

RAYMAN ARENA



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.

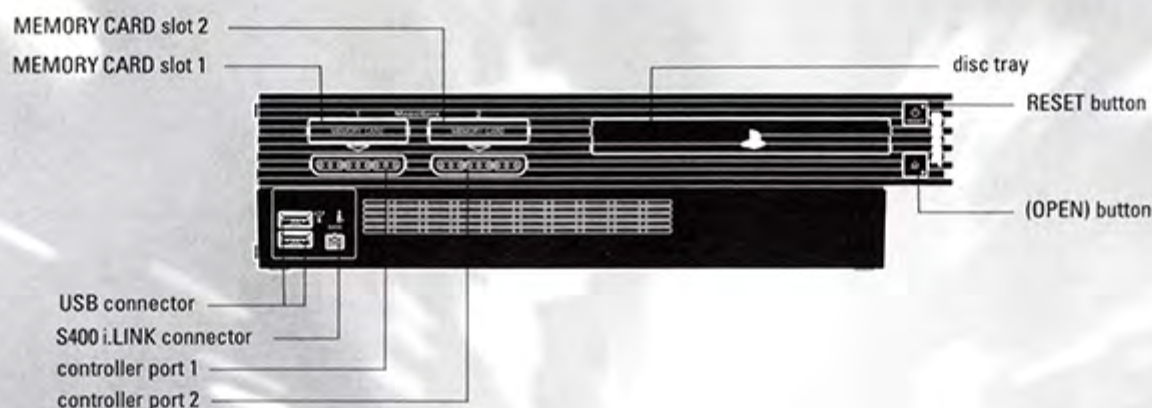
HANDLING YOUR PLAYSTATION 2 DISC:

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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 Arena 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 the software.

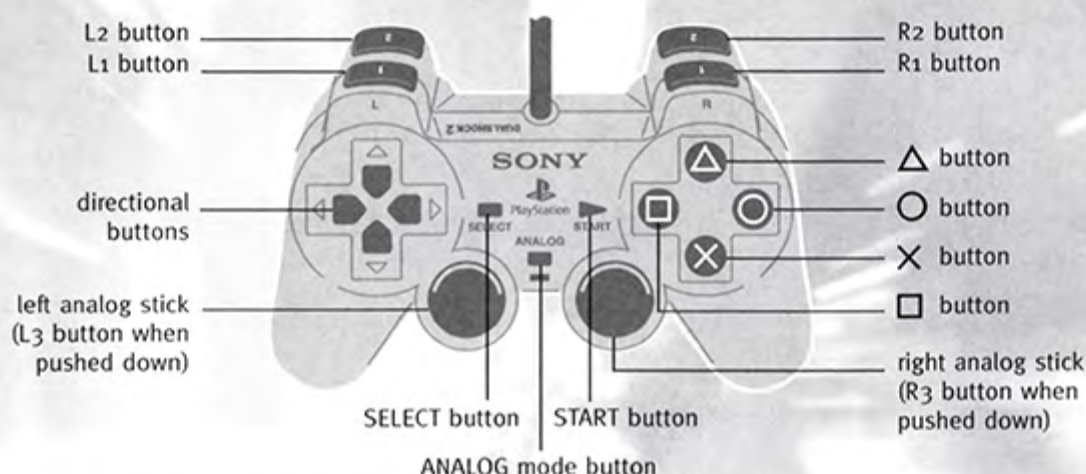
If you want to play with more than 2 players, you will have to use a Multitap (for PlayStation 2). Insert the multitap into controller port 1 only, then insert the controllers into controller port 1-A, 1-B, 1-C and 1-D of the multitap.

NOTE: When using a multitap controller, port 2 is deactivated. Only the controllers connected to the multitap will be used.

Caution: You are advised against inserting or removing peripherals once the power is switched on.

CONTROLLER

1- DUALSHOCK®2 ANALOG CONTROLLER



You can select the control settings that best suit you via the Options Menu/Control settings. You can access 4 different settings. Configuration 1 will be available by default.

NOTE: Rayman Arena supports the DUALSHOCK®2 analog controller and DUALSHOCK® analog controller. The digital pad cannot be used.

Race Arena Controls

left analog stick	Move
× or R1 button	Jump
□ or L1 button	Shoot
Δ button	Optimization button*
SELECT button	Gap display
START button	Pause

Battle Arena Controls

left analog stick	Move
right analog button	Look
× or R1 button	Jump
□ or L1 button	Shoot
Δ button	Realign camera
○ button	Item discharge
R2/L2 button	Strafe-lock target
SELECT button	Radar toggle**
START button	Pause

(continued on page 4)

(continued from page 3)

*** The optimization controls available in the Arena:**

- Press the Δ button several times when you touch the ground after jumping and you'll do a roll that accelerates you.
- Press the Δ button several times when you are on a Boost and you will go faster.
- Press the Δ button several times when you have been hurt and this will reduce your penalty time.
- More tips & tricks to come on www.raymanarena.com.

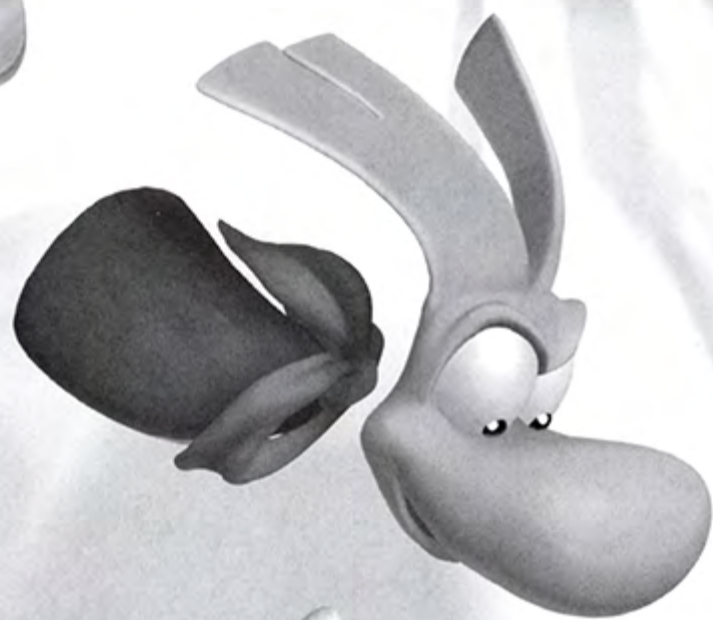
**** Using the radar in the Battle Arena:** The player is considered to be at the center of the display, and other elements, depending on the game mode selected, are indicated by a pointer. The pointer shows both horizontal and vertical positions: it appears solid when the element is at the same height as the player and faded otherwise (when it's higher or lower).



STORYLINE

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.

Perhaps you will prove to be tougher than Rayman.



1 - NAVIGATING THROUGH THE MENUS

To navigate through the RAYMAN Arena menus and select slices, use the left analog stick*. Your selection will be highlighted. To confirm your selection, keep the left analog stick pressed in the direction you have selected and press the **X** button. To move from one menu to another, press the R1 button to go to the right, and the L1 button to go to the left. To go back, press the **Δ** button.

*The left analog stick will be automatically activated (mode indicator: RED). The digital pad is not supported in the game.

MAIN MENU

Select **NEW GAME** if you do not have any previous files stored or if you want to create a new one. You subsequently enter the file creation page.

Select **LOAD GAME** if you want to load and play a previously saved file.

Select **OPTIONS** if you want to configure the game settings: video, sound, controls, and language.

NEW GAME

Creating a game

Select the New Game slice and confirm with the **X** button. You will be asked if you want to create a new game. If you choose YES you will access the file creation menu where you can assign a name to the file.

Use the left analog stick to compose the name. Validate a letter by pressing the **X** button. Once you have entered the name, highlight OK and press the **X** button to confirm and proceed to the game menu.

Press the **Δ** button to delete a letter or to go back to the Main Menu.

NOTE: Whenever progress is made in the game, you will be prompted to save to your file.

LOAD A GAME

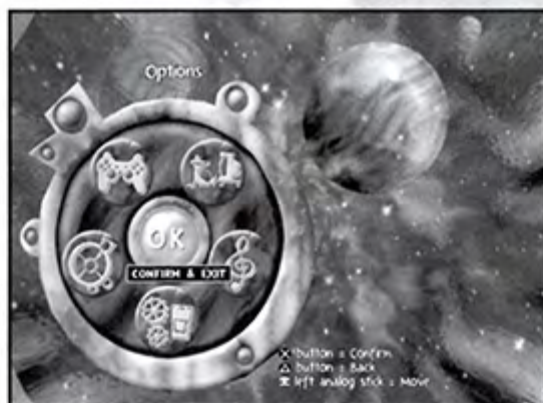
You can only load and save game data if the memory card (8MB) (for PlayStation 2) is inserted into MEMORY CARD slot 1.

Loading an existing game

Select the Load Game Slice and confirm by pressing the **X** button. You subsequently enter a window with the list of saved games.

Select the game you want to load with the left analog stick and validate by pressing the **X** button before proceeding to the Game Menu (or press the **Δ** button to go back to Main Menu).

OPTION MENU



Video Settings

You can decide if you want to be in wide-screen views or not. Select the appropriate setting with the left analog stick. Your selection appears in green. Press the **X** button to validate.

Sound Settings

MUSIC/SOUND FX

In each menu, use the left analog stick to select ON/OFF to activate/deactivate the music or sound FXs. You can set the volume you want for each between 0 and 9. Validate by pressing the **X** button.

MONO/STEREO

Use the left analog stick to select MONO or STEREO sound. Validate by pressing the **X** button.

MENU SETTINGS

Select ON/OFF to activate/deactivate camera movement while evolving in the menu.

NOTE: You can skip forward at any time by pressing the **X** button. You can skip backward at any time by pressing the **Δ** button.

Control Settings



Choose whether you want to reconfigure Race or Battle control settings: select the Control Settings slice and press the **X** button to confirm.

Here you can choose which controller to reconfigure and which settings you prefer:

- The Vibration function On/Off,
- The buttons configuration: 4 possibilities,
- The Standard or Advanced control style (Battle only),
- The reverse look On/Off (Battle only).



LOADING/SAVING SETTINGS

Saving settings

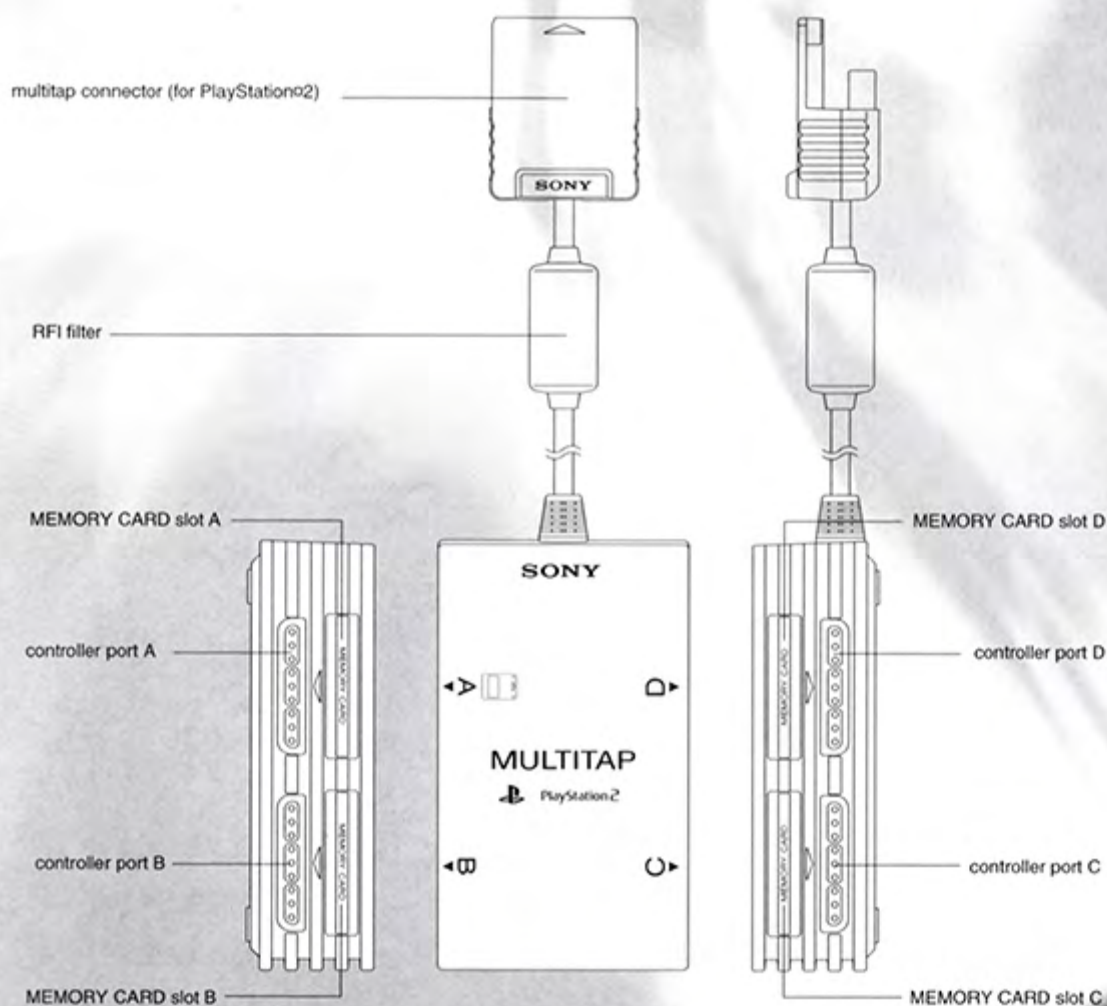
Once you have selected the options of your choice, you can save these settings to your memory card. Choose SAVE from the SAVE/LOAD settings window.

Loading settings

Your settings can also be loaded from a memory card after start-up by choosing the LOAD option from the SAVE/LOAD settings menu.

NOTE: You can only load and save data if the memory card is inserted into MEMORY CARD slot 1, or MEMORY CARD slot 1-A when using multitap.

Multitap (for PlayStation®2)



ARENA RULES

The game is divided into 4 zones, all composed of 3 race levels and 3 battle levels.

For each level, you will be able to choose between various game modes:

- 4 game modes for the Race
 - Training
 - Race
 - Popolopoï
 - Lums
- 3 game modes for the Battle
 - Lum Spring
 - Lum Fight
 - Capture the Fly



You will also have access to a bonus zone with additional levels. These levels will be unlocked as you progress through the game.

At the beginning, only Beginner Zone is available. You will subsequently be able to access the following levels:

- Training and Race Mode for RACE
- Lum Spring for BATTLE

The unlocking will occur automatically according to your various victories in the different levels. You will be informed each time a new feature becomes available.



1 - RACE ARENA RULES

GAME MODES

A) TRAINING MODE

This mode has been created to learn the levels, practice, and master the game controls and tricks before the real challenge.

You can also try to boost your scores and compare them with other challengers on www.raymanarena.com. Only available in single-player.

B) RACE MODE

The winner is the one who finishes the race first.

In multiplayer mode, you can select how many laps to do before winning and the maximum gap you want between opponents to win. You can also use bonuses to go faster, stop your opponent, etc.

Timing



Ranking

C) POPOLOPOÏ MODE

In this mode, you must complete 3 laps before the chronometer counts down to 0. It starts at 20 sec. During the race, you will have to free the Popolopoï spread throughout the level to win additional time. You can free them by shooting at them. The various colors correspond to the various times of the Popolopoï. Only available in single-player.

Timing



Number
of Popolopoï
(number of lums)

NOTE: To hinder your opponents, you can freeze them for a second by shooting ice bullets, which refill as time passes

D) LUMS MODE (Same screen setting as the Popolopoï mode)

Lums are spread all around the level. To win, you must be the first to finish the 3 laps, but also have gathered the maximum amount of lums. You will be able to use them later.

Only available in single-player.

NOTE: To hinder your opponents, you can freeze them for a second by shooting ice bullets, which refill as time passes

DESCRIPTION OF THE OBJECTS

You will encounter many objects through your progression in the tracks. These objects will trip up your opponents during a race... but you can also be hit! Try to avoid them and find the most tricky ways to win.



Electric barrels and fences

Avoid these objects! If they hit you, you will be slowed down in your race....



Purple lums

Master how to catch them and they will help you in discovering the fastest ways to the finish line.



Switches

Shoot at the switches and you will open hidden passages... or move the environment to stop your opponent



Bumpers

Experience the extra jump boost!

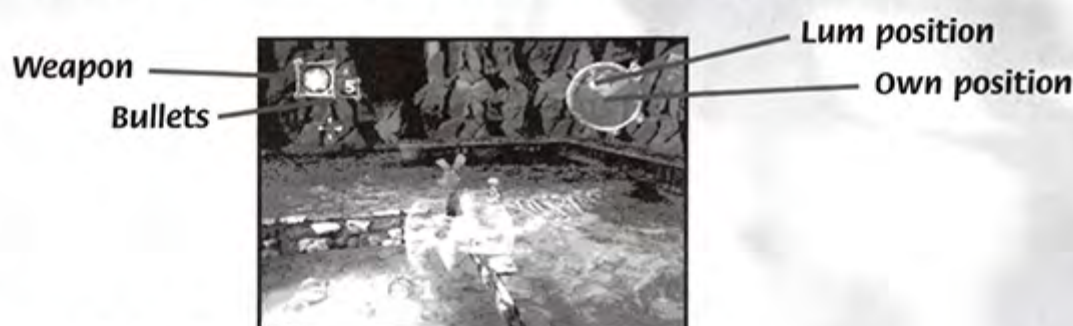
2 - BATTLE ARENA RULES

Battle Arena rules are used for both single and multiplayer options.

GAME MODES

A) LUM SPRING

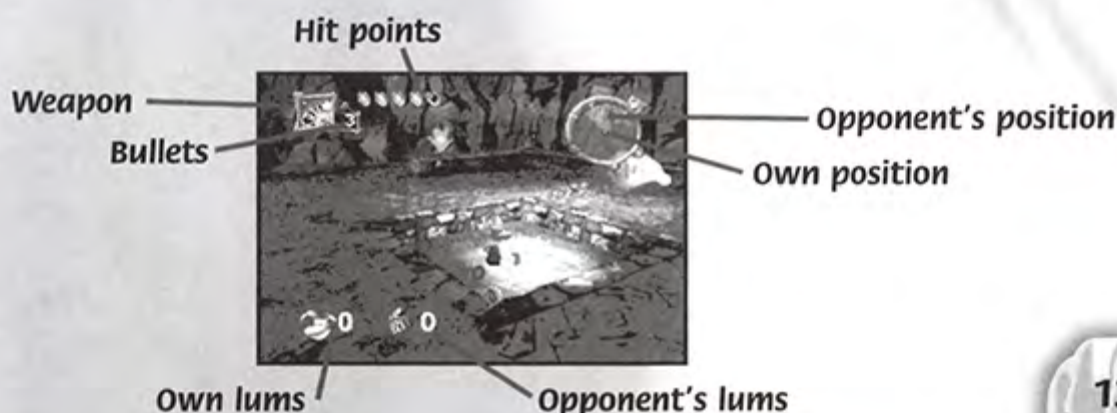
Lums appear randomly in the map, one at a time (the radar shows the lum position). You have to collect as many as you can. To hinder your opponents, you can freeze them for a second by shooting ice bullets. You have 5 bullets, which refill as time passes. The winner is the first to reach the set limit or the one who has the most lums when the time is over (if time setting is enabled).



B) LUM FIGHT

Players start with 5 hit points each. Each time the hit points reach 0, the player is reborn somewhere in the arena. The goal is to eliminate your opponents by shooting at them (the radar shows the opponents' position). Each time you bring an opponent down to 0 hit points, you gain one lum. The winner is the first to reach the set limit or the one who has the most lums when the time is over (if time setting is enabled). Self-elimination by a self-hit results in a negative lum (-1).

There are different weapons and bonuses. These are extracted and collected randomly when the player passes over a Generator (gold generators are likely to give weapons with more power).



C) CAPTURE THE FLY (same screen setting as Lum Spring)

There is a Light-Fly in the map. Players have to reach, grab and keep it as long as possible. When you have the Fly you gain lums as time passes (the radar shows the Fly's position). The Fly can be stolen with a single hit on the player carrying the Fly. The Fly carrier cannot shoot, but becomes faster the longer he keeps the Fly. You have 5 rubber bullets (effective on the Fly carrier only) which refill as time passes. The winner is the first to reach the set limit or the one who has the most lums when the time is over (if time setting is enabled).

DESCRIPTION OF THE WEAPONS

These are the items/weapons present in the game. In 'Lum Fight' mode, they are taken from the Generators. In 'Lum Spring' and 'Capture the Fly' modes, there is only one weapon that the player is equipped with from the beginning: Ice Bullet for 'Lum Spring' and Rubber Bullet for 'Capture the Fly.'



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.



Buzz Rocket

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

Ultimate Barrier

Protects against any kind of attack for a certain number of seconds. It also inflicts 1 hit point of damage upon contact.



RAYMAN

RAVING RABBIDS™



UBISOFT®

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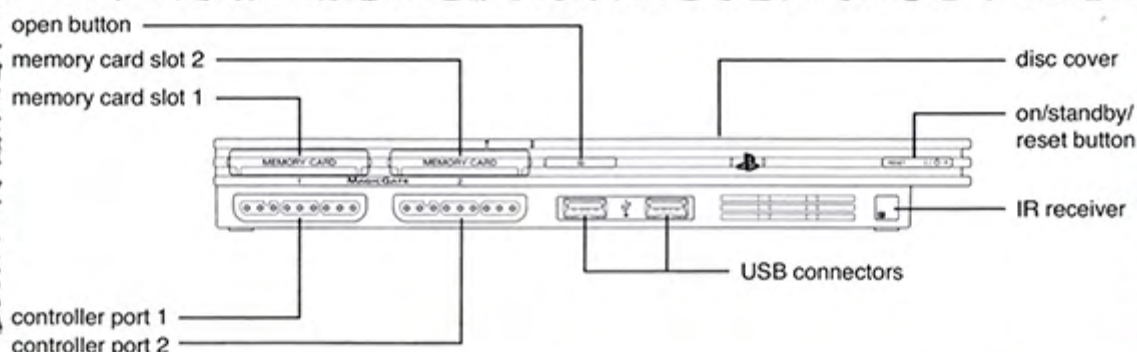
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Rayman Raving Rabbids™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

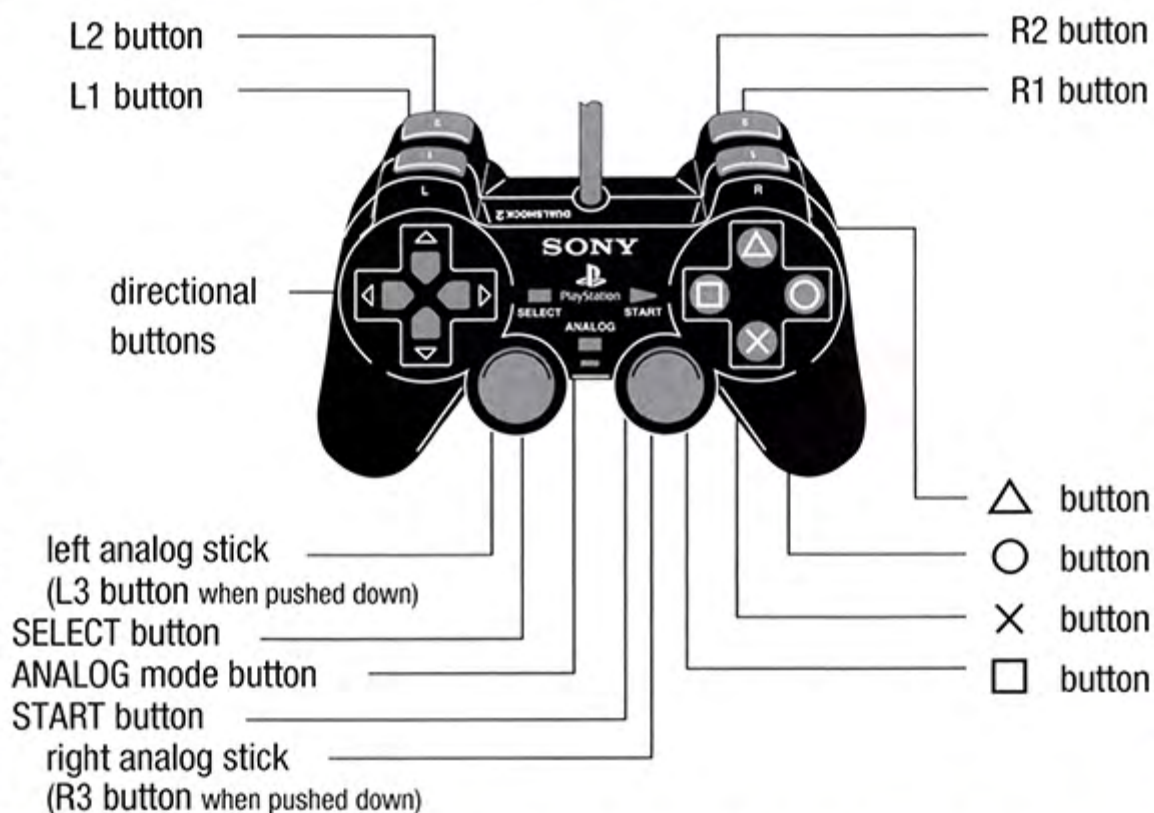
Memory Card (8MB)(For PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the **×** button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the **△** button to return to the previous screen.

Gameplay Controls



Before each mini-game, follow the tutorials and read the instructions to learn the controls.



MAIN MENU

Use the left analog stick to scroll the lists and press the  button to confirm your choice.



Story Mode

Select this game mode if you want to live out Rayman's adventures in chronological order. This is the only way to unlock new games in Score mode.

Score Mode

Select this game mode to access the mini-games you unlocked in Story mode. This mode enables you to play alone (solo), with one other player simultaneously, or competitively with up to three players in turn-based play. For details, see page 10.

Bonus

Select this option to access the bonuses (videos, artwork...) that you obtained in Score mode.

Options

Go to this menu to change the game settings:

- **Audio:** In this menu, you can choose the type of sound (stereo or mono) and adjust the master volume, music, and special effects.
- **Vibration:** In this menu you can choose to activate or deactivate the vibration option on the controller.



PAUSE MENU

If, at some point in the game, you need to take a break, you can hit the START button to pause the game.

From the Pause menu, you can start again, continue, or quit the game.



INTRODUCTION

The Rabbids are getting ready to put into motion the plot that they have been preparing for years.

Rayman is having a lovely picnic with the baby Globoxes when the Rabbids suddenly rise up from the ground, kidnap them all, and imprison them.

Rayman is thrown into an enormous arena, under the gaze of a hostile crowd of Rabbids. From this day on, solely for their own amusement, the Rabbids are going to put Rayman through a series of trials.

It's up to you to win them all and free Rayman.



THE MAJOR CHARACTERS



Rayman

Rayman was taken by surprise by this invasion. What do the Rabbids intend to do? It's hard to say.

But now they're everywhere and their atypical psyches make them formidable and unpredictable opponents.

A Few Rabbids...



Pink

Pink is mute and timid. Yet with just a little patience you can easily learn his basic method of communication. For example, "Hey mate!! What's up?" translates, in his language, to firing a heat-seeking missile. (It is true that, in general, all he knows how to say is "Hey mate!! What's up?").



Sergueï

Sergueï is a big softy. Out of pure coquetry, he wears a delightful, finely worked metal muzzle. His joie de vivre and his strong sense of repartee make him a very pleasant companion. He's always ready to keep things light and lively with little tricks, such as cracking his knuckles or playing "this little piggy" with your toes.



Professor Barranco

Professor Barranco is a scientist. He is currently writing a very complex thesis on thermodynamics and the resistances of certain materials. For the moment, he is accumulating certain experimental data – firstly, on the resistance of cranial bones to the impact of a bludgeon, and secondly, on the resistance to high temperatures generated by the explosion of booby-trapped gifts.



The Frog-Rabbids

The frog-Rabbids are part of the elite commando team. They are formidable combatants. They are systematically sent out on the most dangerous missions, such as assaulting carrot juice bars, infiltrating a popular chorus, or even maintaining the peace in front of the toilets.



Clark

Clark is not a Rabbid like the others. His Superpowers enable him to accomplish feats that gain him respect and admiration from everyone.

He is the inventor and the undisputed champion of a new kind of biathlon (the consecutive combo: Descending Flight + Vertical Subterranean Race).

His personal record: 2300 meters DF + 47 cm VSR.



STORY MODE

Games

Rayman has become the Rabbids' toy. Every morning, he is thrown into the arena and must fight in the four qualification trials found behind the four little doors.



He must win at least three of the four trials to be able to access the day's final trial.

Before each game, a page detailing the game's objective is displayed. From this page, you can press the  button to access the commands for the game. Don't hesitate to consult them regularly, because they change often, depending on the game.

Prison Cell



When he has finished his day, Rayman returns to his cell for the night.

As time goes by, the cell becomes his home. To entertain himself during his long evenings in captivity, Rayman has several occupations.

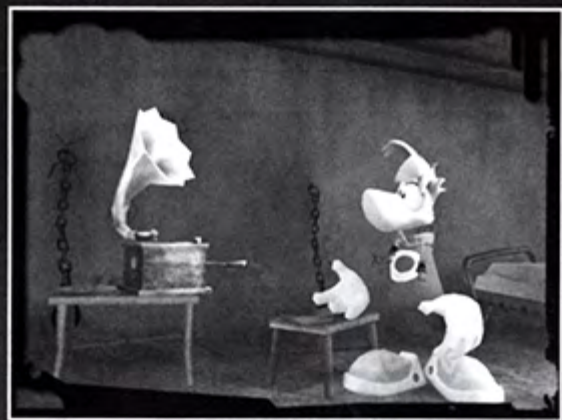
Use the left analog stick to go toward the various points and press the  button to confirm your choice.

The Toilet



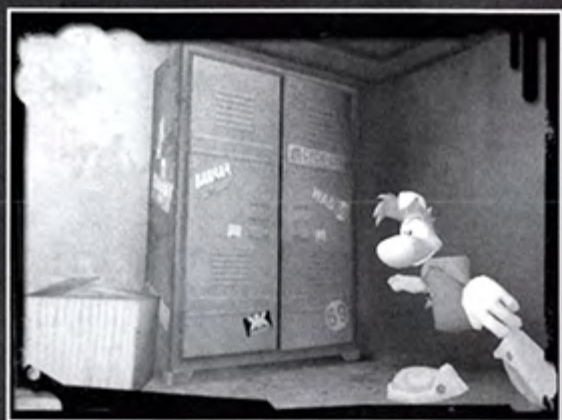
This is where Rayman regularly returns to...go back over everything that happened to him during the day. From here, you can access all the games from completed days. If you feel like replaying a game that you enjoyed, or trying one that you didn't successfully complete, this is where you go. If you successfully completed all five of the day's games, you can win gifts here that will make your imprisonment more enjoyable.

Jukebox



The cell's jukebox enables you to listen to the music that you won by completing the day's trials. This way, you can work on your rhythm and get the Rabbids dancing.

Costume Wardrobe



In this cupboard, Rayman keeps all the costumes that he won by completing days. Don't hesitate to open it up and give yourself a little makeover every once in a while.

Saving in Story Mode

When you return to your cell at the end of the day, the game is automatically saved. During the save, this icon will be displayed:



Careful: If you interrupt the game before the end of the day, you will lose all progress made during that day.



SCORE MODE

In Score mode, you can replay all the games that you have unlocked in Story mode, in order to try and beat your own records, alone or with other players.

Playing Alone

Once you have selected Score mode, you have access to a list of the available games. Select the one that you want to play and try to beat your record.

Score Mode: Multiplayer

In Versus, you will play against a second player, whereas in Co-op you will play together, sharing the same life points and the same score.

Organization

In the Turn-by-Turn mini-game mode, each player plays his/her turn (up to four players), whereas in Simultaneous mode, two players play on the same screen. Only certain games can be played in Simultaneous mode. Make sure two controllers are plugged in before starting the game. When a game is for 3-4 players, it will automatically be turn-based.

Saving in Score Mode

Each time a score is beaten, the game is automatically saved.

All your scores in each game are converted and added to a global score that allows you to unlock various bonuses (videos or even new challenges).

Internet Code

In Score mode, your objective is to get the highest score possible. At the end of each game, you receive an internet code that you can enter on www.raymanzone.com to compare your performance with players from around the world. Each game has a different internet code that will show your score. Try and get to the top of the rankings!!

HINTS AND TIPS

Tip #1: Check out the Hints and Tips page in your manual!

Tip #2: Carefully reread Tip #1 in the Hints and Tips section of your manual!



Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Rayman Raving Rabbids™
Proof-of-Purchase



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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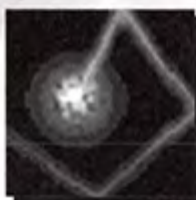


Glue Bomb

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.

Rapid Bullets

Shoots a row of 3 bullets per round. Each bullet inflicts 1 hit point.



Rubber Bullet

Can make a direct hit or bounce off the walls (up to 3 bounces). Each hit inflicts 1 hit point.

NOTE: In Capture the Fly mode, it just steals the Fly upon hitting the Fly carrier. In this mode, bullets refill as time passes.

Hound Bullet

After an initial burst, it automatically goes after the nearest opponent. Each hit inflicts 1 hit point.



Firework Bullet

Follows a parabolic trajectory and detonates on impact inflicting 1 hit point to anyone in the explosion range.

Ice Bullet

Freezes the target for 1 second.

NOTE: Only available in Lum Spring mode. Bullets refill as time passes.



MULTIPLAYER AND SINGLE-PLAYER MODES

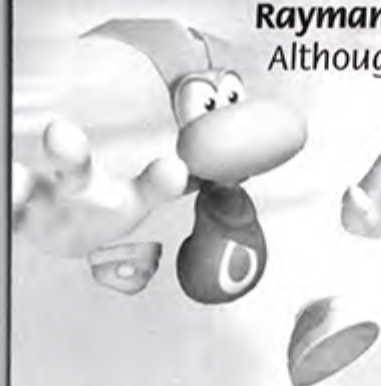
NOTE: Single-player mode determines the way to progress through the game: levels will be unlocked as you evolve in the game. Your achievements in both single and multiplayer modes will unlock levels, rewards and characters.

1 - RAYMAN ARENA CHARACTERS

DESCRIPTION OF THE CHARACTERS

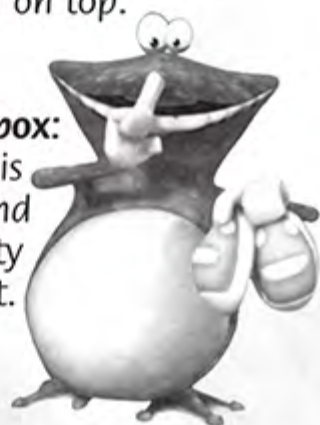
Rayman:

Although Rayman has no sleeves, he sure has plenty of tricks! Known for his heroism while protecting his friends, the "limbless wonder" forgets the meaning of friendship the minute he steps into the arena of competition. This is his turf, and he's fiercely competitive when it comes to staying on top.



Globox:

Had to overcome his shyness and fear to risk his neck in this competition. While he might appear a bit awkward and clumsy, behind that oversized body lies a certain dexterity and fighting spirit.



Razorbeard:

Always angry, irritable and mean. What he lacks in size, he makes up for in spite, making him a master of shots below the belt, which he likes more than anything else.



Henchman 800:

A robot pirate's life is simple: be the best, waste others, beat them to a pulp if necessary, have no mercy...





Teensies: While these decrepit beings are senile to the point of having forgotten who is leader, they get along just fine when it comes to taking action and winning by whatever means necessary.

Tily: A slight, fragile and impish little fairy... until the race starts....



Razorwife: Her more refined and fashionable appearance (sunglasses, dress, etc.) thinly veils the same traits as her horrible husband, only worse...

Henchman 1000:
A newer version of the robot pirate, more distinguished, but with the same values as Henchman 800: win, waste others...



CHARACTERS SELECTION

At the beginning, only 5 characters will be available. The 3 hidden characters will be unlocked as you progress in the game.

In single-player mode, use the left analog stick to highlight your character selection.

In multiplayer mode, press the START button to join the game with Player 2, 3, or 4.

Press the **X** button to confirm your choice.

Globox, the Teensies and Henchmen are fortunate... they can change skins from a choice of 4 for each. Skins are granted step-by-step through your victories. You will be informed when you win a new skin.

Once skins are available, arrows appear on both sides of the character you selected. You can select your skin by pressing the left/right analog buttons. Confirm your selection by pressing the **X** button.

In the game, you will discover that each character has his or her own corresponding music... you will have the chance to hear yours if you become the winner of the race!



2 - SINGLE-PLAYER MODE

Press the **X** button to confirm your choice. Press the **Δ** button to go back.

MAP SELECTION

To move from one zone to another, press the **L1** button to move left and the **R1** button to move right.

Select your level by holding the left analog stick in that direction and validate by pressing the **X** button.

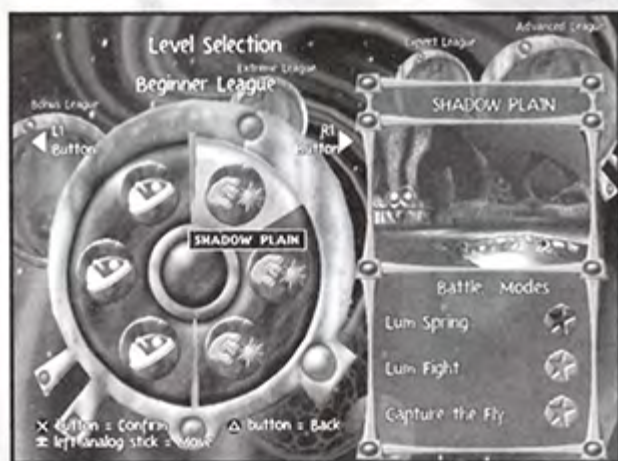
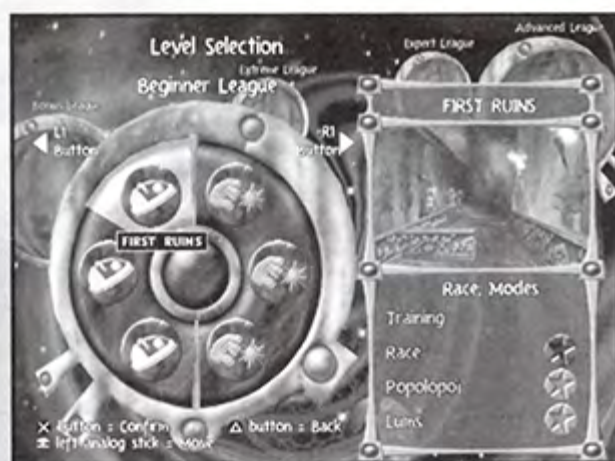
You can now choose your game mode.

GAME MODE SELECTION

You can choose between: Training, Race, Popolopoï, and Lum modes for the Race Game and Lum Spring, Lum Fight, and Capture the Fly modes for the Battle game.

Note that the levels and modes will not all be immediately accessible; unlocking them depends on your victories.

Select your mode by moving the left analog stick up/down. Your selection is highlighted. Press the **X** button to validate your choice.



3 - MULTIPLAYER MODE

GENERAL

In Multiplayer mode, up to 4 players can play.

In the Battle game, if less than 4 players join the game, you can select BOT opponents. Here you can add CPU-controlled players within the limit of 4 characters for the map.

Select the advanced CPU opponent's skill level with the left analog stick: easy/medium/hard/ultra-hard. Confirm by pressing the **X** button.

Lums Spring, Lum Fight, and Capture the Fly modes will be available from the beginning.

In the Race game, only the 'Race' and 'Kill Time' modes will be available.

Note: Player 1 controls the menu navigation and confirms by pressing the **X** button.

GAME MODE SELECTION

A) RACING GAME:

You can determine the victory settings with the left analog stick:

- Select the number of laps required to win: 1/3/5
- Kill Time: Determine the gap required to win between players: 10sec/15/20/25/30.

Validate by pressing the **X** button.

B) BATTLE GAME:

Select your game mode by moving the left analog stick up/down:

- Lum Spring
- Lum Fight
- Capture the Fly

Confirm by pressing the **X** button.

You will be able to determine the appropriate time or the number of lums to win as follows:

Number of lums to win:

- Lum Spring: 3 (default choice)/5/10/20
- Lum Fight: 3 (default choice)/5/10/20
- Capture the Fly: 10 (default choice)/15/20/30

OR

Time limit (minutes):

- Lum Spring: 1 (default choice)/3/5
- Lum Fight: 1 (default choice)/3/5
- Capture the Fly: 2 (default choice)/3/5

Select your choice with the left analog stick and confirm by pressing the **X** button.



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Big thanks to GL for the console Game System team.

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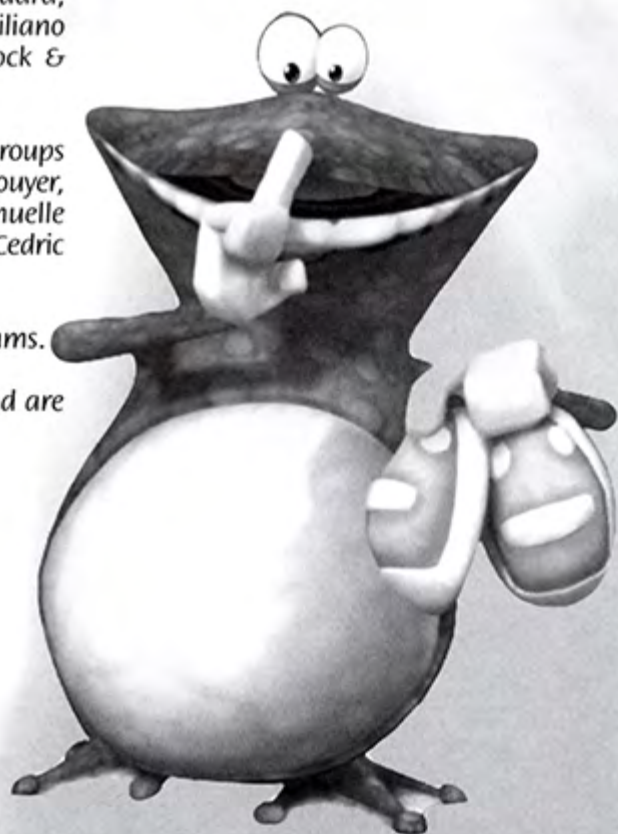
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All the players who tested the game in focus groups Stéphane Faureau, Joëlle Caroline, Béatrice Bouyer, Lucille Masson, Julien Merceron, Emmanuelle Beaume, Nathalie Paccard, Jacques Thenoz, Cedric Altes, Lu Zhi Gang - He Xu Xian & their team.

Montreuil and Milano Technical support teams.

All the people at Ubi Soft who worked on and are still working on Rayman Games.



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NOTES



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