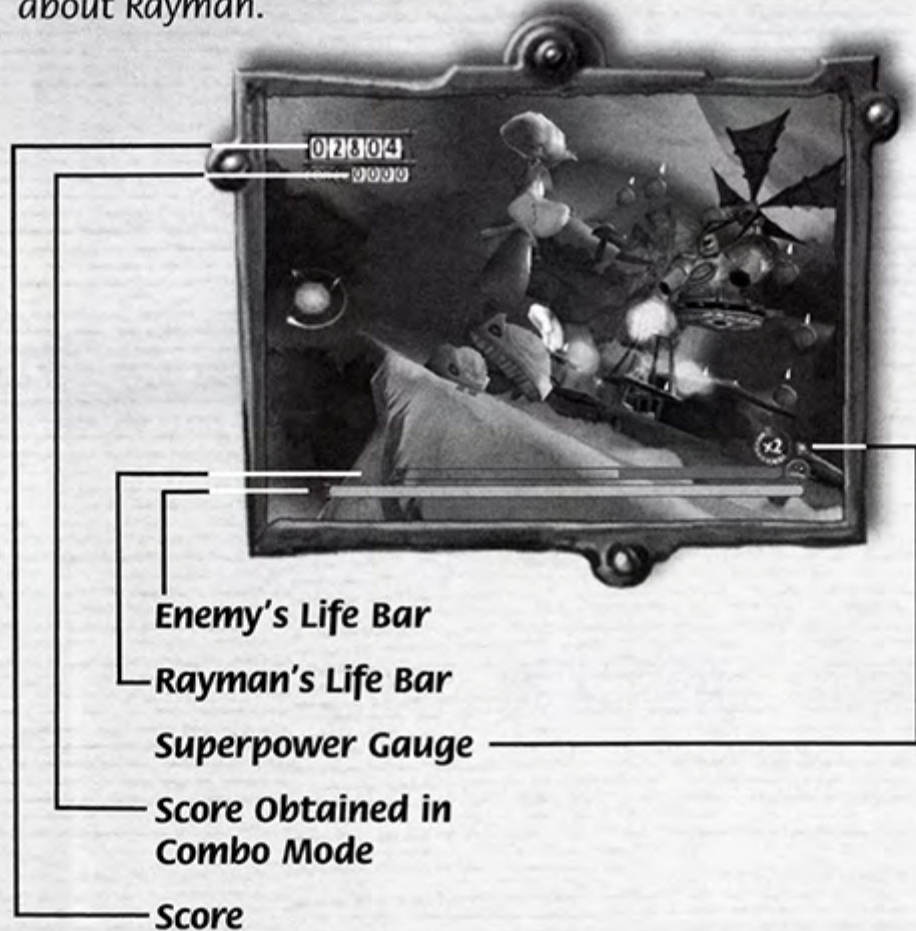
FREEZE MODE, AND TAKING A PHOTO

You can freeze the situation whenever you want by pressing the SELECT button. Everything in the game comes to a standstill. When this happens, you can still move the camera using the left and right analog sticks.

You can even give free rein to your creativity and take photos by pressing the R3 button. 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  button. Your photo is now saved on your memory card.

GAME SCREEN

By pressing the  button, you can display lots 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 R1 button pressed down. When you've locked on to your enemy, you can carry out any action you want without losing sight of him:



- **MOVE SIDEWAYS (STRAFE)** with the left analog stick.
- Jump or use the helicopter by pressing the  button.
- Roll in any direction by pressing the L1/L2 button and shifting the left analog stick.
- Launch your fists by pressing the  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  button.

To launch his **FIST IN A RIGHT OR LEFT CURVE**, press the R1 button, strafe right or left, and press the  button.

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

In short, use the R1 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 to read: so you won't have to read this manual for nothing...

Lock on to an enemy and activate the Freeze mode by pressing the SELECT button. If you press the  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  button to give the enemy electric shocks.

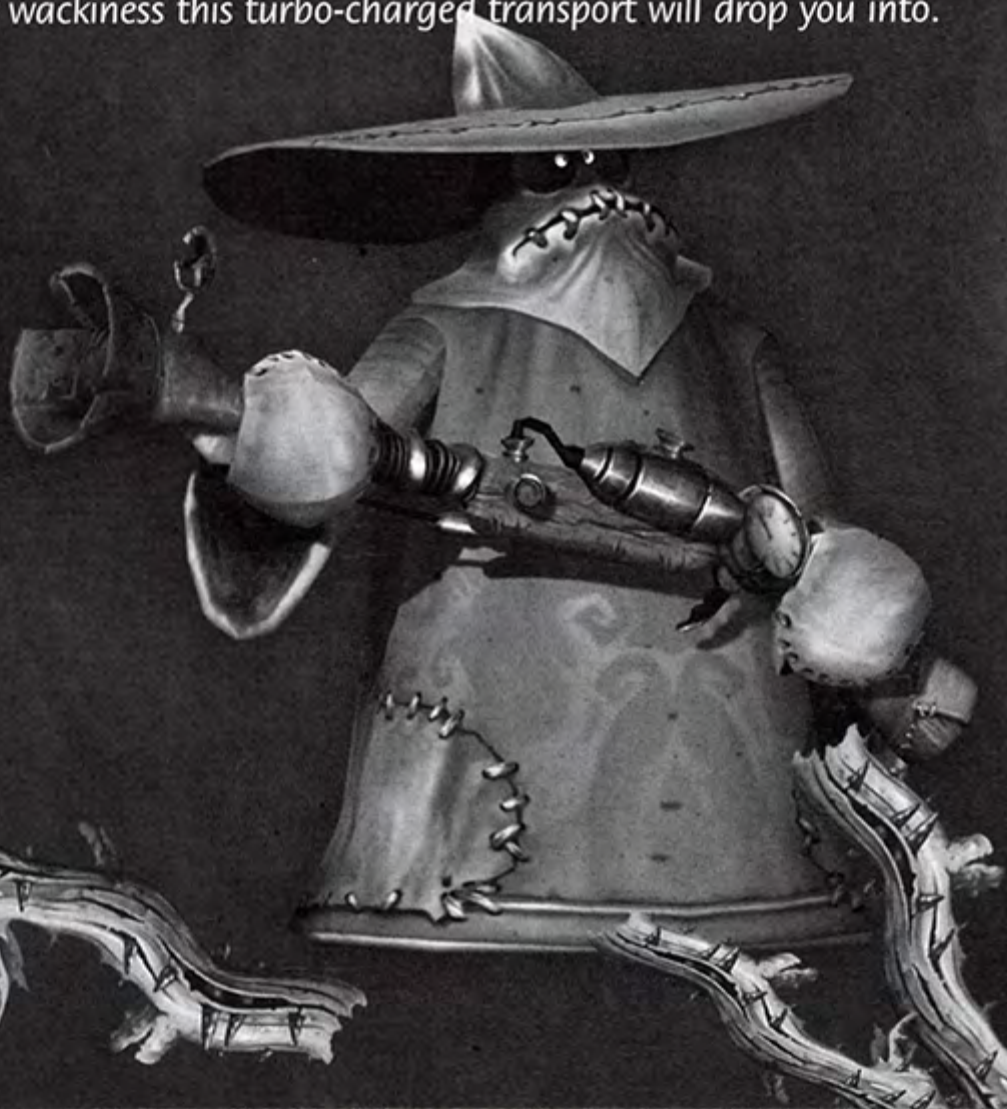


ORANGE CAN: SHOCK ROCKET

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 button to arm the Shock Rocket. Then press the  button again to launch it. Next, use the left analog stick to direct it. This fist is very useful for reaching targets that are very 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 can'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 timorous. If you approach them slowly, you can obtain 250 points. But if you're too quick, the terrified tribelles fly 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!



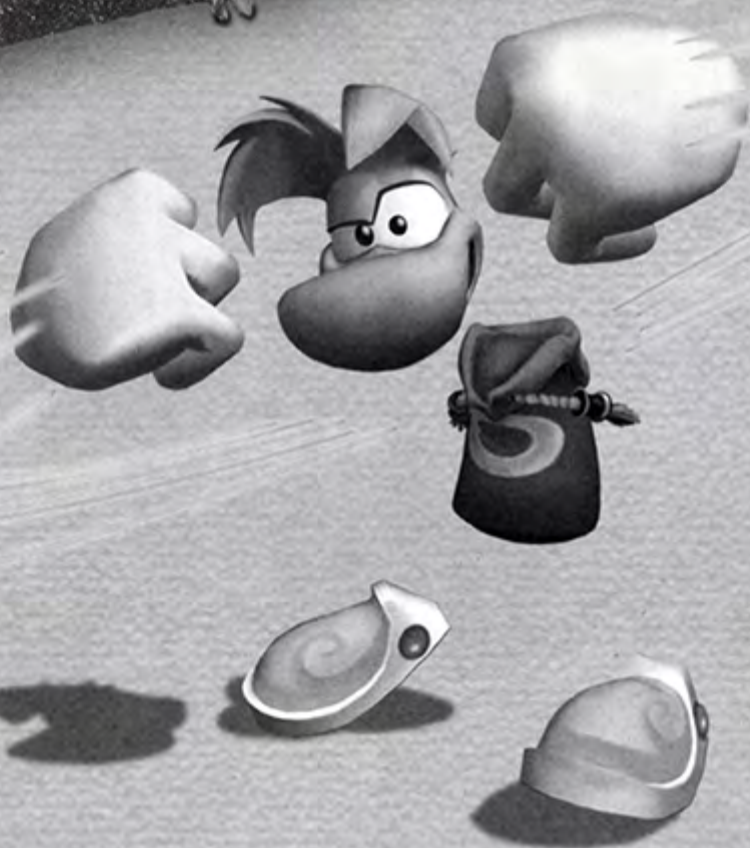
MENU SCREEN

You can display the menus at any time by pressing the START button. By pressing the R1 button or the R2 button, you can display the score page for the different universes you've been through.



Press the **■** button to display the Game Menu to save, quit, or load a game. Press the **●** button to access the Bonuses page. Depending on your score, you can unlock game videos as well as bonus levels.

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

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 NOW
and join the fun!

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Courtesy of Jive Electro.

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