

# Rayman Hints & Tips FAQ

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Rayman Tips! (straight from the UbiSoft WWW Site 11/3/95)

Need some help getting past a tough part of Rayman? Then keep reading for some hot tips and cool secret codes. Or, just ask Ubi Soft!

OK, we can't give all the secrets away at once, but here's a little something to get you started. Keep checking back with us because we'll update this section often with new codes.

To Get More Game Continues

Sony PlayStation version

If you have either 1 or 2 continues left, when you are at the continue screen press and release successively on the left controller the following arrows: up, down, right, then left. You'll get 10 continues.

To Turn On The TV Window

Sony PlayStation version

While playing the game, press start. Then press and hold down R2. Press and release succesively circle, circle, left arrow, circle, circle. Release R2.

Raman Breakout Game

Atari Jaguar Version

Have you discovered the hidden Breakout game? It's only in the Jaguar version. Play it all the way through until you win. The rewards are infinite.

Help me or I'll trash the machine!!

Some Basic Tips

Collect as many blue tings as you can. They not only give you free lives, but also lead the way to hidden cages and power-ups. From time to time, you may see a single ting enticing you to jump into the unknown. Go for it! You never know what you may find.

At times you may hear a strange noise that means that something special has appeared. You might not always be able to see this gift immediately, but it won't be far away. Don't be afraid to retrace your steps because it could be a cage of Electoons.

Even if you can't get all of the cages in a level, keep going and try to finish it anyway. Often you will receive new powers at the end of a level that will make the game much easier.

You can only get to Mr. Dark's Candy Chateau once you have freed all of the Electoons.

## Dream Forest World

### Pink Plant Woods

Jungle Level 1: Just after the red flower that bends, if you climb the vines and go left you will find a free life.

Jungle Level 2: Jump on the flower at the very left of the screen and then jump on the vine hanging above it. Grab all of the blue tings around the vine, and then jump over to the platform on the right. If you've collected 10 tings, the magician will take you to the first bonus level.

Jungle Level 3: Betilla the Fairy will give you the power to throw your fist. Go to the far right side of the screen, jump and knock down the purple grape, jump on top of the grape, and then jump onto the platform to exit the level.

Jungle Level 4: To get special powers that are suspended above water, find the nearest purple grape, knock it down and push it with your fist into the water. Once the grapes are in the water, you can jump on them and move (carefully!) left and right. Using this technique, you can find another magician at the bottom right side of this level.

### Anguish Lagoon

Jungle Level 5: After the second floating platform, you'll see a bunch of blue tings. Jump off the platform and grab them, they'll lead to a cage of Electoons. Be ready to duck though, because there's a hunter waiting.

Jungle Level 6: Try to stay in the middle of the screen so you can see from which direction Mosquito is coming.

### The Swamps of Forgetfulness

Jungle Level 9: Jump up and knock Tarayzan's clothes down which are stuck on the vine. To thank you, he will give you a magic seed. You can plant the seed repeatedly and then jump on the plants that grow to advance through this level. You cannot, however, plant one seed on top of another.

When you reach the exit to this level, a free life will appear on the left side of the screen. Try to get it if you have enough time left before the water reaches you.

Jungle Level 10: Knock the purple grapes down and they will fall on the heads of the enemies. You can then walk on these grapes.

On the second large island, you will see one of the scavengers and a bunch of Antitoons. Don't use the grape as a way of getting rid of the scavenger or you'll miss a cage of Electoons. Instead approach the island from the left by water using another grape. Punch all of the Antitoons while still on top of the grape. Then, knock down the grape that floats above the island. Push it to the right and into the water. (One way to move grapes is to jump on top of them, punch in the opposite direction you want to move, and then duck. When your fist comes back, it will bump into the grape first and push you along.) When you arrive at the next island, a cage will fall from the sky.

Jungle Level 11: Climb up the first vine that's holding up the purple grape. Go to the top and then drop down and a cage will appear.

Knock the grape down, jump on top of it, punch and then duck down so that it moves in order to ride it down the hill. Before you get to the end of the hill, jump off the grape and onto a floating platform. Jump over to the right again and you'll find another magician.

On the right side of the platform with the magician you'll see a blue ting. Jump off after it and platforms will appear leading you to another cage.

#### Moskito's Nest

Jungle Level 12: Climb up and get the tings on top of the mushroom tree at the beginning of the level. A cage will appear on the ground.

When you see the photographer while floating on a purple grape, don't get off yet. Stay on the grape and it will take you to a cage.

The tentacle can only be stopped by punching it in the mouth.

Jungle Level 13: Climb up the tree to grab the tings and a cage will appear below. Before exiting this level, knock down the grape and push it to the left until it falls in the water. Jump on it and float to the right and you will find another cage.

Going back: Once you acquire the power to hang and to punch, you can go back and pick up a few more cages. In Jungle Level 2, 3 more cages will become accessible.

In Jungle Level 5, get on the falling platform at the very top of the screen. As you are falling, wind up quickly and punch to the left to knock down the grape. You will fall on a platform with the grape. Jump on top of the grape and swing over to the left with the grapple until you see the cage. Then jump down to the mushroom tree and another cage will appear.

In Jungle Level 12, climb the vine just after the photographer and get rid of the bad guys. You'll find a magician and a little bit further some flying hooks that will lead to a hidden cage.

Once you've beaten a boss, when you return to that level you will not have to fight him again. Also you can exit a level by touching the exit sign at the beginning or end of the level.

#### Band Land

##### Bongo Hills

Music Level 2: Advance forward to the end of the bongo, then retrace your steps, jumping over the cloud and you will find a free life. Jump above the exit panel at the end of the level. When you land on the left side of the panel, a cloud will appear off to the right side of the screen. Get on the cloud and it will take you to a cage.

Music Level 3: At the second flying maracas, just after the photographer, don't get on it right away. Instead, fall beneath it. Continue going down until you find a cage. Retrace your steps.

Music Level 4: Go after the lone power-up hanging over the edge and you will find a hidden reserve of power-ups, tings, and a golden fist.

Music Level 5: When you arrive at the first photographer, instead of continuing forward, jump back on the brown spinner and jump over to the platform on the left. Shrink by touching the fairy, and follow the tings. Fall down onto the brown spinner and descend until you see the notes and then jump off to the left. Take the second ascending cloud and you will see a cage. After freeing the Electoons, get back on the cloud and retrace your steps.

At the exit, jump over to the other side of the panel and fall down to the bottom. Go left and you will find another cage. Retrace your steps and on the far right side jump and a cloud will appear to take you to the exit.

#### Allegro Presto

Music Level 7: At the second arrow-shaped group of tings, just after the false notes (which you must get past by ducking) instead of continuing down, jump up to the ledge on the far left side of the screen, then jump over the right and you will find a cage. A little lower down, just after you see an arrow-shaped group of tings pointing upwards, pick up a lot of speed and with a big jump you will reach another platform where there is a hidden cage.

Music Level 8: Timing is everything when the trumpets blow you back and forth. Try to jump early enough to reach higher platforms. After the photographer, instead of descending, climb up the platforms to find the free life.

Music Level 9: Move toward the right, jump on the first bongo, and then retrace your steps and you will find a cage. After the photographer, jump on the two small platforms and then retrace your steps. A brown spinner will appear. Ride it and it will lead you to a cage.

Once you've reached the walking drum, jump off onto one of the sliding platforms. You'll hear a noise which means that something has appeared. Jump back left to get to the bonus level. At the end of the level, you will seem stuck because the exit panel is not in sight. Jump on the upper slippery platform, and a cloud will appear. Jump on the cloud and the exit panel will appear.

#### Gong Heights

Music Level 12: Jump on the clouds above the first Tibetan and a cage will appear near the entrance to the level. When you see a series of 4 clouds underneath a group of tings, drop down beneath the clouds to find another cage.

#### Mr Sax's Hullabaloo

Music Level 14: At the far right side of the level, you will see a cage beneath you that's inaccessible for the moment. Take the steps going up which will lead you to another cage. After your picture is taken by the photographer, you will begin a long downward slide. Pick up a lot of speed (be careful to duck underneath the notes) and run all the way into the wall on the far right side of the level (you will see some sparkling stars). If you picked up enough speed, brown spinning wheels will appear upon impact with the wall. Ride them up to another cage.

You can move from left to right on the cymbals, but when they start to vibrate, move to the middle. It's the only spot to avoid getting squashed.

The flying hooks will lead you to another cage. Continue going up and

you will find a free life.

Music Levels 15&16: Mr Sax cannot feel your punches. To beat him, punch his false notes back into the hole in his horn.

Going back: Once you get the helicopter power at the end of Allegro Presto, go back to Bongo Hills. In the forth level (the one with the lightning) the helicopter will allow you to grab a flying hook which leads to a cage.

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