

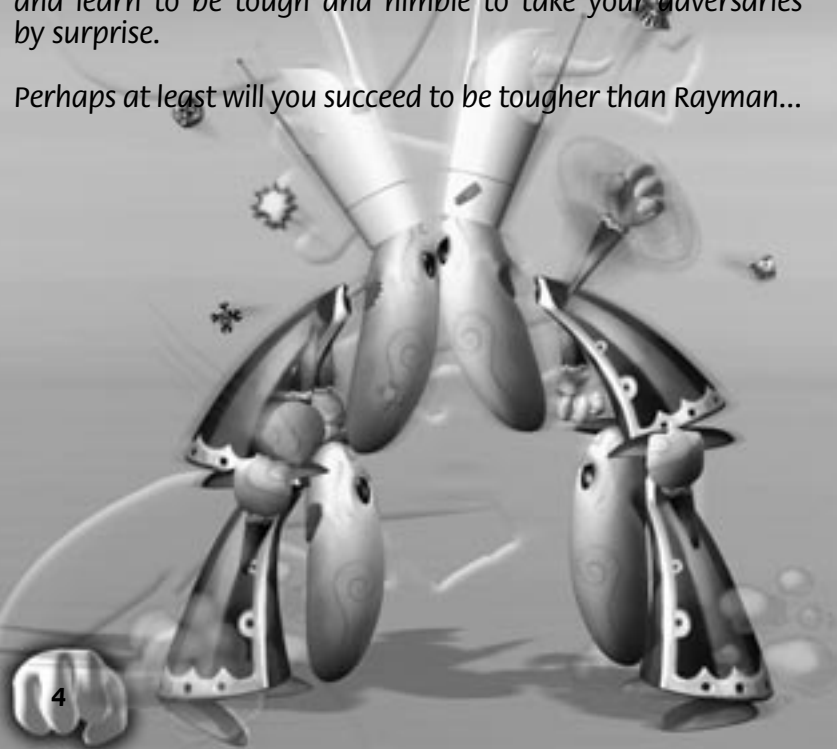
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storyline

Rayman and his famous acolytes face new challenges in a unique sporting competition: they will confront these challenges in hard and varied environments to become THE winner of a surprising biathlon: Race and Battle modes.

Pick your character and compete with your opponents in interactive environments littered with power-ups, extreme actions and shooting in hazardous arenas. Catch weapons to pinch your opponent's lums, glide across bewitching lagoons and learn to be tough and nimble to take your adversaries by surprise.

Perhaps at least will you succeed to be tougher than Rayman...



Rayman M Install

A/ TECHNICAL REQUIREMENTS

Minimum Requirements :

Operating System: Windows 98/ Windows XP/ Windows 2000 / Windows ME

Processor specs: Pentium II 450 Mhz

RAM: 64 Mb

Video Card: TNT2

Display Mode: 16 & 32 Bit

Available Space: 550 Mb

CD ROM Drive: 4x

DirectX (available on the CD): 8.0A

Other: Keyboard / Mouse.

Recommended :

Operating System: Windows 98/ Windows XP/ Windows 2000 / Windows ME

Processor specs: Pentium III 500 Mhz

RAM: 64 Mb

Video Card: GeForce2

Display Mode: 32 Bits

Available Space: 1.3 Gb

CD ROM Drive: 16x

DirectX (available on the CD): 8.0A

Other: Keyboard / Mouse / Controller

B/ INSTALL THE GAME

Insert the Rayman M CD in your CD-ROM reader.

Choose your language and Select Install in the Window.

Follow the instructions to finish the Installation.



2 - NAVIGATING THROUGH THE MENU

To navigate through the RAYMAN M menus and select slices, use the mouse and keyboard.

Your selection will be highlighted. To confirm your selection, press the left mouse button or Enter.

To move from one disk to another, press the left and right arrows keys.

To go back, right-click with the mouse or press the Esc key on the keyboard.

A/ 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 **Continue** if you want to load and play a previously-saved file.

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

B/ NEW GAME

Creating a game.

Select the New Game slice and confirm. You will be asked if you want to create a new game.

If you choose YES you will access the file creation disk where you can assign a name to the file.

Use the mouse or the keyboard to enter the name and confirm by pressing "OK" when it's done.

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

C/ CONTINUE

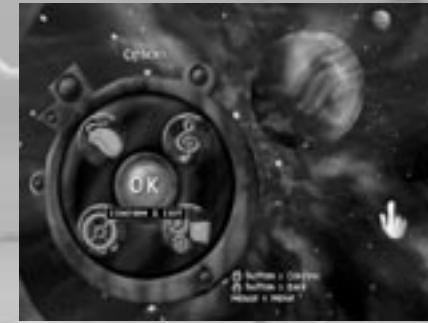
Loading an existing game

Select the Continue slice.

You subsequently enter a window with the list of the saved games.

Select the game you want to load and confirm.

D/ OPTION MENU



Sound Settings:

- MUSIC / SOUND FX

On each disc, use the mouse to select ON/OFF and enable/disable the music or sound FXs.

You can set the volume you want for each between 0 and 9.

- MONO / STEREO

Use the mouse to select MONO or STEREO sound mode.

Menu Settings

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

NOTE: You can skip forward transitions at any time by confirming. You can skip backward transitions at any time by pressing the back button.

Control Settings



Choose whether you want to define Race or Battle control settings.

Here you can choose which pad to tune and which settings you prefer:

- The mouse and keyboard controllers or the pad controller
- The reverse look On / Off (Battle mode only).

You can also reconfigure and set any key according to your preferences.

Loading / Saving settings

Saving settings

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

Loading settings

When the game is launched, your saved settings will be automatically loaded.

Your settings can also be loaded by choosing LOAD from the SAVE/LOAD settings window.



Game 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
 - Polopopoï
 - 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 zone 1 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.



A/ Race Game 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.raymanm.com. Playable only 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, the maximum gap you want between opponents to win. You can also use bonuses to go faster, stop your opponent etc.

Times



Ranking

C) Polopopoï 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 Polopopoï spread throughout the level to win additional time. You can free them by shooting at them. The various colours correspond to the various times of the Polopopoï. Only available in single player.

Times



Number
of Polopopoï
(Or number of lums)



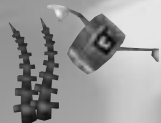
D) Lums Mode (Same screen setting as the Polopopoï mode)

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.

OBJECTS DESCRIPTIONS

You will encounter many objects through your progression in the tracks. These objects will stop your opponent in his race... but you can also be hit! Try to avoid them and find the cleverest ways to win.

Electric Barrel Fences



Avoid these objects at all costs. If you hit them during the race, you will be slowed down...

Purple Lums



Learn to catch them... they will help you to find shortcuts.

Switches



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

Bumpers

Give a try at the extra jump!



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B/ Battle Game Rules

Battle game rules are available for both single and multiplayer options.

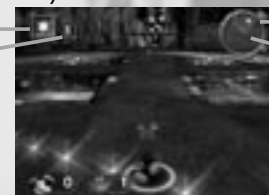
GAME MODES

A - LUM SPRING

Lums appears 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 win condition or the one who has the most Lums when the time is over (if time setting is enabled).

Weapon

Bullets



Lum position

Own position

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 opponent's 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 win condition or the one who has 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 more powerful weapons).

Hit points

Weapon

Bullets



Opponent position

Own position

Own lums

Opponent's lums

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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 bouncing bullets (effective on the Fly carrier only) which refill as time passes. The winner is the first to reach the win condition 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, which 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.



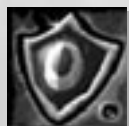
BUZZ ROCKET

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

ULTIMATE BARRIER



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



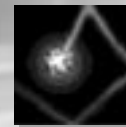
GLUE BOMB

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.

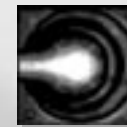


RUBBER BULLET

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. Here 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.

FLAMETONGUE BULLET



Its trajectory can be controlled after being fired. It remains active for some seconds thereafter. Inflicts 1 hit point both with a direct hit or with the persistent fire tail.



ICE BULLET

Freezes the target for 1 second.

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



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Choosing between 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.

A/ Rayman M characters

Description of the characters

Globox: Had to overcome his timidity and fear (maybe he had therapy?) 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.



Razor Beard: 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 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.

Be tough enough and unlock the hidden characters....

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

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

Henchman 1000: an older version of the robot pirate, more distinguished, but with the same values as henchman 1: win, waste others...

Character Selection

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

Select your character with the mouse and validate to confirm.

Globox, the Teensies and Henchman 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 with the mouse or keyboard. Click OK to confirm.

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



B/ Single player mode

Use the mouse to select single player mode and click OK to confirm.

Map Selection

To move from one zone to another, press the left arrow key to move to the left and the right arrow key to move to the right. Use the mouse to select your level.

Game mode selection

You can choose between: Training, Race, Polopopoï, Lums for the Race game and Lum Spring, Lum Fight, Capture the Fly for the Battle game.

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

Select the game mode you wish in order to launch the game.



C/ Multiplayer mode

General

In Multiplayer mode, up to 2 players can play.
Player 1 selects his character. Then, player 2 can enter his selection.

In the Battle game, you can select autonomous 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: easy / medium / hard / ultra-hard. Click OK to confirm.
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.

Game mode selection

a) Racing game:

You can determine the victory settings:

- 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

b) Battle game:

Select your game mode

- Lum Spring
- Lum Fight
- Capture the Fly

For these 3 modes, you can determine the winning conditions: number of lums to win or time limit.

For both options, you will be able to determine the appropriate time or the number of lums to win as follows:

- Lums to win:
 - Lum Spring: 5 (default choice) / 10 / 15 / 20
 - Lum Fight: 3 / 5 (default choice) / 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

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All the people at Ubi Soft who worked and are
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