

RAYMAN ARENA



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.

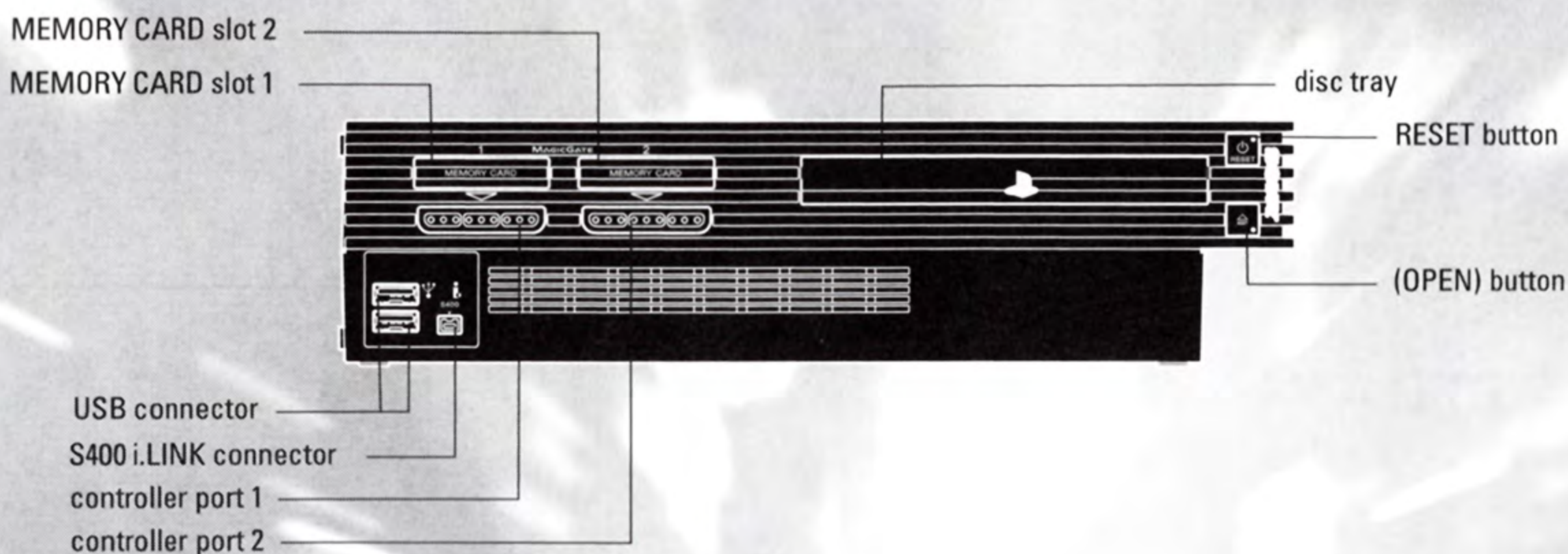
HANDLING YOUR PLAYSTATION 2 DISC:

- 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 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.

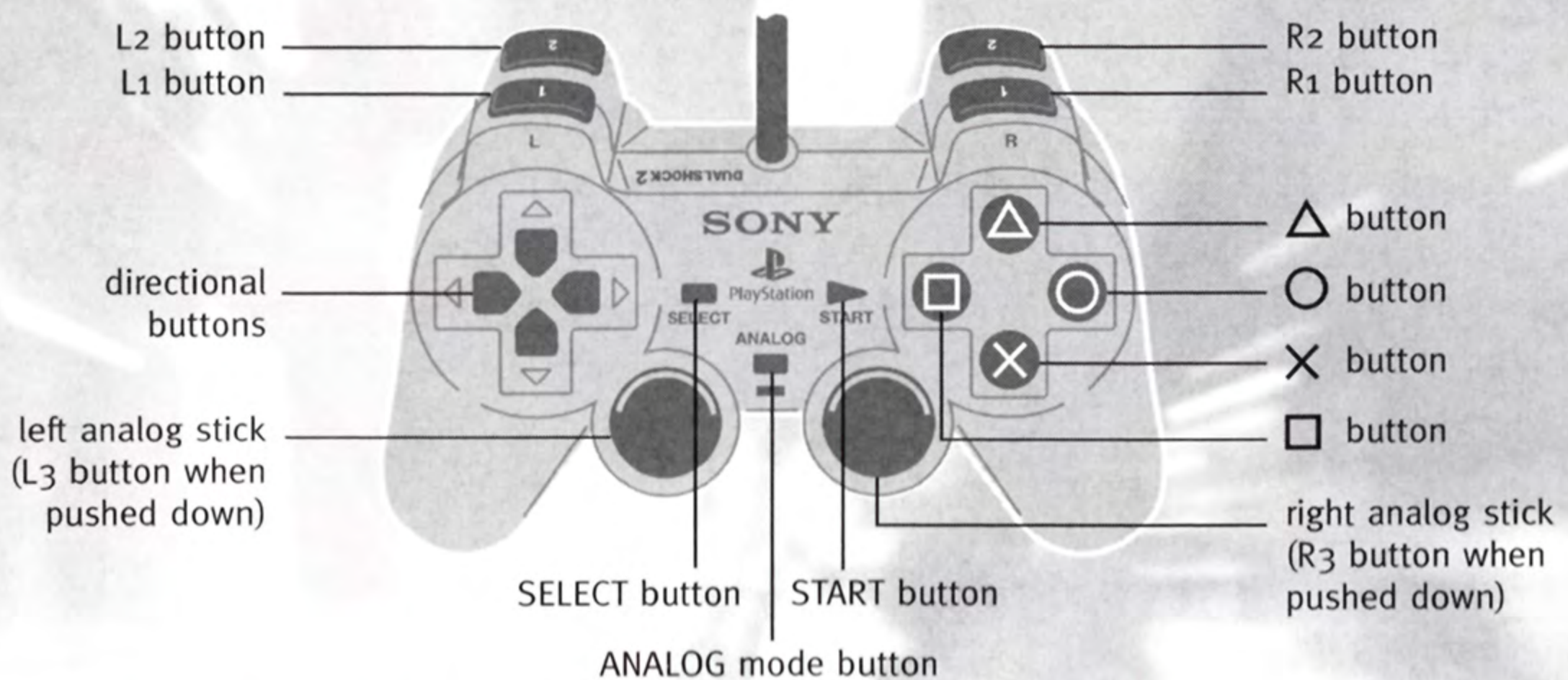
If you want to play with more than 2 players, you will have to use a Multitap (for PlayStation 2). Insert the multitap into controller port 1 only, then insert the controllers into controller port 1-A, 1-B, 1-C and 1-D of the multitap.

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

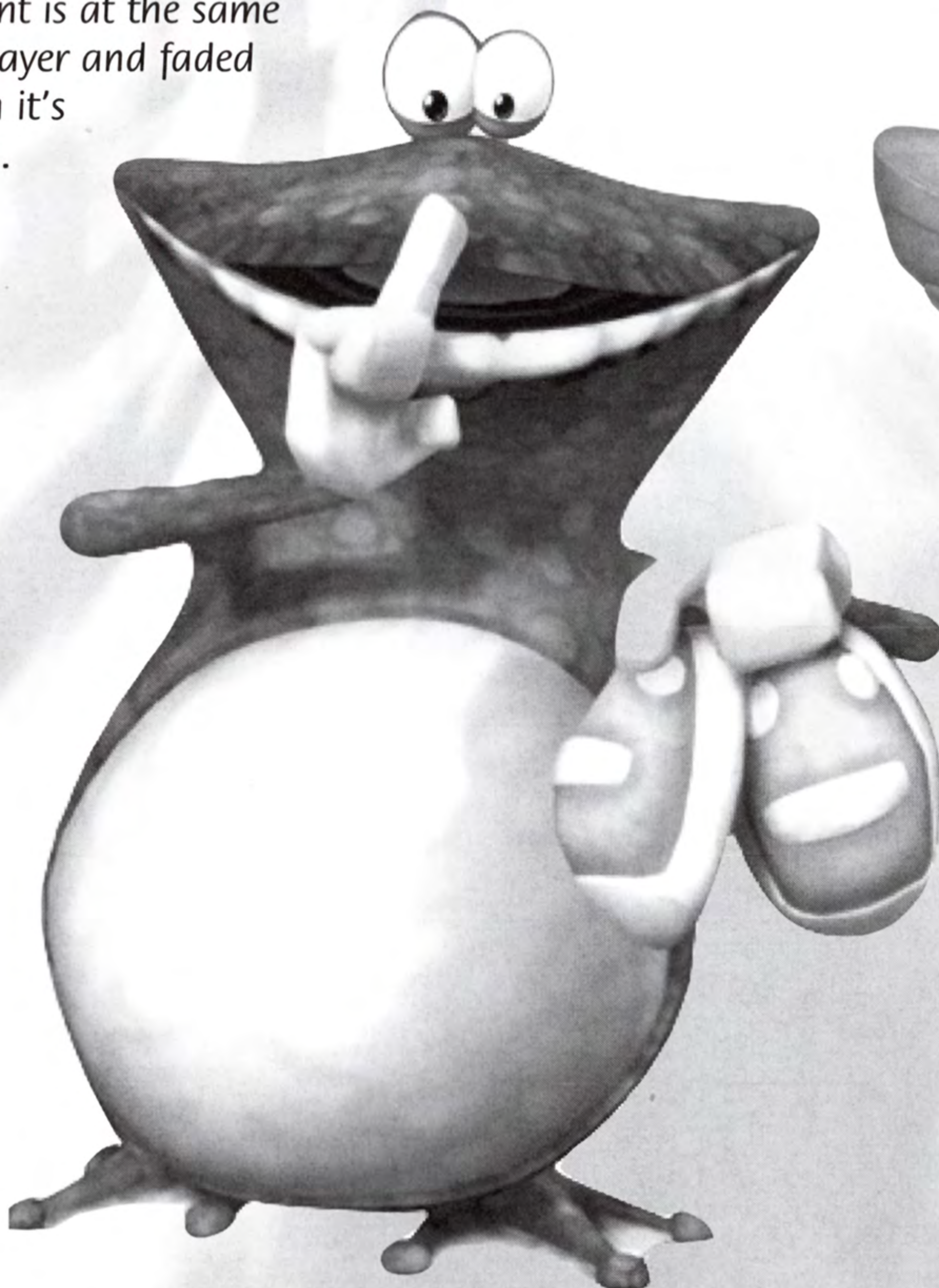
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*** The optimization controls available in the Arena:**

- 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.

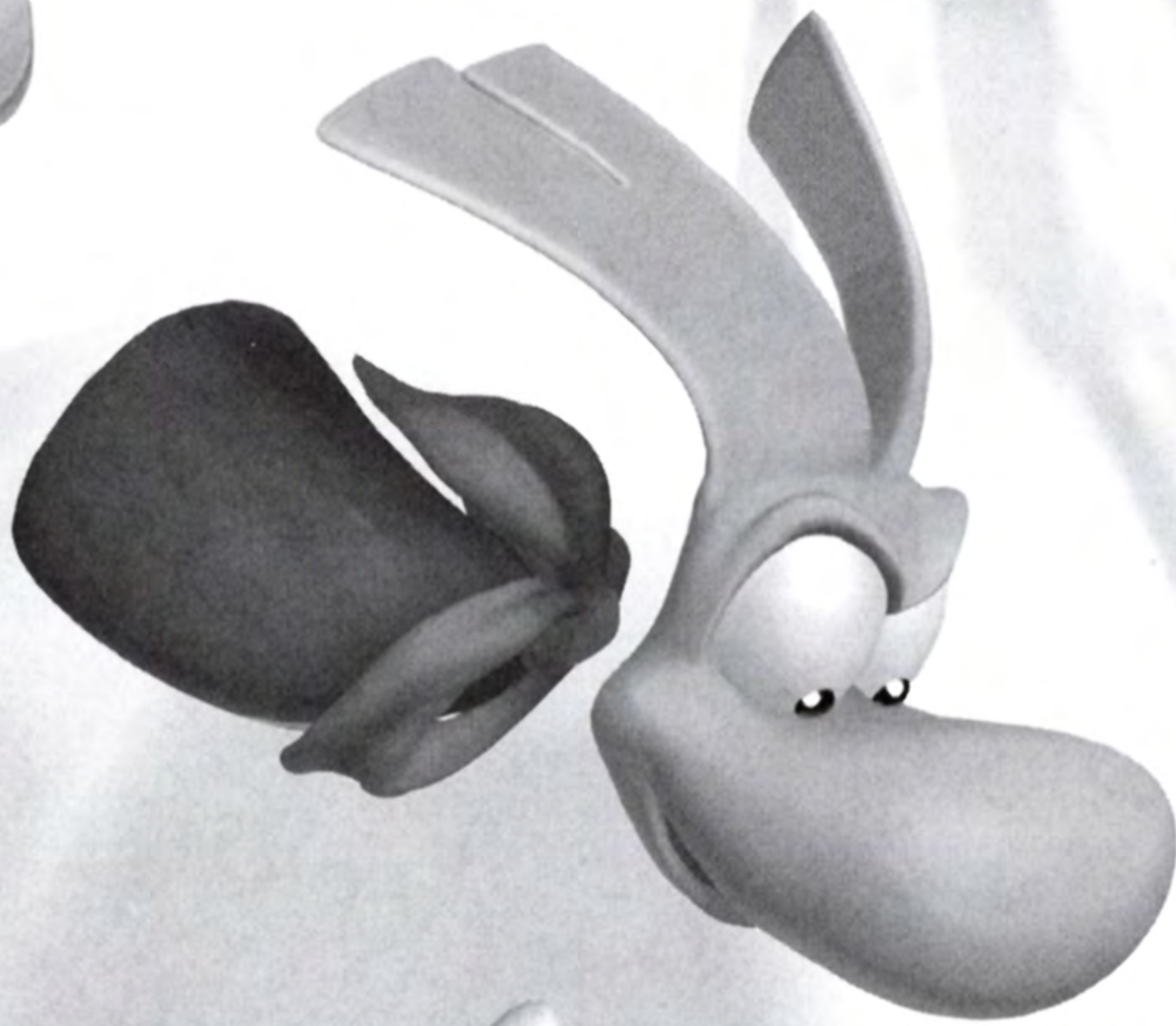
**** Using the radar in the Battle Arena:** The player is considered to be at the center of the display, and other elements, depending on the game mode selected, are indicated by a pointer. The pointer shows both horizontal and vertical positions: it appears solid when the element is at the same height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

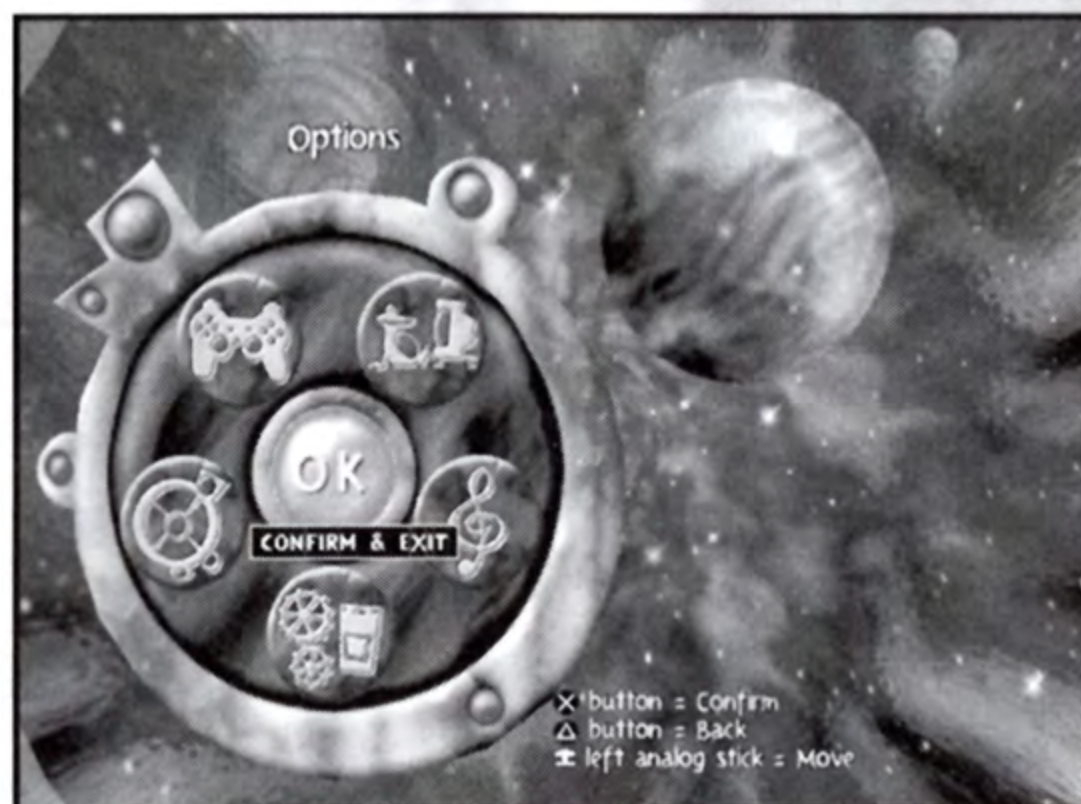
You can only load and save game data if the memory card (8MB) (for PlayStation 2) is inserted into MEMORY CARD slot 1.

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

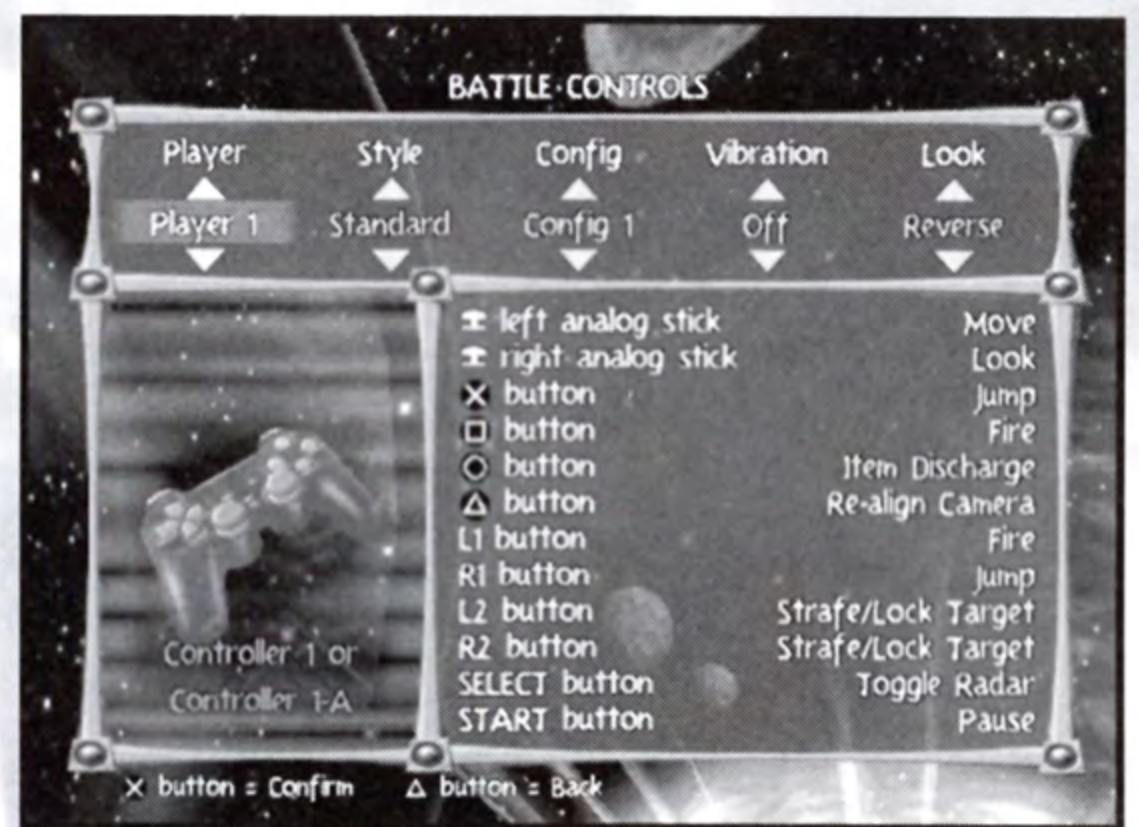
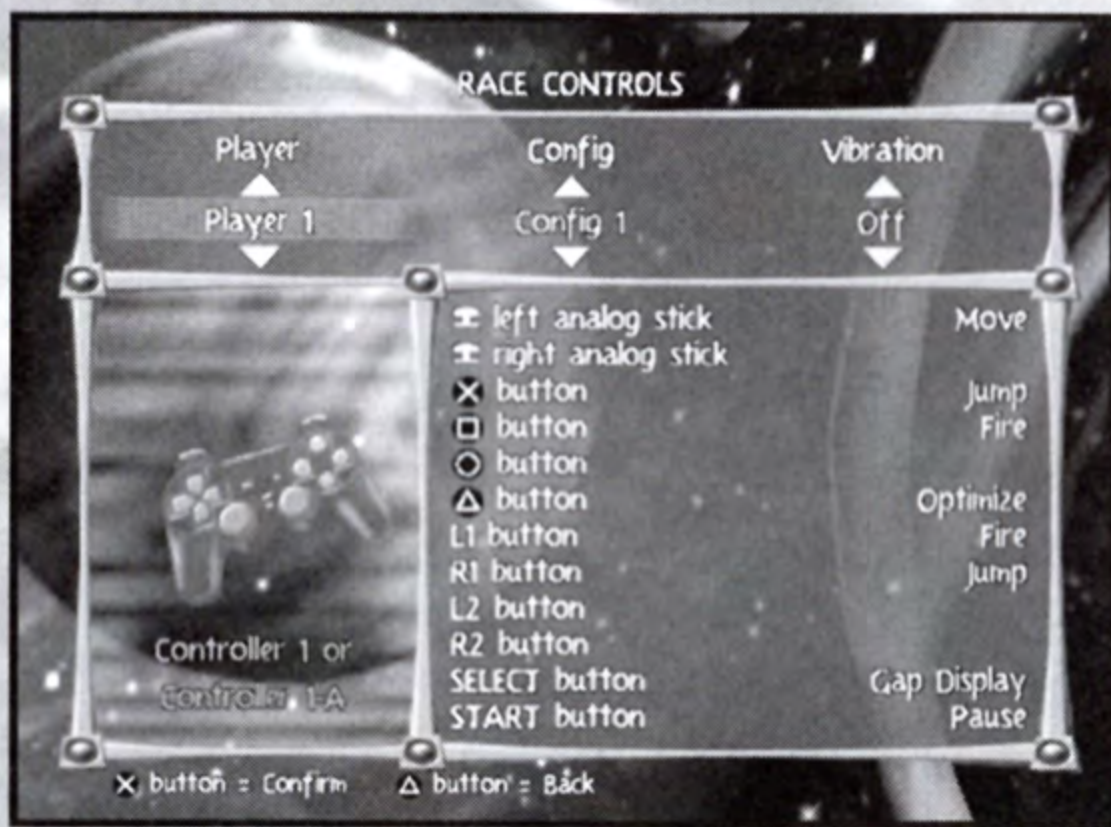
Use the left analog stick to select MONO or STEREO sound. Validate by pressing the **X** button.

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

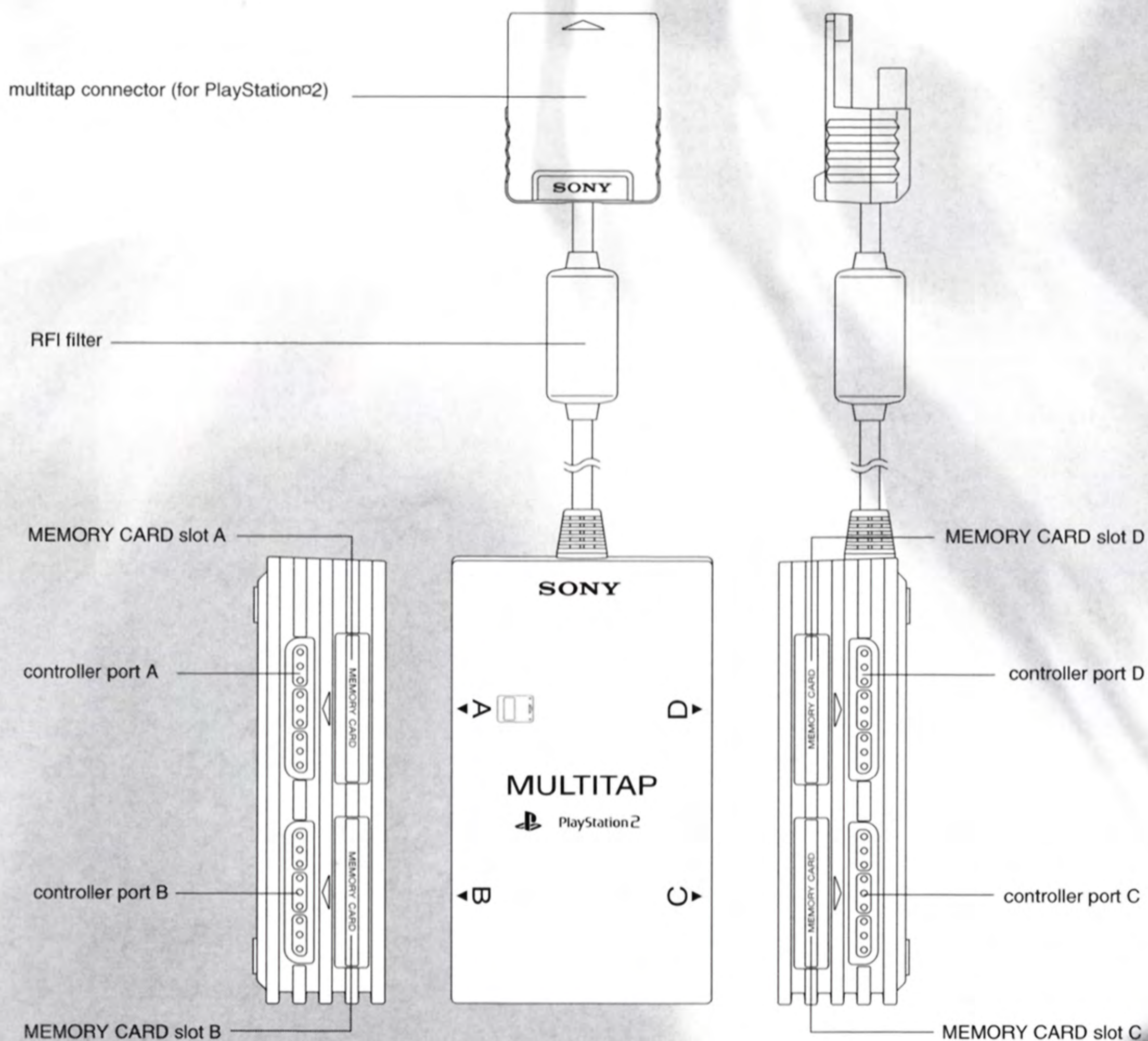
Once you have selected the options of your choice, you can save these settings to your memory card. Choose SAVE from the SAVE/LOAD settings window.

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
- Popolopoi
- Lums

- 3 game modes for the Battle

- Lum Spring
- Lum Fight
- Capture the Fly

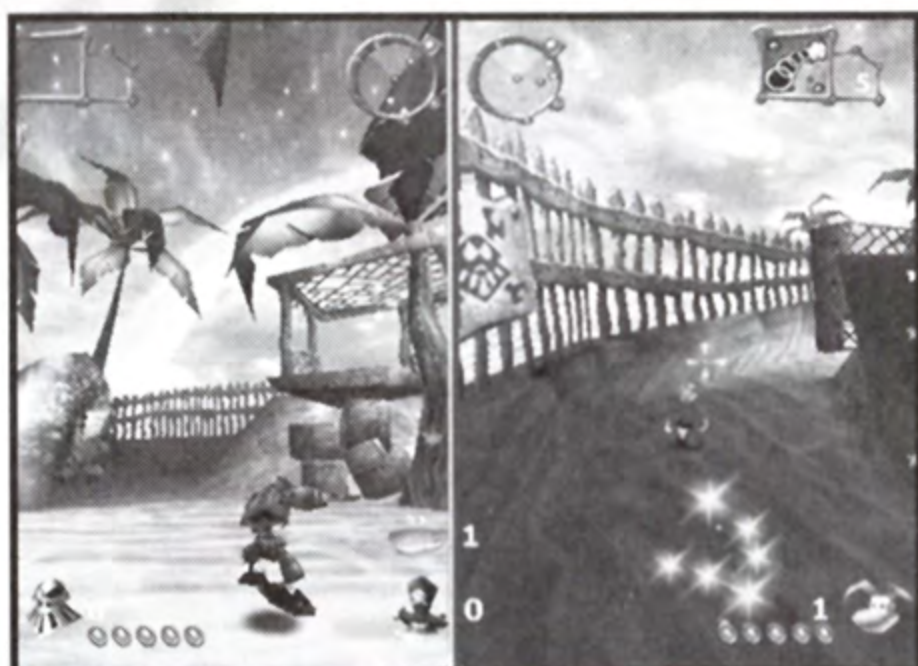


You will also have access to a bonus zone with additional levels. These levels will be unlocked as you progress through the game.

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

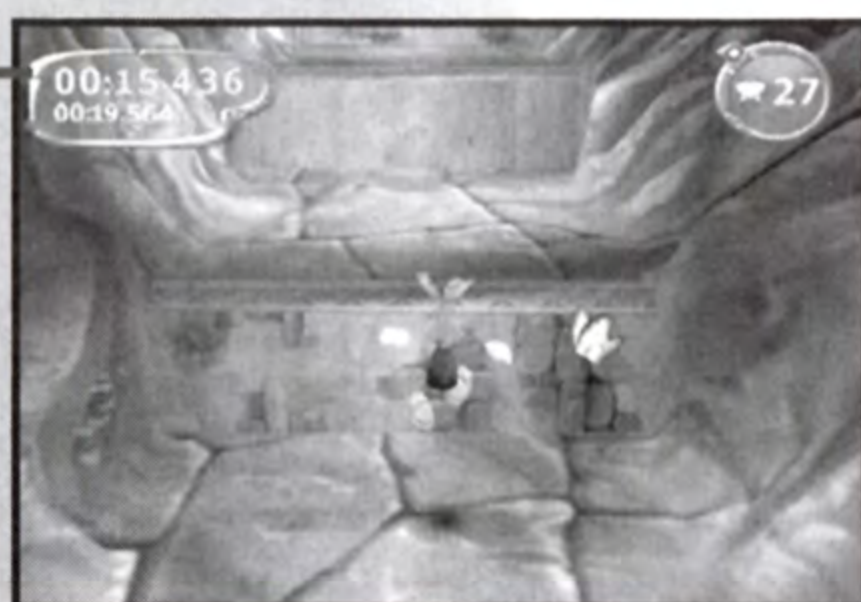


Ranking

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 Popolopoi 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 Popolopoi. Only available in single-player.

Timing



Number
of Popolopoi
(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 Popolopoi mode)

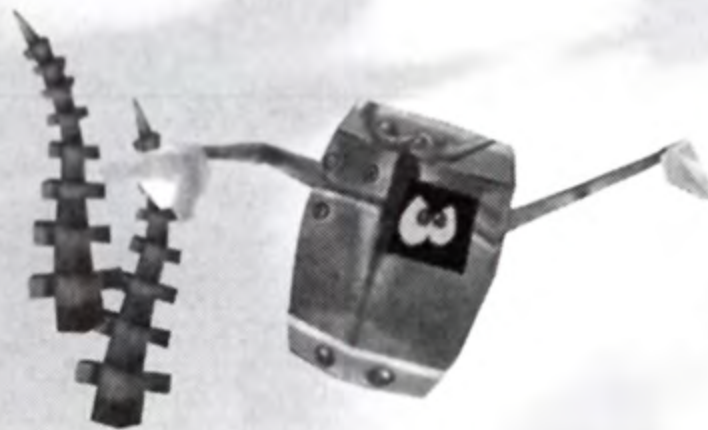
Lums are spread all around the level. To win, you must be the first to finish the 3 laps, but also have gathered the maximum amount of lums. You will be able to use them later.

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

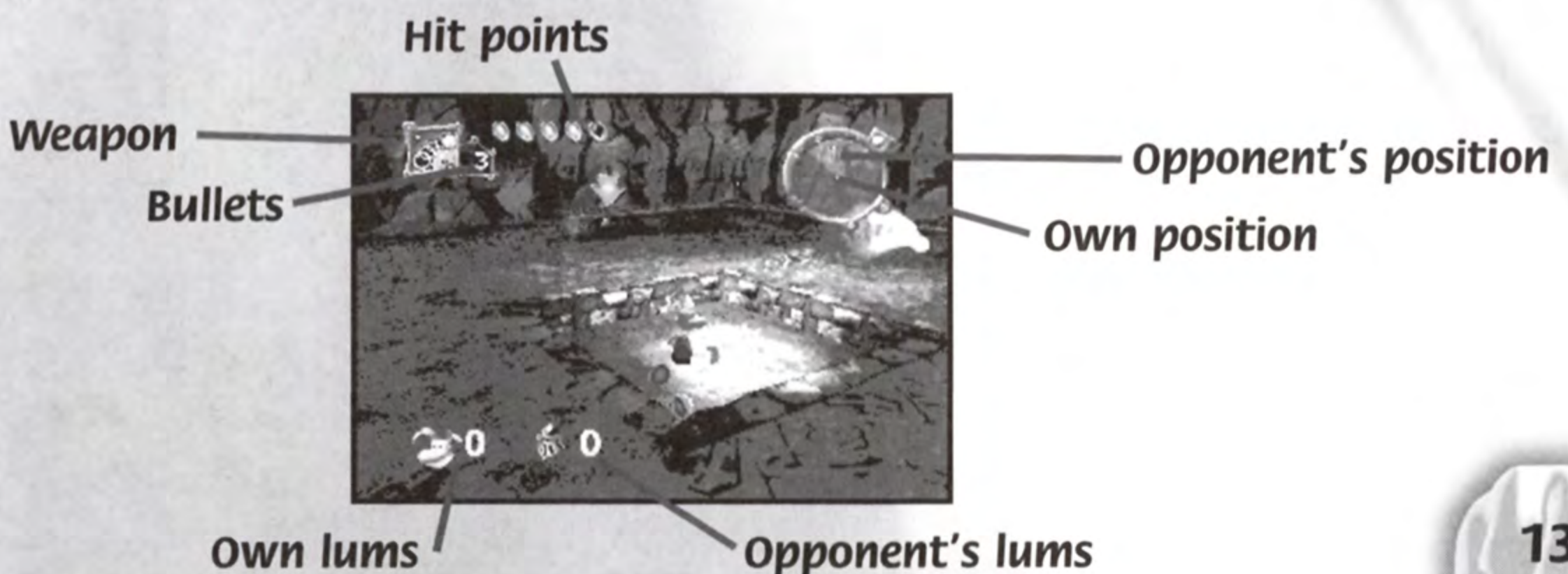
Lums appear randomly in the map, one at a time (the radar shows the lum position). You have to collect as many as you can. To hinder your opponents, you can freeze them for a second by shooting ice bullets. You have 5 bullets, which refill as time passes. The winner is the first to reach the set limit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

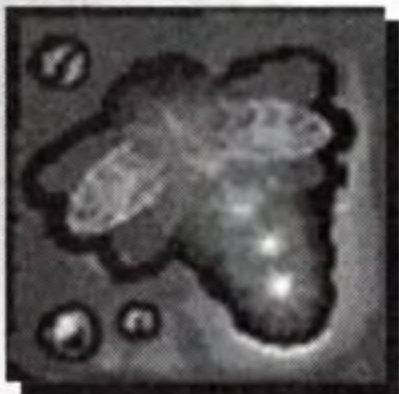


Fake Generator

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.



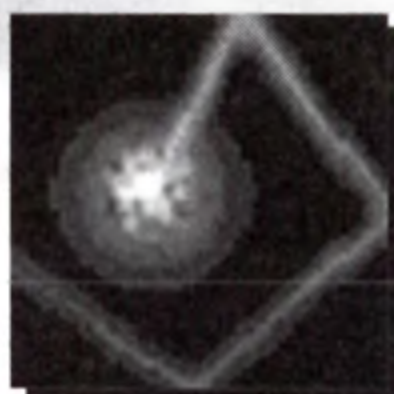


Glue Bomb

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.



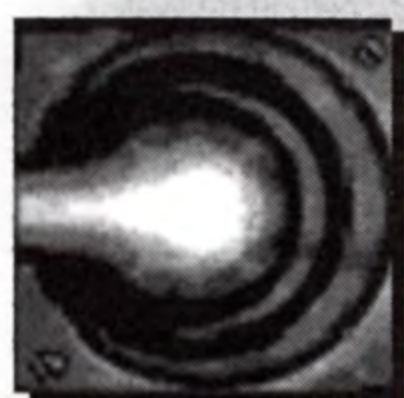
Rubber Bullet

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.



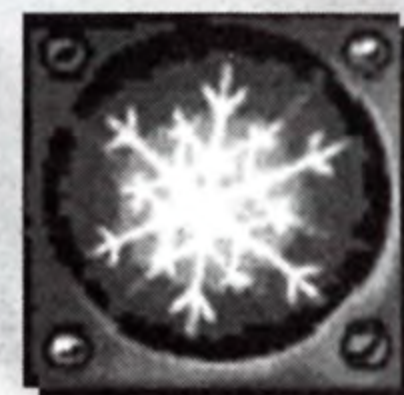
Firework Bullet

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

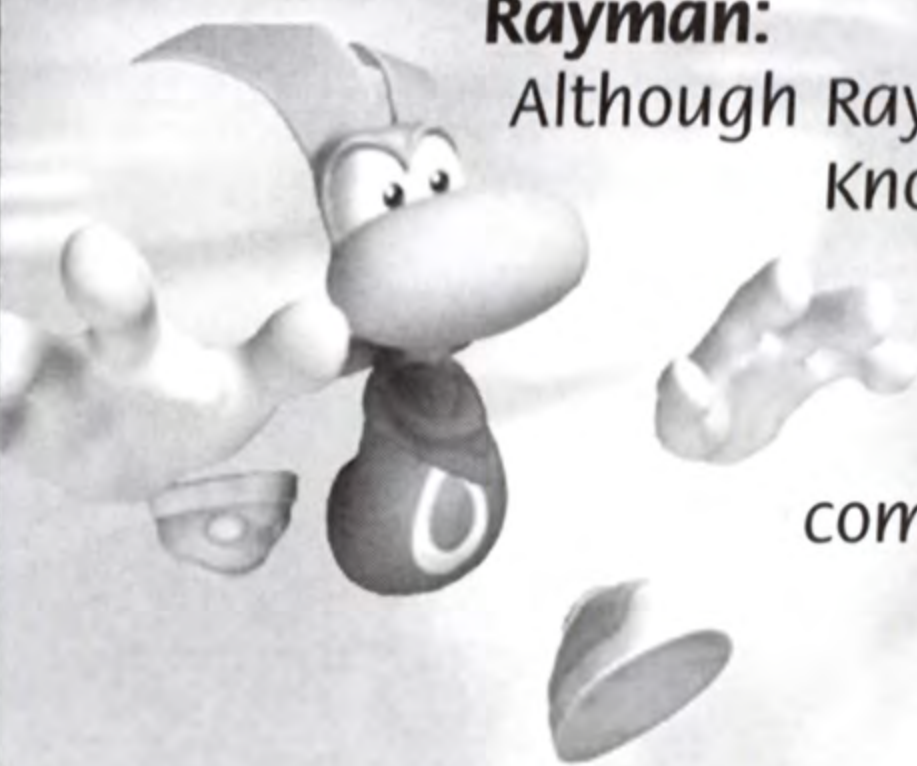
NOTE: Single-player mode determines the way to progress through the game: levels will be unlocked as you evolve in the game. Your achievements in both single and multiplayer modes will unlock levels, rewards and characters.

1 - RAYMAN ARENA CHARACTERS

DESCRIPTION OF THE CHARACTERS

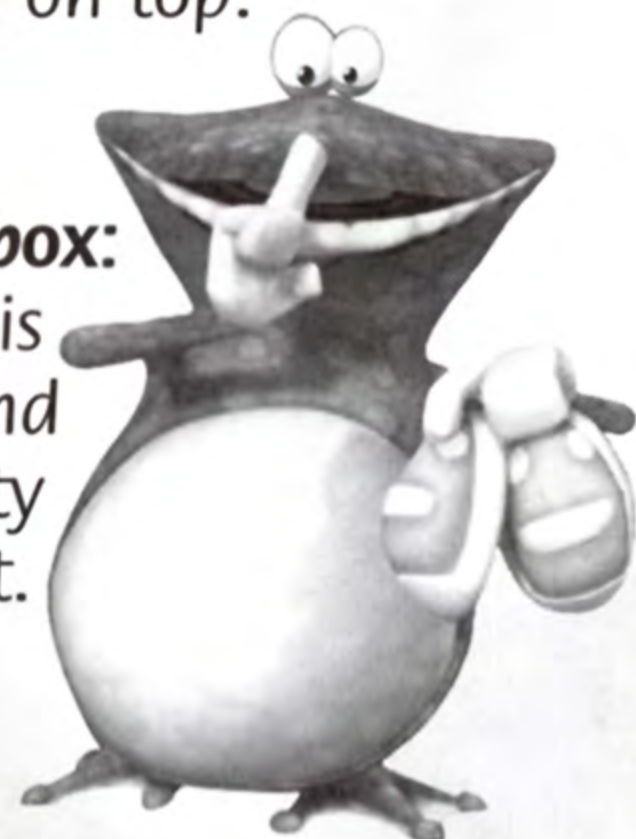
Rayman:

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.



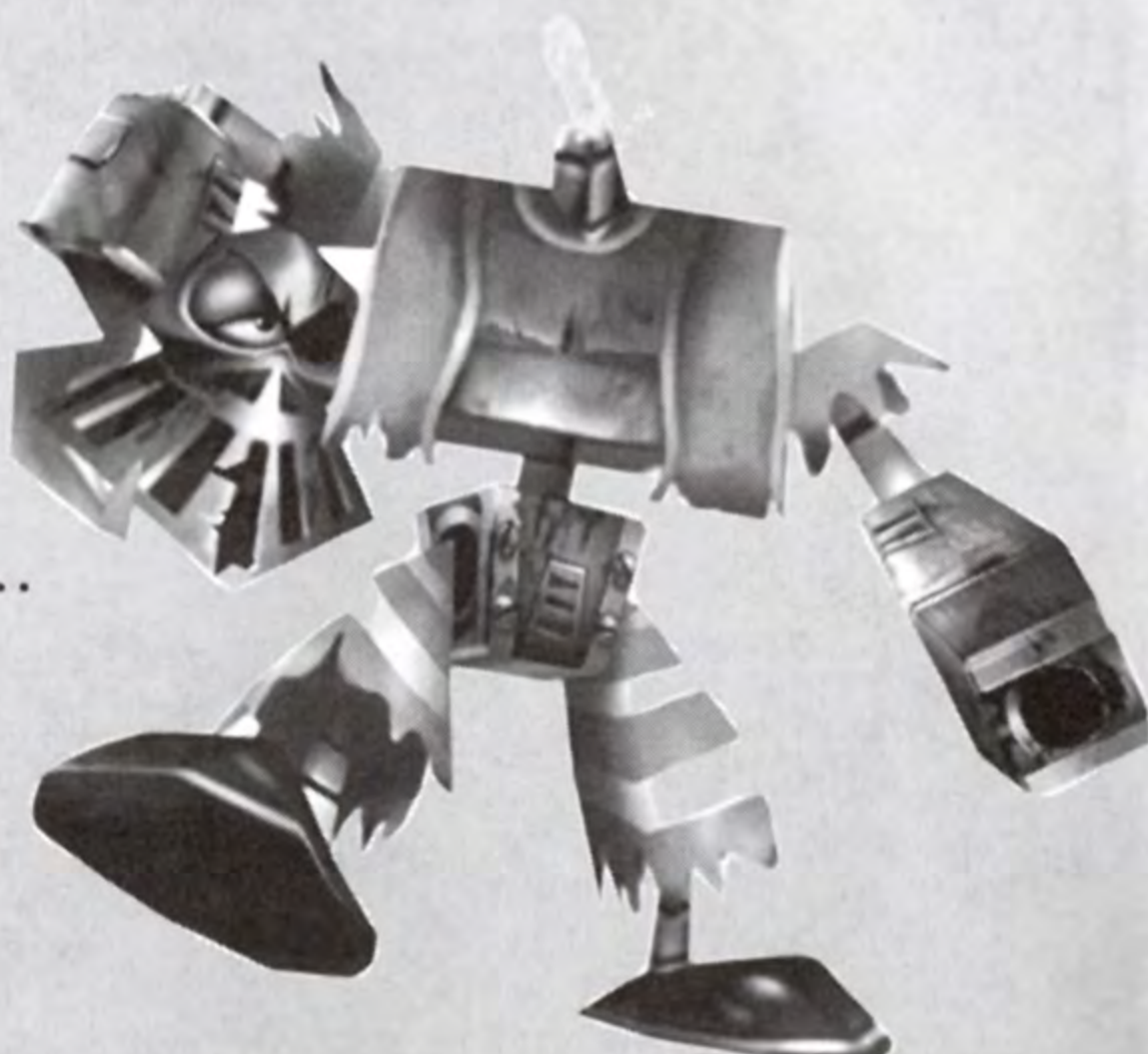
Razorbeard:

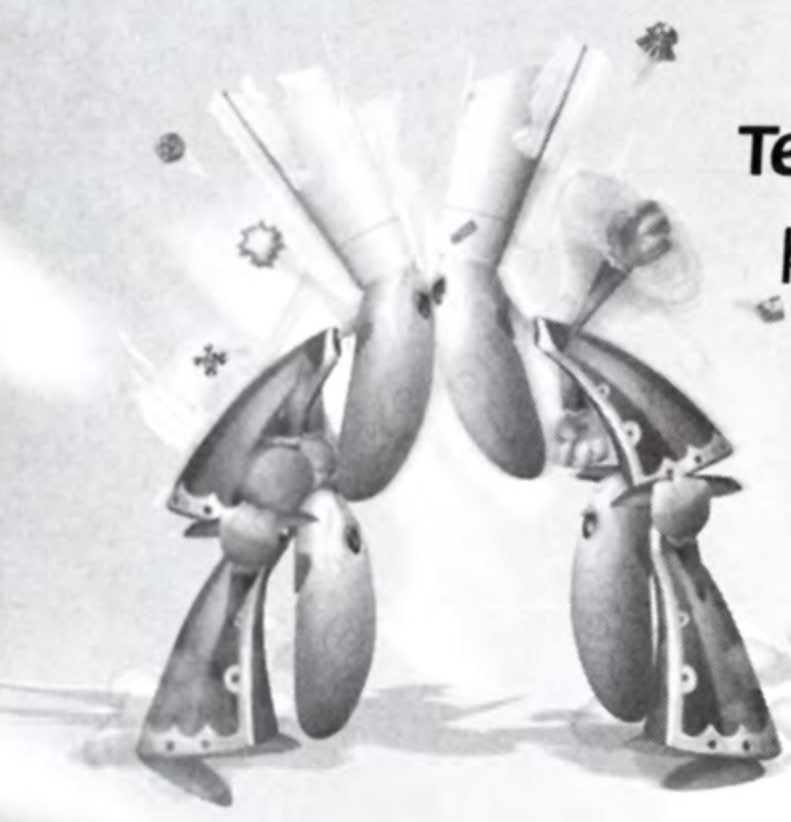
Always angry, irritable and mean. What he lacks in size, he makes up for in spite, making him a master of shots below the belt, which he likes more than anything else.




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.

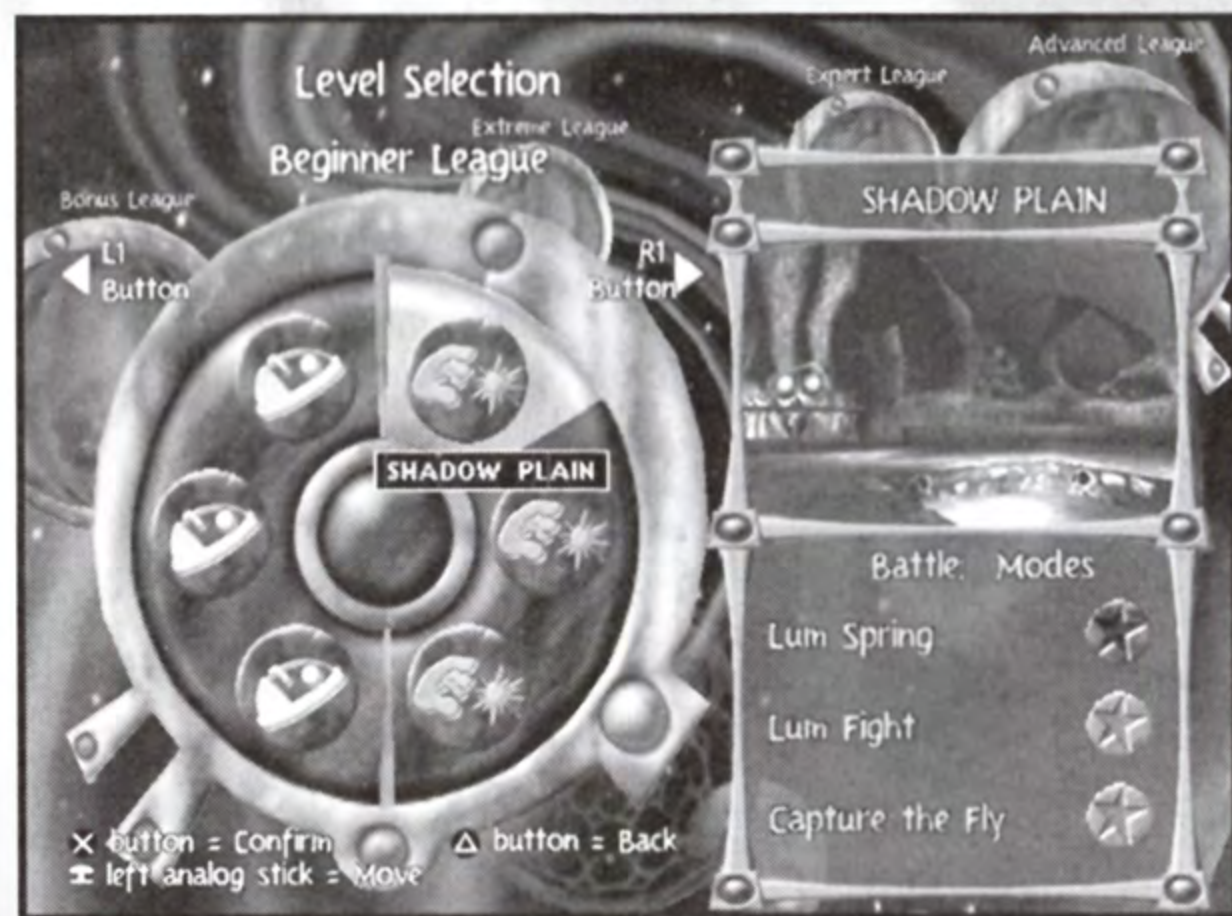
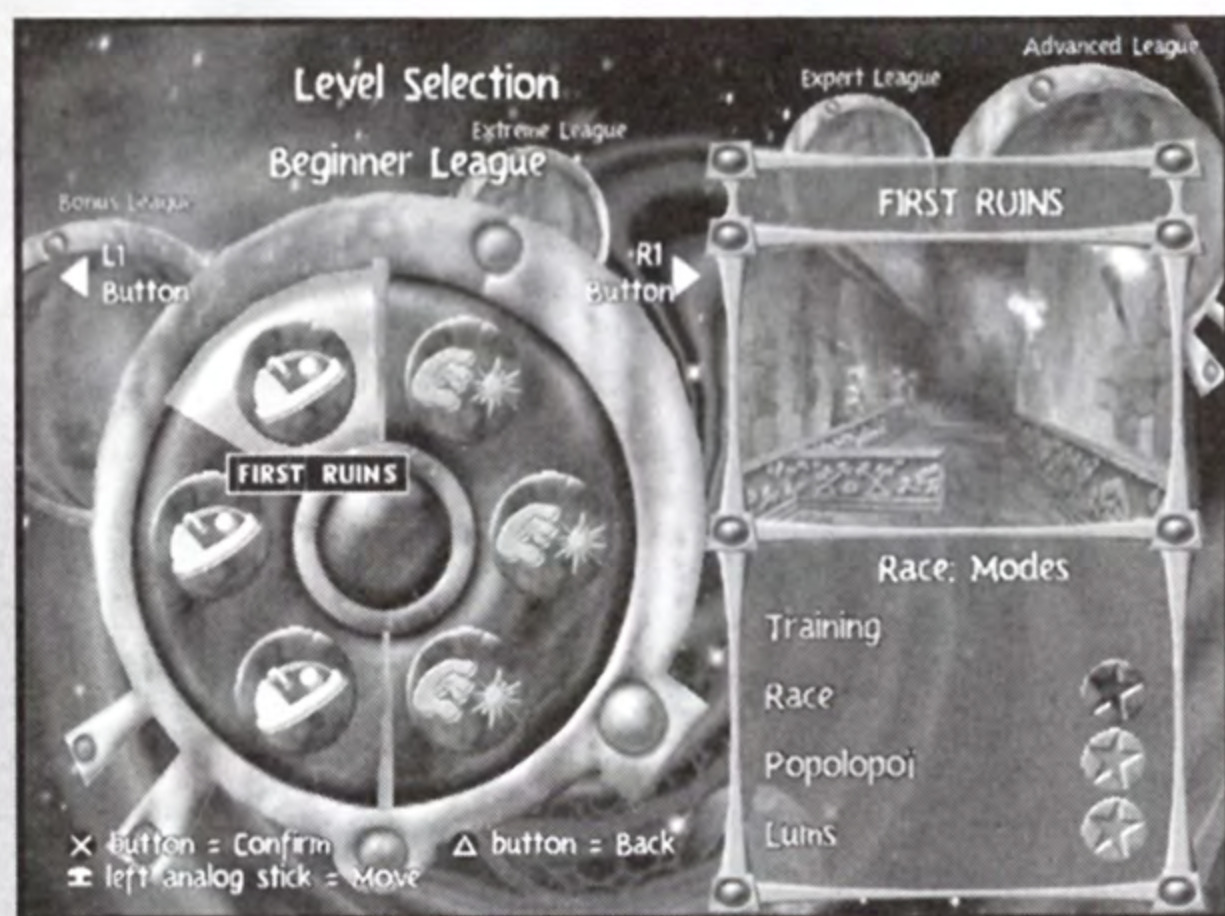
You can now choose your game mode.

GAME MODE SELECTION

You can choose between: Training, Race, Popolopoi, 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.



CREDITS

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Great thanks to HarmonX team.

Big thanks to GL for the console Game System team.

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Montreuil Graphic Studio Manager

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Montreuil AI Development Studio Manager

David Douillard

Montreuil Sound Design Studio Manager

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Erik Branz

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Creative Manager

Manu Bachet

Sound Production Organisation

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Eddie Crew

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Lionel Bouhnik at Ubi Sound Studios - France

Sound effects by

Talkover

Music composed, Arranged, and Performed by

Claude Samard

Additional Arrangements by

Bernard H. Levitte

Mixed by

Martin Dutasta at Ubi Sound Studios - France

Gameslab

Sophie Rouquette, Lionel Raynaud, Fanny Georges

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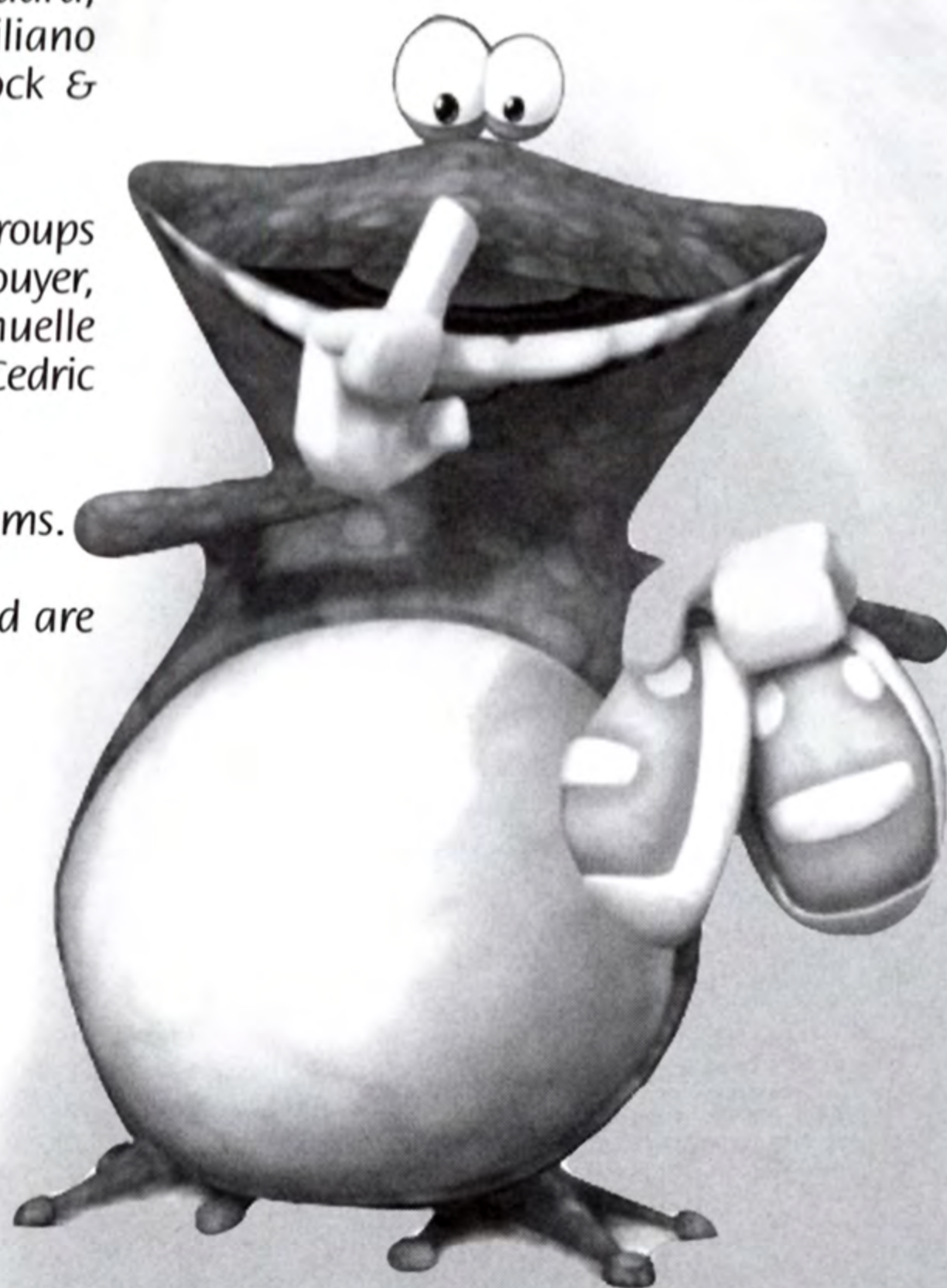
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All the people at Ubi Soft who worked on and are still working on Rayman Games.



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