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Sega® Dreamcast



EVOLUTION

Help Mag Launcher battle the 8th empire for the power of Evolutia.

Sega® Dreamcast



SPEED DEVILS

Hell on earth is coming to Sega Dreamcast™. You can't resist speeding in these hot-rods from hell.

Sega® Dreamcast



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RAYMAN 2
THE GREAT ESCAPE

EVERYONE

E

CONTENT RATED BY
ESRB

T-177474

Ubi Soft

SEGA

SEGA

Ubi Soft

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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THE STORY

Panic in the Chamber of the Teensies and the Fairy Council. Robo-Pirates from deep in space have arrived, determined to conquer and enslave their entire world.

The time for combat has come. Volunteers form small resistance groups and throw themselves into battle with the evil aggressors.

Rayman® and his friend Globox go to the edge of The Great Forest, where the highest number of pirates are located.

Rayman® jumps from a tree and activates his helicopter for a soft landing in the middle of a thicket of bushes. "The Pirates are coming straight at us!", cries Rayman® to his friend. "Get ready!"

The earth suddenly begins to tremble. Several trees collapse, creating a passageway for an army of robots.

The Battle begins! Rayman® leaps into action, sending metal monsters flying with his powerful energy spheres. A little later, Globox, trembling with fright, desperately tries to make the robots rust up by creating little rain storms over their heads. A robot, creaking horribly, crushes to the ground.

"Not bad, Globox!" shouts Rayman® with a smile.

Globox tries to answer, but Rayman® doesn't hear. The strained face of Ly has just appeared in his mind.

"Rayman®...", begins Ly, in a weary voice. "The pirates have broken the heart of the world. The energy has scattered. Other than Clark, all of our brave warriors have been captured."

Shocked by this terrible news, Rayman® lets himself be surprised by a gigantic robot who pins him between its powerful pinchers. He tries to create a new energy sphere in the palm of his hand, but to no avail. The destruction of the Primordial Core has taken away all of his powers...

Desperate, he shouts to his friend...

"They've got me, Globox! Save Yourself!"

"But...but...what about you?!"

"No time to explain! Go find Ly, she'll tell you what to do!"

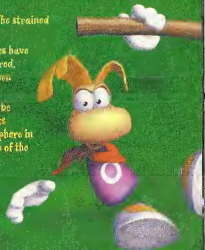
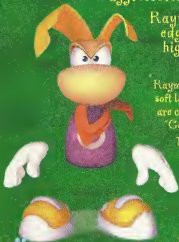
After a moment of hesitation, Globox dodges between the feet of the robots, and plunges into the high grass.

An evil laugh reverberates. Rayman® turns and sees Razorbeard, the leader of the Pirates.

"I have you, Rayman®! You'll soon be my most obedient slave...!"

Rayman® tries to free himself, but the iron grip of the robot tightens around him. He casts a dark look at Razorbeard and shouts defiantly:

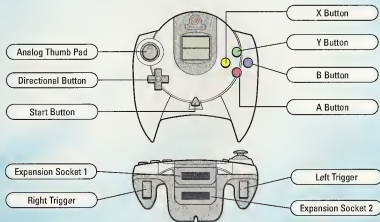
"It's not over yet, pirate! I'll find a way to escape and then I'll make you wish you'd never been born!"



CONTROLLER

Rayman® 2 is a 1 - 4 player game. Before turning the Sega Dreamcast™ power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Purchase additional controllers (sold separately) to play with 4 people.

To return to the title screen at any point during gameplay, simultaneously press and hold the A Button, B Button, X Button, Y Button and Start Button. This will cause the Sega Dreamcast to soft-reset Rayman® 2 and display the title screen.



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Turn the camera to the right	Y Button
Turn the camera to the left	X Button
Jump	A Button
Confirm a selection	A Button
Shoot	B Button
Cancel a selection	B Button
Move Rayman® in any direction	Analog Thumb Pad
Access the Knowledge of the World	Directional Button Up
Access the Menu during the game	START Button

Target an object or an enemy	L Trigger
Bring the camera behind Rayman®	L Trigger
Move sideways	L Trigger
Display information on the screen	R Trigger

Camera use

To get your bearings and find your way around, making good use of the camera is crucial.

Note: The camera position returns to normal once the character is moved.

Navigating in the Menus

In every menu, the Analog Thumb Pad enables you to move the cursor and highlight different options. The A Button activates your choice and allows you to access another menu or select an object. The B Button enables you to go back to the previous menu at any time.

STARTING THE GAME

To start playing the game, push the open button on the main unit and insert the RAYMAN® 2 GD-Rom carefully and correctly into your console. Close the door and turn the unit ON.

When the title screen appears, press the Start Button to begin a game. If there is no saved file, press the A Button to access the Main Menu.



Note:

- A Visual Memory Unit (VMU) is required to save a game.
- While saving a game, never turn OFF the Sega Dreamcast Power, remove the memory cards, or disconnect the controller or other peripheral equipment.

> Visual Memory Unit (VMU)

To save a game or resume a saved game, insert a memory card (VMU) into the expansion socket.

Choose the desired expansion socket location with the Analog Thumb Pad. Press A to select, then follow the instructions on the screen to enter your initials.

It is only possible to load a saved game if the VMU is correctly inserted into the console before the power switch is put to the "ON" position.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. In Rayman® 2, 4 Blocks are required to save each game (including it's options settings).



> Loading / Saving Games

Loading

It is possible to load a saved game at any moment from the game menu. To access the game menu, press the Start Button at any point during the game. Select LOAD to load a saved game.

Saving in The Island of Doors

In order to save a game, Rayman® must be in the Island of Doors.

This magic place, built long ago by the Teensies, allows access to new worlds.

Note: Rayman® can only get to the Island of Doors after travelling through an entire world. To move from one world to another when you are in the Island of Doors, use the Analog Thumb Pad. To enter a selected world, jump through by pressing the A Button.

Every time you access the Island of Doors, your game is automatically saved to the location of your choice at the beginning of the game. To change the location, press the START Button and select LOAD.

MAIN MENU

> New Game

To start and save a new game, choose NEW GAME from the Main Menu.

> Load

To load a saved game, select LOAD from the Main Menu. Select LOAD only if you have already saved a game.

> Options

To access the Options Menu while playing the game, press the Start Button and then select options. In this menu, you can adjust certain parameters to ensure optimal enjoyment of the game.

Options Menu

Internet Access

In the Options Menu, you will find a link to the rayman®20C.com website.

Video Settings

Choose the setting of your choice.

60hz or Wide Screen

Wide Screen settings:

16/9 or 4/3



Sound Settings

Select SOUND to adapt the type of sound to your television.

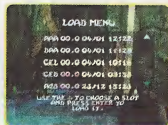
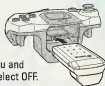
Select MUSIC and use the Analog Thumb Pad to increase or decrease the sound level of the music.

Select EFFECTS and use the Analog Thumb Pad to increase or decrease the volume of the sound effects.

The Jump Pack

Insert the Jump Pack into expansion socket 2 of the Sega Dreamcast controller. If it is inserted into Expansion socket 1, it does not lock into place and may fall out during gameplay or otherwise inhibit game operation.

To activate the Jump Pack, choose Jump Pack in the Option menu and select ON with the numeric pad or control stick. To deactivate, select OFF.

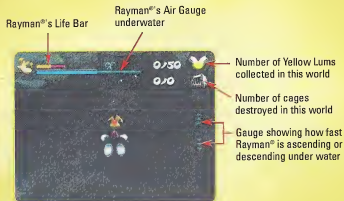


To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

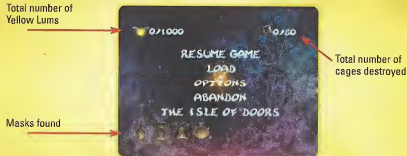


GAME SCREEN

Throughout his adventures, Rayman® should break open the cages which imprison his friends. This allows him to get the Power Fist that will make his shots more powerful, and to collect the precious energy spheres called "Lums". Above all, he must find the four magic masks which will allow him to awaken Polukus, the spirit of the world.



While playing, you can press the R Trigger at any time to display Rayman®'s Life Bar as well as the number of Yellow Lums collected and the number of cages destroyed.



To find out the total number of items collected in the course of the game, press the Start Button.

EXCLUSIVE SEGA DREAMCAST™ FEATURES

> Internet (bonus map)

You will be able to unlock the hidden mini games in Rayman® 2 DC by surfing on the website!
www.rayman2dc.com

> Globox Village



Bonus:

When Rayman® gains the power to grab onto Purple Lums, you will be able to access a whole new world: Globox Village.

During his long quest to gather the Magic Crystals, Rayman® will meet up with some strange people...

The Magic Crystals will allow him to access new levels and to acquire extra lives and powers.



Globox Disk:

This new world can only be unlocked once you have completed the Globox Village. It's an original multi-player mini game!



CONTROLLING RAYMAN®

TO MOVE AROUND, press the Analog Thumb Pad in the desired direction. The harder you press, the faster he moves.



TO JUMP, press the A Button.



TO SHOOT, press the B Button.

TO MOVE SIDeways, use the Analog Thumb Pad while pressing the L Trigger. This is very helpful for keeping your enemies in sight and avoiding their fire.



TO SWIM, point the Analog Thumb Pad in the desired direction of your choice. To dive, press the L Trigger. To return to the surface, press the A Button.

Note: Rayman® has total freedom of movement while he's swimming



Sega
Dreamcast.

WARRANTY REGISTRAT

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or on t

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of Rayman® 2-The Great Escape?

Which gaming publications do you read?

Which gaming consoles do you own/plan to buy within the next 6 months?

Nintendo® 64 PlayStation® Sega Dreamcast™

PlayStation®2 PC CD-ROM

other _____

ION CARD

he web at www.ubisoft.com

- Apt. # _____

- Sex _____ Age _____

RAYMAN 2
THE GREAT ESCAPE

TO ACTIVATE THE HELICOPTER, press the A Button whenever Rayman® is not touching the ground, such as in the middle of a jump or during a fall.

To stop the Helicopter, press the A Button once again.

Remember, the Helicopter can only be activated when Rayman® is in the air already.

Hint: The Helicopter is helpful for landing with precision, in the middle of a jump or during a fall. Also, use Rayman®'s shadow to help you make a steady landing.



TO GRAB onto the edge of most walls, jump and point the Analog Thumb Pad in the direction of the wall. Rayman® will grab hold automatically.



TO CLIMB along nets, walls covered in plant life and spider webs, jump while pointing the Analog Thumb Pad in the direction of the wall. Rayman® will grab onto it automatically. You can then move around freely with the Analog Thumb Pad. To release, jump by pressing the A Button.



TO CLIMB UP BETWEEN TWO WALLS, jump by pressing the A Button, then press the A Button again to grab onto sides of the walls. Repeat these two maneuvers until you reach the top.

POWERS

Throughout his adventures, Rayman® will receive new powers, which give him some amazing moves!



TO PROGRESSIVELY INCREASE THE POWER OF YOUR SHOT, press the B Button and keep it pressed down. The energy ball in Rayman®'s hand will become bigger and bigger. When the desired strength is attained, shoot by releasing the B Button.



TO GRAB ONTO PURPLE LUMS, shoot them. Once you've grabbed on, you can swing in the direction of your choice by using the Analog Thumb Pad. To release, press the B Button.

TO FLY IN HELICOPTER MODE, activate the helicopter by pressing the A Button and keep it pressed down. Not only can the helicopter be used to land you safely, but flying in helicopter mode gives you total freedom to fly in any direction! To stop flying in Helicopter mode, just land on solid ground.

Hint: Press the L Trigger to stabilize your flying direction and to avoid obstacles.



RAYMAN®'S FRIENDS

The inhabitants of Rayman®'s world fall in to two categories: Magical Beings, who are gifted with fantastic powers, and the People....

> The Magical Beings

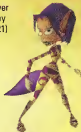


✧ POLUKUS

He is the spirit of the world, the creator of all that is and will be... His power is such that his dreams can become reality.. Long, long ago he went away from this world, and only by reuniting the four magical masks (see page 21) can he be brought back...

✧ LY

Ly is a fairy, and like all fairies, she possesses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her. When she has reunited enough energy, she can create Silver Lums, which give amazing new powers to Rayman®



✧ THE TEENSIES

Ancient and wise people who long ago built the Island of Doors (see page 7), that magical place where access is given to all the regions of the world. Very old and a little absent minded, they have forgotten which of them is their King, and spend much of their time performing acrobatic dance moves to make the youngest green with envy.



> The People

✧ GLOBOX

Adorable, if a little simple, Globox is Rayman®'s best friend. He has the power to create forceful little rain storms which can used to put out fires or make plants grow. With the aid of his mate Uglette, he has produced a prodigious family: more than 650 children at last count!



CLARK
A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying.

His only weak point: a somewhat sensitive stomach. This can cause problems, especially when in the heat of battle, he munches a robot that's a little too rusty...



MURFY

Nicknamed "The Flying Encyclopedia", Murfy helps Rayman® by giving him loads of hints and advice. For a short reminder of Murfy's main explanations, move Rayman® next to one of the many Stones of Thought scattered around throughout the world (see page 21). If you would rather have Murfy come in-person to give you his detailed explanations, stop by a Stone of Thought and press the Directional Pad down.

CARMEN THE WHALE

A magnificent marine creature, who's job it is to survey the depths of the ocean and deposit the air bubbles which can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn, who are quite fond of her air bubbles...



SSSSAM

This young and spirited serpent is the ferryman for the Marshes of Awakening. He helps the inhabitants waterski across the swamps...



RAYMAN®'S ENEMIES



Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched.

His dream? Overrun Rayman®'s world and reduce all its inhabitants to slavery...

The Henchmen

These are the pirate's robot invasion force. Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There exist several different models, each with it's strong and weak points. It'll be up to you to figure them out...



The Guardian of the Cave of Bad Dreams

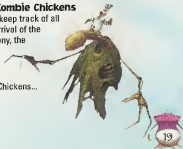
A terrifying monster who's job it is to guard the subterranean cave, where the creatures stemming from nightmares of Polulukus are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain an even more precious treasure...



The Zombie Chickens

We can no longer even keep track of all the sinister results provoked by the arrival of the pirates: disturbances in overall harmony, the proliferation of piranhas, giant spiders and caterpillars, etc...

Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens...



OBJECTS



< Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Breaking 10 cages increases Rayman[®]'s Life Bar.

> Kegs

Filled with gunpowder, they explode at the smallest shock. The more advanced models can even fly.



< Shells

Built by the pirates, these are mule-headed missiles which can only be subdued by extreme patience. Most have legs; some can fly.

> Plums

These strange pieces of fruit have several purposes. You can throw them at your enemies, climb onto them and move around by shooting in the opposite direction, and even surf lava flows on them.



< Magic Spheres

Placed on pedestals of the same color, Magic Spheres open the doors to mysterious temples.

> Blockades

Mediocre at best architecturally, the pirates have reinforced their constructions with blockades. The wooden blockades are very fragile but the metal ones will only yield to an explosive.



MAGIC OBJECTS



< The Stones of Thought

The Stones of Thought provide a telepathic link to Murfy. Whenever Rayman[®] needs a little help or advice, he should approach one of the Stones, and Murfy will appear in his mind.

> Magic Doors

Present at the beginning and the end of a world, they take you to the Island of Doors (see page 7) if you go through them.



< The Power Fist

Having the Power Fist makes Rayman[®]'s shots more powerful.

Note: If Rayman[®] dies or gets hit, he loses part of the energy in his Power Fist. After three of these losses, his shots go back to normal power.

> The Four Masks

These magic masks are hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polukus.



< The Crystals

An old legend in the Globox Village tells of Magical Crystals with the power to open mysterious doors.

Keep an eye out, as there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful.



The Lums

Lums are very powerful bursts of energy. Each color has its own special power.



< Yellow Lums

These are the 1,000 shards broken from the Primordial Core when the pirates exploded it. When Rayman® has collected enough of them, he'll be able to negotiate his entry into new worlds.

In addition, they contain precious knowledge. The more Rayman® can gather, the more he knows of the secrets of the world. At any moment in the game, just press the D pad to read new information provided by the Yellow Lums.

> Super Yellow Lums

Ancient Lums are recognized by their larger size and big smiles. They are five times more powerful than normal Yellow Lums.



< Red Lums

Packed with vital energy, they restore Rayman™'s Life Bar.

> Purple Lums

By shooting them, Rayman® can grab onto them and swing from one to another, thereby crossing vast areas without touching the ground.



< Blue Lums

Oxygen rich, they restore Rayman™'s Air Gauge when he's swimming underwater.

> Green Lums

These Lums are very special. They record Rayman™'s progress. If he should die, he will reappear at the place where he last took a Green Lum. If Rayman® had Zero life point, he will restart the entire level at the beginning.



< Silver Lums

The Silver Lums are fashioned by fairies. They invest Rayman® with new and amazing powers.

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Jonathan 'Johnwoe' Gagnier

Benoit 'Slama138' Gagnon

Alain 'Teckal' Gagnon

Daniel 'Kamogex' Jacques

Ahmed 'Deuce' James

Stephen 'Mindfield' Leary

Alexandra 'Zoltz' Martel

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Pierre-Yves 'Napalm' Savard

Eric 'Elets' St-Jean

Eric 'Brainbug' Visconti

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Vincent Chardonnerese

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Cornelia Babuc

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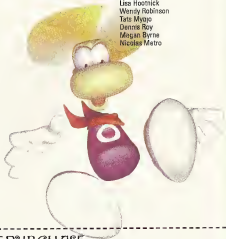
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