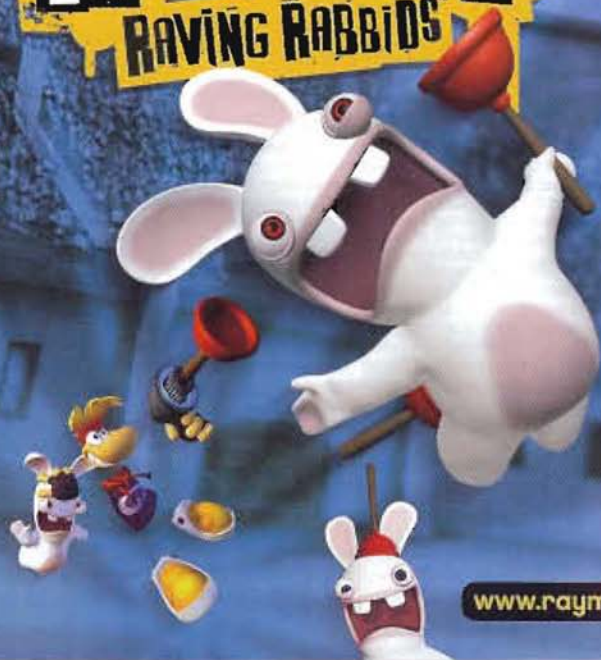


# RAYMAN

## RAVING RABBIDS



[www.raymanrr.com](http://www.raymanrr.com)



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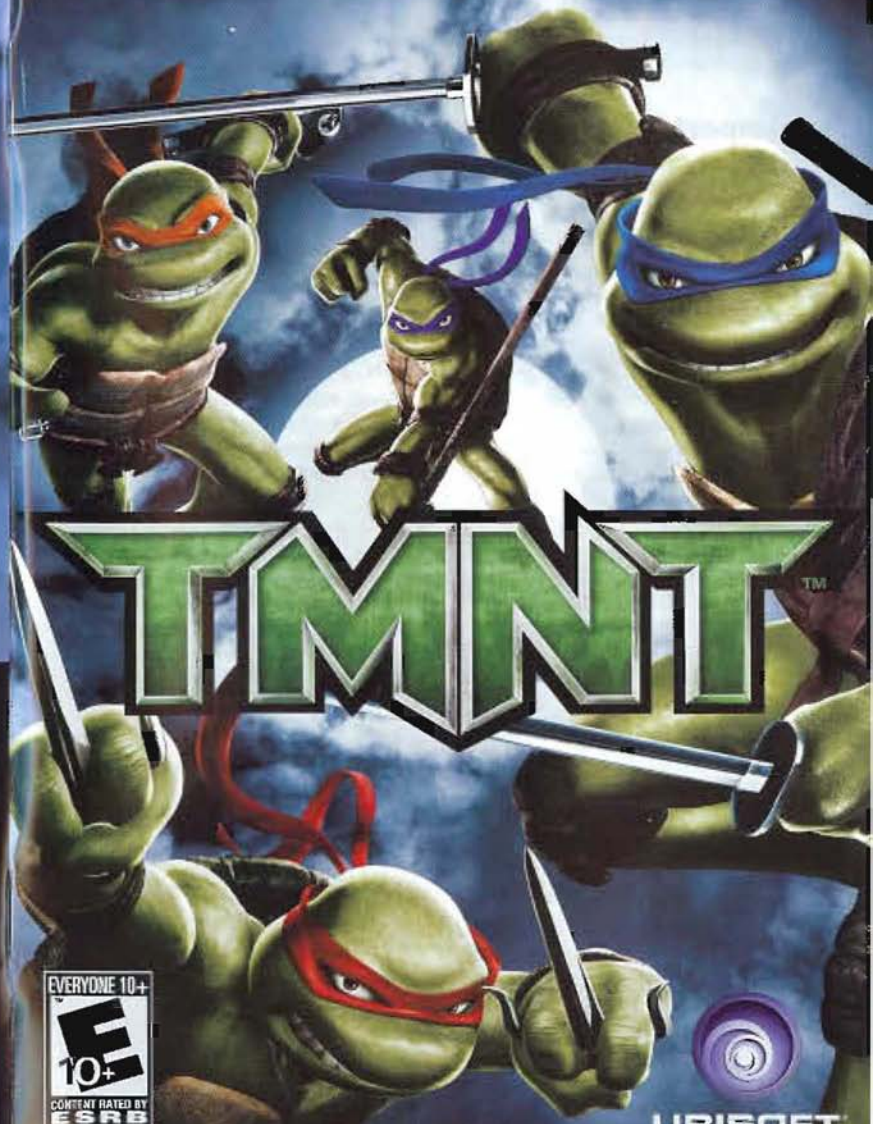
Cartoon Violence  
Comic Mischief

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XBOX 360



UBISOFT

## **WARNING**

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **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.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

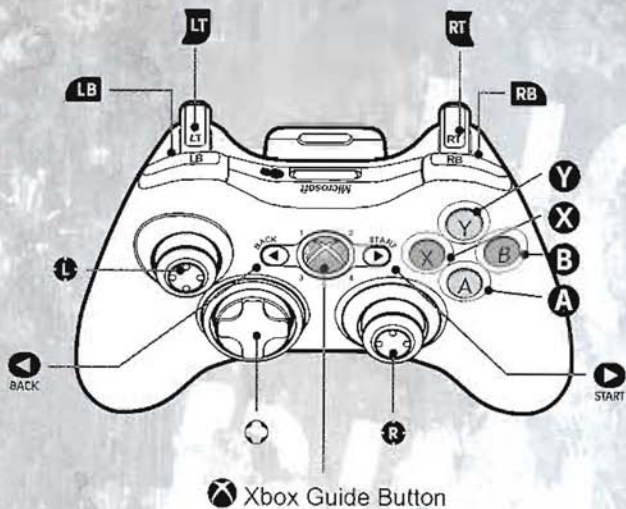
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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# CONTROLLER SCHEME



## XBOX 360™

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

# GAME CONTROLS

MOVEMENT	BUTTON
Move/Run	Move <b>←</b>
Spin Kick	<b>Y</b> button
Kicking Flurry	<b>Y</b> button (hold)
Weapon Attack	<b>B</b> button (repeat for combinations)
Warp Slash	<b>B</b> button (hold)
Jump/Double-Jump	<b>A</b> button (press twice for double-jump)
Dodge (Combat Only)	<b>LB</b> , <b>RB</b> , <b>LT</b> , or <b>RT</b>
Leo's Shadow Warp	<b>LB</b> , <b>RB</b> , <b>LT</b> , or <b>RT</b>
Mike's Nunchuck Helicopter	<b>LB</b> , <b>RB</b> , <b>LT</b> , or <b>RT</b> (in air)
Raph's Power Climb	<b>LB</b> , <b>RB</b> , <b>LT</b> , or <b>RT</b> (against wall)
Don's Bo Vault	<b>LB</b> , <b>RB</b> , <b>LT</b> , or <b>RT</b>
Ground Punch	<b>B</b> button (in air)
Turtle Swap	<b>X</b> button
Brother Throw	<b>X</b> button (in air)
Super Family Attacks	<b>X</b> button (hold)
Walling	<b>←</b> (in air against wall)
Safety Roll	<b>Y</b> button + <b>←</b> (when landing)
Evasive Roll (Combat Only)	Dodge + <b>←</b>
Ledge Grab and Run	<b>←</b>
Ledge Drop	<b>B</b> button
Pause Game	<b>START</b> button

# MENU CONTROLS

- Use the **←** or **→** to browse or cycle through the different options.
- Press the **A** button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the **B** button to return to the previous screen.

# INTRODUCTION

Family is a bond that cannot be broken...

All four Turtles have strayed...and gone their separate ways. Master Splinter, the Turtles' surrogate rat father and Ninjitsu master, sends Leonardo to South America to complete his training and to retrieve a medallion known to possess mystical powers. Back in New York, Raphael has secretly taken on the Nightwatcher persona. Roaming the streets at night, showing extreme prejudice toward his enemies, the dark vigilante quickly becomes a target for the law and is not welcomed by some citizens.

Donatello and Michelangelo have their own business, the Cowabunga Carl party service for kids. Michelangelo, humorous as ever, dresses in a turtle costume and tries to entertain hyperactive kids for a few bucks, while his geeky brother Donatello attempts to keep the family finances balanced.

When the Turtles reunite, tension builds between Leo and Raph. Meanwhile, the family must struggle to find answers to the latest monster appearances and the implications of a mysterious billionaire who appears to be linked to the Foot Clan.

The Teenage Mutant Ninja Turtles – Leonardo, Raphael, Donatello, and Michelangelo – are forced to fight through adversity to keep their family unified, and must battle against evil in an action-packed, ninja-fighting adventure.

The fate of the family is in your hands!





## PLAY THE GAME

### Start Menu

Press the  button to begin.



## Main Menu

Use the  or the  to navigate this menu. Press the  button to choose an option and the  button to go back.



- **Play:** Select Map menu to start playing or continue your game.
- **Extras:** Artwork, Videos, Challenges, and Goodies.
- **Stats:** View your current statistics.
- **Options:** Adjust your sound and video settings.
- **Credits:** Learn about the ninjas behind the game.

## Pause Menu



- **Options:** Adjust your sound and video settings.
- **Restart.**
- **Quit to Main Menu.**

# THE CHARACTERS



## Michelangelo

- The youngest – a fun-loving, partying character
- Acrobatic move: Nunchuck Helicopter
- Combat strength: Flurry of attacks
- Weapon: Nunchucks



## Donatello

- The most introverted and intelligent of the Turtles
- Acrobatic move: Bo Vault
- Combat strength: Long range
- Weapon: Bo Staff



## Raphael

- The reckless rebel – strongest, usually angry and looking for a fight
- Acrobatic move: Power climb
- Combat strength: Powerful
- Weapon: Sai



## Leonardo

- The oldest, the leader – disciplined, serious, and deadly
- Acrobatic move: Shadow Warp
- Combat strength: Balanced
- Weapon: Dual Katana



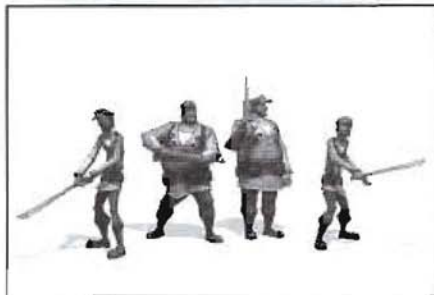
## Nightwatcher

- Raphael's vigilante, crime-fighting persona
- Acrobatic move: Power climb
- Combat strength: Rage attacks
- Weapon: Sai

# ENEMIES

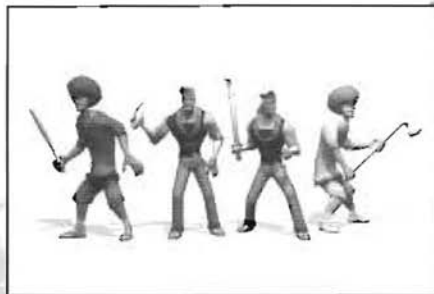
## Militia

These guys are no match for your ninja abilities. Be cautious and you should defeat them easily.



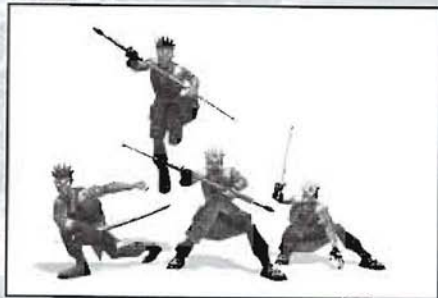
## Purple Dragons

Punks like this are ruining the neighborhood. Show them what it's like to fight with honor.



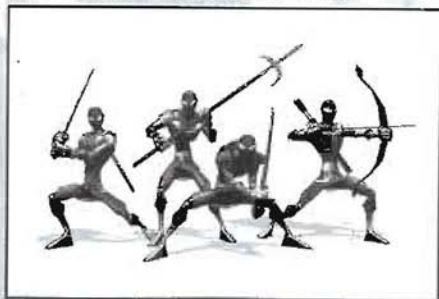
## Black Gators

A group of tech junkies who own the sewers. Nothing to worry about for students of Ninjitsu.



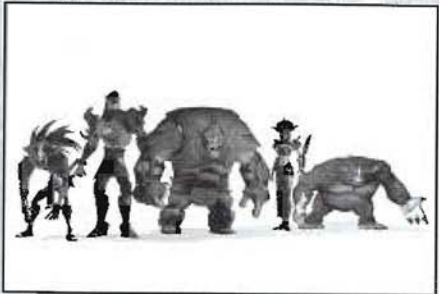
## The Foot Clan

This group of enemy ninjas will never learn. Remind them why they went into hiding after the last time you defeated them.



## Bosses

Throughout your adventures you'll run into a few extra-tough villains. Be alert!



## PLAYING THE TURTLES

### Solo HUD



### Health Indicator

Displays your Turtle's health status.



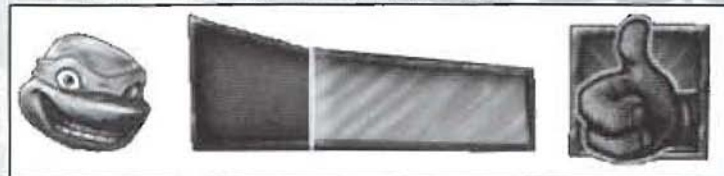
### Star Meter

Filled by defeating enemies. When filled, you will unleash a Mega Attack. (See Special Moves section for more details.)



### Family HUD

This meter is an indicator of how impressive your moves are to the other Turtles. Experiment by combining moves during acrobatics and combat to defeat your enemies! But remember, if you call upon your brothers' aid unwisely, you may lose their respect and have to work harder to get them to help you again.



## Cooldown Meter

Once a Turtle has done a co-op maneuver, he needs a few moments to recuperate. This meter shows how long he will be unable to do another co-op move.



## Playing Nightwatcher

### Health Indicator

Displays the Nightwatcher's health status.



### Rage Meter

The Rage meter is filled by causing damage to enemies.



# SPECIAL MOVES

## Acrobatics

### Jump/Double-Jump

Hold the **A** button to jump – the longer you hold it, the higher you'll jump. Press the **A** button again while the Turtle is in the air to cause him to double-jump and gain even more height.



### Walling (Vertical and Horizontal)

Press against a wall while the Turtle is in the air to cause him to run against it. Depending on the angle you choose, the Turtle can run along the wall or straight up it!



### Bird Flip

Press the **A** button while the Turtle is against a wall to allow him to jump off the wall. Keep doing this from wall to wall to climb tricky areas.



### Pole Swing

Jump onto any pole to grab it. Press the **A** button to jump off.





### Ledge (Grab and Run)

Many ledges can be grabbed by the Turtles if they touch them. If the ledge is long enough, use the **⬇️** to make the Turtle run along it.

To drop off a ledge, press the **⊖** button. To leap away from a ledge use the left analog stick and press the **⬆️** button. Try leaping from ledge to ledge!



### Safety Roll

When falling far, press the **⬇️** in the direction you are moving and press and hold the **⏸️** button to do a safety roll.



### Leo's Shadow Warp

Leo is able to use deep meditation to pass through certain objects like gates and iron bars. To use this move, walk up to the object and press the **LB**, **RB**, **LT** or **RT** button.



### Don's Bo Vault

Don can use his Bo Staff to leap between low ceilings and deep pits. To perform this move, press the **LB**, **RB**, **LT** or **RT** while Don is standing on the ground.



### Mike's Nunchuck Helicopter

While Michelangelo is in the air, press and hold the **LB**, **RB**, **LT**, or **RT** to do the Nunchuck Helicopter. This will allow him to fly for a short period of time.



### Raph's Power Climb

Using his incredible power and unique weapons, Raph can climb walls other Turtles can't. Get close to one of the specially identified walls, and hold the **LB**, **RB**, **LT**, or **RT** to begin climbing it.

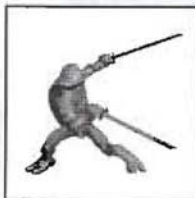


### Brother Throw

Press the **⊕** button while one Turtle is in the air to do a co-op throw with the help of another Turtle. This is a great way to make very long jumps and overcome certain obstacles.

**Hint:** Many moves work well together, so be sure to experiment.

## Combat



### Weapon Attack

Hold the **⊕** button to charge up a lightning-fast weapon dash. When unleashed, the Turtle will charge at all surrounding enemies.



### Kicking Flurry

Press and hold the **⏸️** button to perform a powerful spinning kick.



### Ground Punch

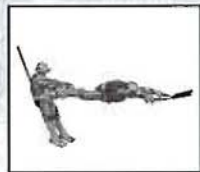
While in the air, press the **⊖** button to ground punch. This pushes enemies back to give you some time to perform the next assault, but does little damage. The higher you are when you start this move, the longer its range.



## Dodging

When in a combat situation, hold the **LB**, **RB**, **LT**, or **RT** and the Turtle will avoid an enemy attack.

To move away from your current location safely, dodge + move the **⬆** in any direction to make the Turtle do an evasive roll.



## Super Family Attacks

Hold the **X** button when a family member is available to perform a devastating co-operative move. Experiment with each Turtle and learn how to use them all effectively.

## Mega Attack

You can charge your Turtle to unleash a devastating Mega Attack. With every enemy eliminated you will fill the Star Meter. Once the Star Meter is full, the Mega Attack allows you to get rid of enemies with one hit only. However, if you take a hit you lose your Mega Attack abilities and you will have to refill the Star Meter.

## Nightwatcher Rage Attacks



### Nightwatcher Bloodlust

Using this ability causes Nightwatcher to focus purely on harming his enemies. He will deliver increased damage while it is active.

### Nightwatcher Righteous Fury

This move releases Nightwatcher's built-up rage! Every enemy on-screen will be hit for massive damage.

## Meditation

Holding your Turtle still for a short period of time allows him to meditate on the situation. While doing this, he will gradually gain his health back.

# EXTRAS

## Artwork and Videos

Use the coins collected in the game to purchase cool TMNT videos and artwork.

## Challenges

Unlock special challenges by completing levels in the game. Race to complete each challenge as quickly as possible – by beating each, you can earn up to three coins to use toward goodies.

## Goodies

Purchasing goodies allows you to play the game with fun new features enabled.

## ACHIEVEMENTS

Achievements are recognition of feats you have accomplished while playing TMNT™, the video game. There are 23 Achievements total, and they are awarded for feats such as completing a co-op move combination attack, doing a clean sweep in a level, or completing a level. You can access your current Achievement list through the Xbox® Dashboard.

# Register this game now and stay in the know!

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Thanks,  
The Ubisoft Team

TMNT™ (Teenage Mutant Ninja Turtles™)

Proof-of-Purchase



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# TMNT™

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Leonardo\*

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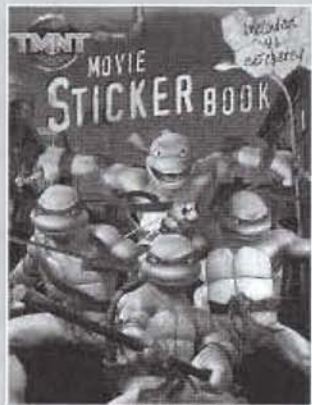
Monster  
Action Tower\*  
\*FIGURES SOLD SEPARATELY

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### REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

### WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778

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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). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

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