

Rayman Advance FAQ

by Link65

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This walkthrough was originally written for Rayman Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.

Rayman
The Guide
Version 2.1
By: Link65

ONLY FOR GAME BOY COLOR & GAME BOY ADVANCE

Table of Contents

1. Legal Stuff
2. Updates
3. Story
4. Controls
5. Powers
6. Items
7. Walkthrough
 - a. Spellbound Forest
 - b. Airy Tunes
 - c. Rainy forest
 - d. Rocky Peaks
 - e. Ancient Forest
 - f. Fiery Depths
 - g. Arcane Forest
 1. Mr. Dark
 - h. Dark Legacy Extra
 - i. Time attack
8. Cheats
9. Questions
10. Special Thanks

1. Legal Stuff

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2. Updates

June 19, 2002

My e-mail address has changed. E-mail me at Link65@stny.rr.com.

3. Story

Rayman's magical world was once a haven of peace and tranquility, a place where Toons gravitated serenely around the guardian of harmony, the Great Protoon. Until, that is, the invasion of Mr. Dark and the ensuing onslaught of chaos... Mr. Dark kidnapped the Great Protoon. They neutralized Betilla the Fairy's powers as she tried to protect the universe's harmony. The caged Toons' light slowly dispersed into the universe. Horrible monsters began to spread across the planet as it gradually faded into blackness...

Now the world's only hope is Rayman. Only he has the power to free the imprisoned Toons, wipe out the evil Mr. Dark, and, ultimately, restore harmony to the universe...

4. Controls

D-Pad: Left: Move Left (Down+Left: Crawl Left)
Right: Move Right (Down+Right: Crawl Right)
Up: Camera up/Climb Up
Down: Crouch/Camera Down/Climb Down

A: Jump: The longer you press, the higher you jump. Control jump direction in the air with Right/Left arrows on the Control Pad

B: Punch: The longer you press, the harder it hits

Start: Pause

Select: In-game menu

5. Powers

Helicopter: Allows very long jumps and lets Rayman Glide.

Grapple: Allows Rayman to grab and swing on the Flying Rings.

This also allows Rayman to collect lives by shooting with his fist.

Super-Helicopter: Allows Rayman to fly.

6. Items

Plums: This strange fruit has several purposes. Rayman can climb onto it, soar through the air on it and even float in water with it.

Flying Rings: Rayman can hang and swing on flying rings by punching them.

Trumpets: These help Rayman go faster.

Vertical Trumpets: These help Rayman go higher.

3-Way Trumpets: These trumpets are different. They can push you in 3 different directions: Up, Left, and Right. Some you have to punch, others constantly blow.

Cages: Toons are imprisoned in cages. Rayman must destroy all of these cages to free them.

Gold Fist: Faster and stronger than the normal one but it loses its power every time you are hit by an enemy.

Life: gives you 1 extra life.

Ting: 50 of these give you 1 extra life. They also give you new powers.

Heart: Fills all your hearts.

The Ubi Key: This special key, found only in certain Ubisoft Game Boy Color games, allows you to swap the key to another game with the Ubi Key, and be projected into a secret level, with new powers. Thanks to the Infa Red feature on the Game Boy Color system, you can swap the key.

7. Walkthrough

Well here it is, folks, the part you've all been waiting for...
Spellbound Forest

"If you don't get all the cages, don't worry! You can get them all after you wipe out Mr. Dark..."

Note: I would recommend playing this game on your GBC. If you play it on your GBA, it will appear darker.

After the intro movie thing (I love that music), you will start by a dancing flower. Walk until you see a pit. If you fall in, you will drown in the water, so instead, jump over it. Next, there will be a vine, climb up it. While you climb, you will see a ledge to your right. Don't jump on it yet. Keep climbing up until you see a platform on your left with a life on it. Jump over to the left to where the platform is. If you don't make it, he will grab onto the ledge. Press A to jump off the vine/edge. After you get the life, jump back on the vine and go to the ledge on the right. Then, jump to the next vine. You will be on a small ledge and there is a bigger one on your right. Jump on it. When you see the plum swinging around, don't jump on it. Instead, crawl into the little cave and get the life. Jump over the water to the lower ledge on the right, and get the Ubi Key. The hard part (if you can't swap it) is getting back to the ledge. Now you can jump on the plum and get to the exit.

Now that you beat 1 part of Spellbound Forest, don't you feel happy? Well you got 3 more before Airy Tunes. You will start near another pit, but move to the left a little. There will be a higher (not really high) ledge. Don't jump on it, yet. Go to the right and jump over the pit. You should have heard a noise before you jumped across the pit. Now jump back over the pit. There should be a moving platform (you might not see it because it is off screen) on the ledge (remember, the one I said not to jump on). Well, jump on the platform, then jump on the next one, then jump on the vine. If you try to jump across, you won't make it. You need the helicopter to get the cage that is over there. So don't try it. But if you hold Left and jump off, you can land on the swinging plum. Next jump on the platform (it will fall if you don't act fast). When you jump

across tree, you should see a bouncing plum. If you want to get in the bonus stage, do as I say. Punch the plum over to the left (where the water is). Now, jump on the lower branch, and then jump in the water on the plum. Now, tap the right button. When you reach the ledge where it is, the plum will stop. Now get in there and get a life! You will have 15:00(seconds) to get 8 tings. If you don't get them all, you can try again. The plum will be there so you can get back to the branch. There is a vine below the plum (back up on the grass). Jump on the vine, the little ledge, and then another vine and grab the life. You can just fall from the ledge. Now, punch the plum to the right. When it starts to go down the hill, jump on it. You should land in water. You should continue right, punching the fish. Then, you should be near a cage. Jump to the cage and punch it. Jump across the water until you see vines and fishes. Then you should land on a small piece of grass. Punch the Antoones before you jump. Keep jumping until you see a swinging plum. Jump on it. Jump on the vine, kill the enemy, jump across the pit, and punch the plum. Jump on it, and touch the exit.

Now you will be in a level that floods, so you can't turn back. Jump on the vine, climb it, and get on the higher piece of ground. Walk to the left, and jump on the ground above you. Follow the tings, and jump on the moving platform. Jump on the grass ledges, and then jump on platforms. Jump on a vine, and climb up. Jump on another platform, a vine, and then another platform. Jump on ledges, and another platform. Jump on more ledges, then a platform, then and a vine. Jump on the tree branches, ledges, a vine, then and a platform. Get the life, and jump on the ledges. You should now be at a big pit. Jump across it, and bust the cage open. The water won't stop, so hurry. It is on a vine. After that, climb up a vine and get to the exit.

First, you jump over a pit and punch the plum. If the fish touch you, you will fall off and die. When you get the Ting, a platform will appear. Jump on it, and then jump on the grass above it. Punch the plum, and jump on it. Jump on the grass above it, and go to the right (by the way, there is a heart on the highest one). Now, when you see the swinging plum go off the screen, jump on the platform, then the plum. If you want a life, jump from the plum to the vine. Then, jump on the next vine, then the area where the life is. You need the helicopter to get it. Now, jump on the vine to your right, then the next two. If you want access to the bonus round, jump on the last vine to the grass. You have 40:00(seconds) to get 20 Tings. Anyway, after that, kill the two baddies, and then jump on the platform to punch the plum. When you get to the heart, jump across the water, using the grass sections. Jump on the vine, and climb up. You will find a cage, but you can't get to it yet. When you get the Ting, jump back over, and go to the left. This time, there will be fish. When you get that Ting, go back to the right. Then, jump on the platform by the tree, jump over, bust the cage open, and go back down the vine and go right. Punch the plum and ride across the water. There will be swinging spike balls. Jump over them. Keep jumping up, avoiding the fish. Get on the platform and go left until you get the Ting, then jump on the platform near you. Then get on the vine, and go up to get a life. Then, jump off the vine, kill the baddie, jump over the two pits, and you've completed Spellbound Forest!

Airy Tunes

You can slide on the gold line, so slide to the drums. When you see the exit, it will fly away, so follow it. Slide down; duck when you see the bottom of a drum, then go up. Jump over the notes, and then jump over some more. Then jump over two more sets of notes. You should see the exit, so chase it. The fireball, fired by the drum, might hit you. Go down, jump over more notes, then jump over a spike ball. When you slide down, you will want to duck, so you don't get hurt by the notes. You will see a cage, but you can't reach it, so chase the exit some more. When you jump over more notes, you will see a high gold line. Jump to it from the one that it lowers, then punch the flying ring, and

helicopter to the cage (you don't have these powers yet). So after that, jump over more notes, then a spike ball. You will see the cage you couldn't get before. So, jump over the next set of notes, crawl under the spike ball, and go to the top of the hill. Now, slide down it, ducking under the spike ball, then jump when you get to the end, then jump on the drum, and punch the cage open. Now go up the hill, and go down the other side. You don't need to jump over the pit; you will have enough speed to make it without jumping. Jump on the bongos, then jump on the next gold line, then hold down until you land on the other line. Slide down, jump over the spike ball, duck under the next ones, then jump twice, and you will see the exit. The trumpet will give you speed to make the jump.

Jump on the bongo, then jump on the line, and slide down. Duck under the notes, the jump over some. Jump on the clouds, and then slide down, ducking under the spike balls, and then jumping over one. Jump over the pit, and then walk across the drum, avoiding the fireballs. Slide down the lines, and you will land by a heart. Jump on the cloud, the jump on the next one. You will see a moving spike ball; don't hit it. Jump on the bongos, then the drum. More fireballs will be shot at you. When you jump on the cloud, it will bounce up. When you are near the trumpet, there will be a little drum near you, jump on it. Use the helicopter to make it across the pit to the cage. When you get back, use the trumpets to get to the top. If you have the helicopter, you can jump from line to line. This is easier because it less frustrating. When you get to the top, slide down and get the heart. When you get that, go up the little hill. Helicopter or go to the last trumpet and gather speed to make it when you are at the top of the hill. Use the trumpet to make it across the pit. Jump over notes, then jump on the cloud that leads to the cage and punch it. Go down by using the little bongos. You will land at the last trumpet. After that, jump on the cloud, then over the spike ball, on to the next cloud. When you get to a horn, jump on it to make it go higher. Punch left or right to make it go side to side. Slide down the lines, land on the keys, and avoid the note. Jump on the cloud, the line, another cloud, and another line. Slide down the line to reach the exit. Go past it to get a life.

If you go down (below the cloud), then duck, you will see a cage you can't reach. Now, go back up. Jump on the cloud, then the drum. Jump back to the place you started, then jump behind you, on the cloud. Jump to get the golden fist. Go below the cloud, and go right, jumping over the notes. Jump on the little bongo, then on the cloud, then get the life. Now, go back up. Jump on the cloud, and then go right. Jump over the notes, a spike ball, more notes, and then duck. Jump on the cloud, and you'll see that there is a gap between the notes. Jump down there. Jump over the note and you will go above the other ones. Jump on the higher lines to get to the bonus round. You will have 40:00(seconds) to get 20 Tings. After that, jump, and then go back down. Then, jump on the next cloud, then on the bongos, then the line. Jump over the note. You will see a cage you can't get. Go down the next line. Jump on another line, then a cloud, and then another line. Go down, get a heart, and get on the cloud, then duck. Jump on the drum, the keys, then and the line. Jump to the left and get the ting. Now go left, jump on the cloud, and then go down the line. When you get to the bottom, get the heart, then (don't jump on the cloud), go down to the trumpet. When you reach the top, get on the cloud, and then, go down the line. When you get down, jump on the clouds, punch the ring, and get the cage. Then when you get it, go left, then go down the line, dodging the spike ball. Dodge the next two, and then jump to the line above. Now, you can jump on the cloud. Dodge the note, and then go down to where the Tings are. Kill the bomb dudes, and then jump on the gold line above you. Keep going up, and then slide down. You will reach the exit, but there is a cloud beneath you. So, jump on it. Then, jump on the drum, then the cloud, and then the next drum. Then, get on the moving cloud, then the next, then punch the cage open. Back down before you jumped on the cloud, there was a drum with a ting on it, and beneath it is a cloud. It will take you to the

exit.

Jump on the cloud, then the line. When the trumpet blows you to the left, jump on the cloud. When you get to the top, jump on the line, and then slide down. When you jump over the notes and land on the keys, jump to where the Ting is. You will land on a drum, and then there will be more keys. Go across, and then jump on the bongo. Before you land on the notes, jump on the next bongo, and then jump on the drum. Jump on the clouds, then punch the cage open. Jump on the cloud, and it will take you back to the beginning. Take the path to the cage, except don't go down, crawl under the drum. Use the horn to go up, and dodge the notes. Jump on the keys (the two sets), and then jump on the line. Have the trumpet blow you to the left. When the other one blows you to the right, jump before you start to go down. Now, jump on the drum, then the line above you. Watch out for the spike balls. Jump, and then slide down. When you land on the cloud, jump off it, and helicopter to the cage. Jump off the keys, and land on the drum, then use the horn to go up. Jump on the drum, and then slide down the line. Dodge the notes, and then jump across the pit. Jump on the clouds, then the exit. You've just completed Airy Tunes. Before you get the password, you will get the helicopter power. Press A while in the air to glide and make long jumps.

Rainy Forest

You can mess around with your new power, but after that, helicopter to the pad, then do the same for the next one, and the next, until you see giant leaves. Jump on the lily pad below the leaf to get a life. From there, jump on the leaf to the right. Helicopter to the vine, and then another one. When you see a lily pad, jump on it, and jump on the next one to get to a bonus round. You will have 65:00(seconds) to get 35 Tings. Then go back to the vine and jump on the 3rd one. Jump on the pad, and jump on the one to the left. Punch the rings, land on a pad, punch more, and jump on a vine, then the platform, then and a leaf. Jump on the vine that is attached to the leaf, and then jump on the pad to get a gold fist and a heart. Jump back on the vine, and helicopter to the right. You should be on a pad. Jump on the next one, climb up the vine, helicopter to the leaf, and punch the cage. Helicopter back to the vine, and jump on the pad to your right. Jump on another vine, and then a platform, then and the one that will take you back to the beginning of the rings. Go right this time. Avoid the swinging spike balls. After you make it to the bottom leaf, jump on the pads. And then the platforms. When you are on the second moving platform, when it takes you back to the left, jump on the new platform that just appeared. This new one will take you up. When you get to the top, jump on a vine, then the next one, then the platform. It will take you to another vine. Jump on the pad, then the vines, and then the pad with the cage. Jump down or go back across, it doesn't matter. Now when you take the second moving platform, jump on the one that goes up and down. Jump on the rocks, a vine, another vine, a pad, then and the pad that the exit is on.

Two more before Rocky Peaks! Helicopter to the lily pad, then the rock, then and the pads. Jump on the platform, and then walk on the pad, dodging the spike balls. Helicopter to the vine, and then jump on the pad. Jump to the lower one, and do that for the next one. While dodging the spike ball, jump to the pad, helicopter to the next, and jump on a swinging plum. Jump on the vine from the plum, then helicopter to the next. Go back down. The second pad (from the swinging spike ball) now has a plum under it. Hang from the pad, and punch it. It should take you to a cage. Hold the B button before you get there so you can punch it without dying. If you go to the right with the plum, you will get a heart. Anyway, when you get on the rock, go right, and jump on a leaf. Helicopter through a series of platforms. Now you should be on a vine. Jump on

the first pad. Punch the ring below you, and continue to the left until you reach a cage. Now, jump on the second and third pads then climb up the vine. The one on the left will get you a life, but we want the one on the right. Jump on the little pads, then more vines, but the vines have spike balls on them that will fall, so go quickly. You should be at the exit.

This is another flooding level, so be quick. From the top of the rocks, helicopter to the platform, and then jump on the pad. Then another platform, then more pads. Jump on the swinging plum, and then jump on another pad, then another. Jump on the leaf, then a pad, then another, then a platform then another pad. Then, jump on yet another platform, and more pads. Jump on the swinging plum, then jump on a pad, then a swinging plum, and then jump on the pad above it. Jump on the pad to your right, then the swinging plum, then and a vine. Jump on another pad, the one above it, then the higher pads, then and the swinging plum. Jump on more pads, then a lily pad. The cage appears when you jump on the lily pad. Hang from the lily pad and punch it. The water will stop when you get to the exit.

Rocky Peaks

Only 4 more worlds to go! Go right; jump on (or over) the cloud. But if you bounce on it, another cloud will appear near where you started. Jump on it and get in the bonus round. You will have 44:00(seconds) to get 21 Tings. Climb up the vine to get a gold fist. When you're done, go right. Jump on more clouds, and then get on the rocks. Jump on another cloud, then the ice platforms, then and the rock. Punch the spike ball, and jump over the spikes. Jump on the cloud, then the rock. Go right, jump over a little pit, dodge a little bouncing fire ball, and jump on a moving cloud, then a bouncing one, then one that disappears if you stand on it for too long. Jump to the ice, and then rock ledges. Jump on a cloud, punch the spike ball, and then jump on the ice platforms. Jump on more clouds, dodge spike balls, slide on some ice, jump on a cloud to make other ones appear, then land on a rock ledge. Go left, jump on the cloud over the spikes, punch the flying ring, and get the cage. Slide down the ice, jump on the cloud, and reach the exit.

Jump on the cloud, jump on the ledge, jump on the next one, then slide down the ice, and jump over the pit. You should be on a vine. Jump over to the farthest one on the left and go to the top. You just made the cage appear, but you can't reach it yet. Go back to the second one and jump on the ledge. Slide down some ice, and jump to the next patch, then jump to the third patch. Jump on the cloud, and duck under the spikes. Go all the way to the left and get the heart. Jump on the cloud that appeared so you can reach the higher ledge so you can get the cage. After you get the cage, come back up and jump on the ledge with the enemy on it. Now, jump on the ice and jump on the vine. Jump on the second one and climb down. Now, you'll be back at the beginning. Take the first cloud in between the first and second rock ledges. It will take you down. Jump across the spikes, and get on the cloud. Then get on the next cloud that is already going up and down. Slide down the ice, and jump on the vine, then jump on the next one and climb up. When you get to the top, jump on two more vines and climb down. Crawl under the spikes, and slide down some more ice and jump. Punch the spike ball, and make your way to another vine. Climb up it, and jump across little spikes and avoid the spike ball. Climb up the vine, and crawl in the little cave to get the heart and make another cloud appear. Take the cloud in front of you to get back where you started. Jump on the next cloud, and jump over the spikes. Jump down and crawl into the cave to get a Ting. On the right, there is a heart. Slide down the ice and climb down the vine. Keep going down until there is an enemy you can't kill. Go left, dodging the spike balls, and climb down the vine. Jump on the ice platforms, then the cloud. Jump over the spikes (oh, and by the way, you're still on the cloud), and duck and jump again. Jump on the cloud, and then climb up the vine. Jump on a ledge, then the cloud.

Now, follow the tings and jump on the clouds. Climb up the vine, get the heart, and jump on the ice, and then, jump on some more and slide down. Jump over spikes, and then jump on a cloud. Slide down more ice, and then jump to the next ones. Crawl under the spikes, and then jump on an ice platform. Kill the bad guy (on ice), then helicopter over spikes. Dodge the spike ball, kill the Antoon, and reach the exit.

You can fly in this level. Tap the A button repeatedly to fly. You can get the Tings that form a circle. Fly over the spikes, and then fly to where there are spikes in a corner on the right. There is a golden fist. Go down, and follow the Tings, then go up, avoiding the spike ball. Go to the left to get a life. Go down, then up, and land on the ledge. Go left then up (but don't touch the spikes) to get another life (aren't these game designers nice?). Now, go down, avoiding the spike balls. When you reach the bottom, go right to get a heart, and go left to complete more of the level. There will be places where you can go up, so do that. There are a few of them. The last one holds the cage. Go up, punch the spike ball, and go down. Punch another spike ball, and go up. Land on the ledge to get a heart. Go down, then up to get to a bonus round. You will have 75:00(seconds) to get 54 Tings. After that, go left (after you go back down). After that, get on the cloud and then duck, then fly and bust the cage open. Then, get on the cloud and go left, up, right, and exit.

You can't fly any more (aw man). Slide on the ice and jump. Go left, and jump on the ice. Jump on the cloud, and go right, and slide down the ice. You should be on a vine. Jump on the next one, and a cloud will appear. Jump on it, and duck. When you get back, another cloud will be there. Jump on it, then the ice. Go to the top, slide, and jump at the end. Collect each ting. Kill the bad guy, and slide down. Jump on the cloud, the ice platforms, then the vine. Jump on the cloud, and jump over a spike ball, punch one, duck under spikes, then jump over another one. Jump over more spikes, and then go down to where the ice is. Punch the ring, get on the vine, and bust the cage open. Now, go left. Jump on a cloud, punch a spike ball, duck under spikes, punch another spike ball, and jump on the ice. Slide down, and then jump a few times. Slide down more ice, grab a vine, and jump on the rock piece below you. Slide down some ice, and fall where the Ting is to get to the exit. But before that, go to the right and jump on the cloud that is there and duck. Now, jump on the next cloud, then jump on the rock, then, helicopter to the cage. Now, you can use the cloud to get back to where you were. Power up time! You will get the Grapple power. Finally, you can punch the flying rings and jump from them! Press A to jump off them.

Ancient Forest

Well, you won't be getting any more powers, except the flying in a few more levels. Anyway, you can test your new power, because there is a ring. Helicopter, and then punch it. If you jump on the grass, then punch the ring again, and then a platform will be there. Jump on it, and then jump on the ledge. Oh, I forgot to mention that you could collect lives with the grapple. So, punch the life up there, then punch the ring then jump on the platform on the right, then jump up. You will see a weird thing. If you punch it, it will wake up, and those little rings will shoot out. They don't hurt, but you will get pushed, like the trumpets in Airy Tunes. So, punch it, and then quickly jump on top of it so you will go up. If you jump before you go up, you can go higher. Punch the plum so it will land on the baddies head. He will run around. When he is on the left, jump off (okay, the ride is over), and land on top of the statue, thing. Punch another ring, and jump on the grass. Jump on the higher ledge, and punch the ring that is hidden in the leaves. Helicopter to the life, and then punch the ring again. This time, go right and kill the Antoon. Jump on the swinging plum, and then the next one, then, punch the ring. Dodge the spike balls, and then use the plum to make it past the thorns. Some of those things

don't need to be punched, like these two. Don't go off the screen, or you're game will go weird, it just happened to me. The red rings fall. After you get past that, punch a yellow ring, then a red ring. When you jump off, there will be a bonus round. You have 65:00(seconds) To get 14 Tings. After that, punch the ring, and go near the 3-Way Trumpet. Punch it, jump on it, and punch the ring. Helicopter to the ting, and go back down. Use the rings to reach the grass patch on the right. Punch the 3-Way Trumpet, jump on it, and punch the swinging plum. Go back down, and punch another plum to get to the swinging plum. Jump on it, and helicopter to the grass. Punch the first ring, but go to the one on the right. Hang from the ledge and punch the cage. Now, you can get the higher one. Keep going left until you reach the exit.

Jump on the platform, then punch the ring, then, jump on the statue. If you try to make it across the thorns, you will get a golden fist. Jump on the platform, and then punch the ring. Jump on the platform, then the grass. Punch the 3-Way Trumpet, jump on it, and punch the ring, and land on the grass. Jump on the platform that goes across the thorns, then punch the ring, then jump on the grass. Punch the ring, helicopter, punch the ring below it, and make your way across using the rings. Use the 3-Way Trumpets to make it across. After the second trumpet, jumps to where the Ting is, then jump back up. Jump on the platform and get the Ting. Jump down the hole where the Tings are, and go left. Punch the ring, jump on the platforms, and then jump off. Jump on the plum, then the platform. Jump on the next platform, then duck. Jump on another platform, and then use the trumpet to get over the thorns. Punch the plum, and use it to get to the high ledge. Punch the ring, then bust the cage open. Jump on the platform, and then jump off. Helicopter to the trumpet (you know the drill), punch it, jump on it, and jump over. Use the plum to get to the exit. Jump over the exit to get to a bonus round. You have 85:00(seconds) to get 32 Tings. A ring will appear to get you back over.

Almost at Fiery Depths! A cage is below where you are standing, but you can't get it yet, so just punch the ring and jump on the platform, then the grass. Jump on the next ledge, but hang from it. You should see a platform, so jump on it. Helicopter over the spikes, and open the cage. When you get back, jump on the statue, then the platform. Jump on the grass ledge, and then jump on another one, then another platform. Helicopter over the thorns, then the platform. Jump down and go right. Use the platform, and dodge the thorns. Punch the trumpet, jump on it, and go up (duh!). Helicopter over the thorns, jump on platforms, and then get a heart. Jump on the plum, then jump on the statue, then punch the ring and get a life. Now go left and punch the plum, and use it to jump on the statue. Jump on the platforms, and helicopter over the thorns. Get a heart then jump to where the tings are. Jump on the platform and get off when you are at the bottom. Jump over the exit and use the trumpet. Use the ring to get to the cage.

Fiery Depths

Mr. Dark is so close I can smell him. And boy, does he smell. PU!

If you have played Rayman 2 on Playstation, Playstation 2, or N64, you might recognize the music here. It is the Cave of Bad Dreams tune. Jump on the rock pieces, and then punch the spike ball. Punch the bat ring, and jump off at the top. Climb up the vine, then kill the bats, then jump on the ledges. Punch the ring, then swing to the left and jump. Punch another ring, and get a life. Avoid the bat, and climb down the second vine. Kill the bat from that vine, and then jump on it. Get the heart, and then punch the ring. Keep moving across, but when the ledge comes into view, use the ring below you to get to a cage. After that, a platform will appear. Use it, and go right. There will be falling platforms. Use the second one, fall, and use the helicopter when you get near the bottom, so you won't fall in the lava. Crawl under the spikes, and then

punch the rings. Then, jump on the platform, then the vine, and bust the cage open. Then, use the platform to the rings past the checkpoint. This time, go all the way. Punch the ring, then the bat ring. Punch the spike ball from the vine, then jump on the ledge, the next vine, another ledge, then another vine. Use the ring to jump over the spikes. Punch the spike ball, and then jump on the platform. Punch the ring, then jump on a ledge, another ledge, then punch a ring. Dodge a spike ball, and then get to the exit.

Dodge the little flame, and go left. Kill the bat, and go up. Jump on the little ledge, then the bigger one. Jump on the ledge on the left side of the screen, and then jump to the right. Jump on the vines, avoiding the spike ball. Don't punch the first ring, instead, helicopter to the ledge that has the fire coming out of the ball. Now, punch the last ring and land on the ledge. Punch the bat ring, then use the normal ring to get to a cage. Go right, and use more rings. You should be on a ledge that has a red ball that spits fire. Jump down on the ledge below, and then go to the bonus round. You will have 60:00(seconds) to get 32 Tings. Go right, and then jump on the ledges, avoiding the spike balls. Punch a spike ball, then a ring, and then another spike ball. On the right ledge, helicopter to the one on the left, and punch the ring. Now, punch a bat ring, and then jump on the rock. Punch another bat ring, and then take the top platform, and then jump off it. You should be on the lower one. Fall, landing on a ledge, the helicopter to the right. Jump on the lower ledge with the ting to make a platform appear. Use it to jump on the vine and bust the cage open. Go back, and jump on the higher platform, and stay on it. Avoid the orange balls, and punch the ring. Jump on the little rocks, and then punch the ring. Jump on more little rocks, and then get to the exit.

You will be at another flooding level, but it will flood with lava. Jump on the ledge, and then punch the ring. Jump on the ledge, and use the rock to go higher. Punch another ring, and land on a ledge. Keep jumping on ledges until you reach a ring. Punch it, then another, and then jump on a rock, then a ledge. When you see a Ting, helicopter for it, then bust the cage open. Helicopter back over, and keep jumping on the higher ledges. Walk up the ledge, jump on the other one, and then helicopter to another one. Punch the ring, and punch another one, and another one, then the ledge. Keep jumping on higher ledges, and then get to the exit.

This is a flying level (yah!). Follow the tings up, and then go right. Punch a spike ball, then continue, and land on a small ledge. Go down, then go right, then up. Land on a ledge between spikes. Fly right, dodging the spike balls. Land on the ledge, then goes back. Up in the corner is the cage, bust it open Now, go right, up, right, down, right, up, right, down. Get the heart, then the golden fist, and then land on the ledge. Continue to go right, then go up, then punch a spike ball, then continue left. Go down, then left. If you go up, you will reach a bonus round. You have 80:00(seconds) to get 29 Tings. You can't fly in this bonus round. When you go left, go up, right, up, left, down, left, up, left, up. You should be at the exit now.

Arcane Forest

Okay, Mr. Dark, here we come!

Helicopter over the pit, then hang from the ledge. Jump to where the ting is, and duck. You can get the heart, but not the cage. Anyway, after you helicopter over the ledge, jump on another one, then stand on the swinging plum. Jump to where the ting is. You should be on a platform. Jump to where the next ting is, then ride on the platform and bust a cage open. Then, get back on the swinging plum and jump on the ledge. Slide down, and then jump. Jump across the vines, and then jump on the ledge. See the vine hanging from the ledge you're standing on, well, jump on it, then get the life. Jump back on it, and then jump

on the platform. Then, jump on the vine and get on the ledge. Slide down, and then jump when you see tings. You should be on a vine. Jump off and get the life. Get back down the vine, and jump when you see more tings. Jump on the platform, the vine, and the ledges. Jump on another platform, and then jump on the other ones. Slide down (while ducking) and jump. Crawl under spikes, and jump on a ledge. Jump on another one, then the platforms. Helicopter to the ledge, then go down. Jump on the platform, and jump on a ledge. Helicopter to the right and jump on the platform. Jump to the ledge, then jump on the vine and climb up. Jump on the other vines, and jump on the ledge. Kill the Antoon, and jump on that ledge, then go to the exit. Crawl under the exit and get on the platform and get to the bonus round. You have 35:00 (seconds) to get 75 Tings. After that, go back to the vines. Near the first one, there should be a platform. Jump on it, and bust open the last cage.

Slide down and jump, and helicopter. Jump on a ledge, then helicopter to the platform. Helicopter to another platform and duck. Jump on more platforms, and on the moving one, duck. Jump on another platform, but it is safe below it. If you go below it, jump on the vine and jump on the ledge. If you don't, just walk under the spike balls. Jump on the platform, and then jump back on the ledge. Go below the platform to get the cage. Jump on the next platform and fall down. Helicopter to the platform and jump on the swinging plum. Jump from the plum to the platform, and jump on another platform. Jump on yet another platform, and jump on the ledges. Helicopter across the spikes and land on a ledge. Helicopter to the vine, and follow the Tings. Slide down and jump at the end to grab the ledge. Jump on the platform and punch the rings to get to the last cage in the level. Now, get back up and slide down, jump, and punch the ring. Punch the red one, and make your way across. From the ledge, helicopter to the next one. Punch the plum, and use it to get across the spikes. Crawl under spikes, and jump across them. Slide down and punch a ring and make your way across. Use the trumpet to go up. Punch another ring, and jump on the little ledge on the left. Jump on the platform and jump on the ledge. You should be at the exit.

Mr. Dark has made a clone, and if you touch it, you will die. He will copy your every move, so give yourself time by ducking every few seconds. Jump across a pit, then jump over another one, but go down the last one. Go to the right corner to make the cloud appear. Jump on it, then jump on the ledge, then jump on the next one. Use the cloud to jump on the next ledge. Keep going up. Slide and jump. You should be on a vine. Jump on the ledge with the Ting on it, and then get back on the vine. Jump on the ledge to your right, and then jump on the cloud. Jump across a series of vines. Jump across the slippery ledges, and then slide down, then duck. Helicopter to the next ledge, then helicopter to the slippery ledges. Slide down (again), and jump. Follow the Tings down, and then go left. Jump on the cloud, then the slippery ground, and go left. Jump on a cloud, and then crawl. Slide down, and jump across to the ledge to the Ting. Here is the hard part: getting over the clone. Try to jump over him and go left. Jump on the slippery ledge, then the cloud, then, get to the exit and the clone will be destroyed!

"Hey, this must be another one of Mr. Dark's tricks...I can't tell left from right."

Your D-Pad is screwed up. Left is right, and right is left. So, when I say left, press right, and vice versa for right. So, start by going right, and then jump over a pit, then another one. Here is a short cut: when you jump on the second ledge, helicopter to the right, and you'll land on the last ledge! Jump on the platform that just appeared (you may have to get on the highest ledge), and jump on the platform when the one you are standing on goes all the way up. Slide down and jump over the spikes, then slide some more. Climb up the vine, and then jump on the ledges. Punch the first ring, then the second, but stay on

it. Then, punch the red ring, and punch another one, the bust the final cage open. After that, go down, and walk left, then get on the platform. Jump across the slippery ledges, and then jump on the platforms to the grass. Jump across the slippery ground, and then punch the trumpet to go up. Climb up the vine, and get the heart. Go back down the vine, and jump on the platform. Get the stuff (while on the platform), then, jump on the vine, then the other platform to get to the bonus round. You have 60:00(seconds) to get 30 Tings. The controls are normal in the bonus round. Jump down to get near the trumpet. After you get back near where the heart was, slide down and jump. After you get past the slippery ledges, jump on the platforms, then helicopter to the grass. Punch the ring, and get to the exit. It's time to face...

Mr. Dark

Your controls are normal again. First, dodge his fireballs, then, punch the ball. Punch the ball, as it gets smaller. You should get the heart that appears if you need it. Now, dodge his bigger fireballs. Repeat the process again, of punching the ball. He will get harder to hit each time. If you don't act fast, he will shoot the big fireballs at you again. Grab the next heart. Now, dodge his lightning bolts. Repeat the process for the last time to finish him off. When you beat him, WRITE DOWN THE PASSWORD. You will have to turn off the GBC or GBA. Enjoy the ending!

When you enter your password, you will be at the world map. Now, you can get the cages you missed before. Get them all! To enter a level, press B when you are in front of a cage/Toon. A Toon means you got all the cages in the level. If you are near a cage, it will turn into a number (X2, X1).

Dark Legacy Extra

You can only get in here when you have freed all of the Toons. Slide down, and jump over the spikes. Then, punch the ring and land on the grass. Jump on ledges, and then jump on the vine. Jump over the spikes, and then jump in the pit. Helicopter over the spikes, then crawl under spikes. Jump on the vine, punch the spike ball, and jump on the next vine. Slide down, and helicopter over the spikes onto the ledge. Punch the ring, and helicopter down the pit. Jump down another pit, punch the ring, and then get on the platform. Get the Ting, and then jump down the pit. Grab onto the vine, and then jump on the platform. Jump on more platforms, and then get back on the one you were on before. Jump over spikes, then duck. Jump on the platform, then the next ones. Get the golden fist, and then jump on the platform. Jump on the vine, then on the slippery ground. Get the Ting, then go back across and punch the ring. Jump down the pit, and helicopter over the spikes. Jump back over them, and get on the platform. Punch the ring, and get on the vine. Go back on the slippery ground and go back across. Jump on the platform, then the next one, then slide down, and punch the ring. Keep going across, and get on a vine. Go all the way up, then down into the pit. Slide down, and jump. Jump on the ledge with the Ting, and then jump on the highest ledge to get to the exit.

When you start, you will fall down to slippery ground. Jump on the next piece, then, punch the ring. Jump on the platform, then the ledge. Get on the platform, then jump and duck. Get on the next one and duck, then jump, and then punch the spike ball. Jump on the slippery ground and go right. Punch the ring, and then jump off when you see the grass. Dodge the flames, and jump on the platform, then the vine. Jump off, then slide down, duck, then jump. Punch the bat ring, then jump off at the top. Punch the rings, and stay on the red one. Jump off, and then punch another ring. Jump off that one, and punch another one. Jump on the platform, and punch the spike ball. Get the heart, and then punch the ring. When you punch the spike ball in front of the ring, you will grab onto the ring. Jump on the vine, then the next one, then helicopter to the grass.

Jump across the water, and then punch the ring. Jump off and punch the next one before you hit the spike ball. Keep making your way across, then punch the trumpet, then get on it, avoid the spike ball, and get to the exit.

Kill the bat, and then jump on the ledge. Keep jumping on the ledges, then follow the Tings, then jump on the platforms. Crawl under the green thing, then punch the spike ball, then jump on the higher grass. Get the Ting, and then go right. Crawl under the spikes, then go down, helicopter, then get on the vine. Get on the other vines, and then go down. Dodge the spike ball, and then go down. Slide down, and then jump. Punch the bat ring, and then jump on the grass. Punch the bat ring again, and then jump on the platform. Jump over spikes, then duck under some. Get the heart, slide down, and jump on the vine. Jump on the ledge, then the next one, then punch the spike ball, and then fall down the pit. Punch the rings, and then jump on the platform. Get the heart, and then jump on the vine. Jump on the grass, then slide down, then go right. Jump on the platforms that appear, and then jump to the right, to where the Ting is. Slide down, and then jump on the platforms, then the grass. You should be at the exit.

This final level is a flying level. Fly up, then down. Go right, then up, and get both Tings to remove the spike ball. Go down, then right, up, right, down, right, and then go back. Now go down and left and get the Ting. Now, go right, down, left, up, left, down, left, and up. Now, when you see three spike balls circling each other, go right, up, down, up, left, down, right. Then go left, up, right, down, left, down, then punch the spike ball, then go right, up, and right. You should be at the exit.

Time Attack

This is where you can earn lives. This is a combination of all the bonus rounds in the game. See if you can beat them all!

Well, that's the end of the walkthrough. I hoped you enjoyed this game as much as I did!

8. Cheats

Here are some cheats I found online (thanks to GameFags.com): (most of these codes require you to pause the game)

99 Lives:

A, Left, B, Up, A, Left, B, Down, A, Left, B, Up, A, Left, B

All Powers (you must enter this code each time you enter a level or you die):

Right, Left, Up, Down, A, Up (x2), Down (x2), B, Right (x2), Left (x2), A

Full Energy:

B, Right, A, Up, B, Left, A, Down, B, Right

World Map (Password):

CH5G4mS1jD

World Map (Pause):

A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A

View Credits:

B, A, B, A, A, B, A, A, B, A, A, A, A, A, A

I'll put more cheats when I find more.

9. Questions

If you have any questions about the guide, e-mail me at:
andycol2001@yahoo.com.

Before you ask something, make sure someone didn't ask the same thing, or isn't
in the guide already.

10. Special Thanks

- * Michel Ancel & Frederic Houde (The creators of Rayman)
- * Ubisoft Development Team
- * Nintendo Of America
- * My Parents (for getting me this game:))
- * Gamefaqs

That's all!