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SEGA SATURN

RAYMAN™



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-17701H



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Sega Saturn System console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any voluntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

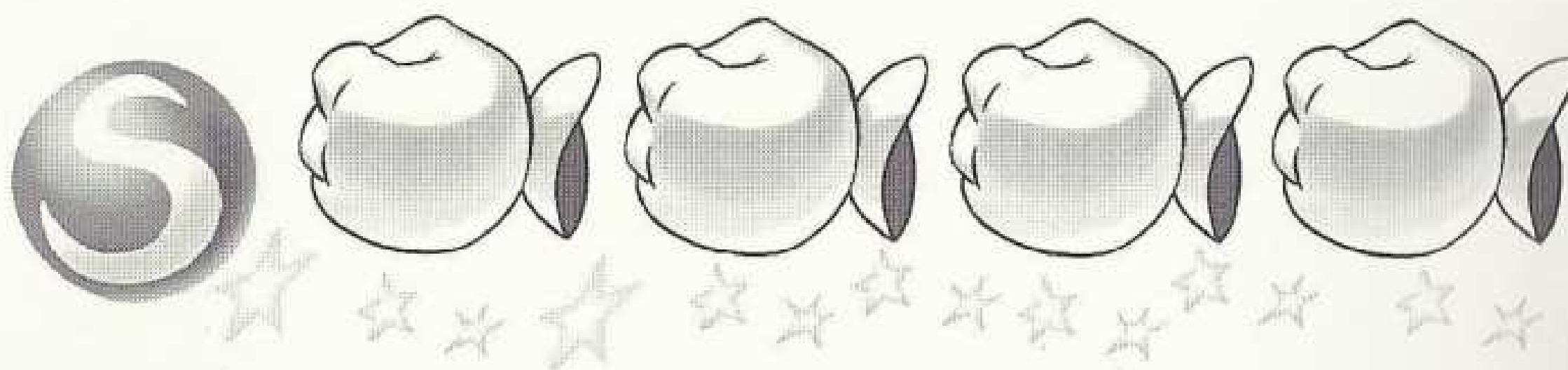
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- This compact disc is intended for use only with the Sega Saturn system.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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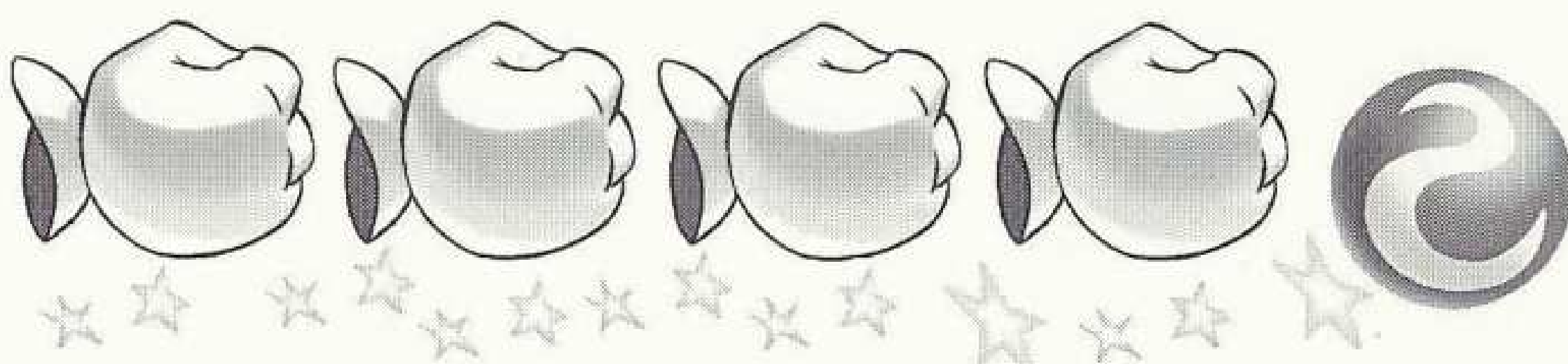
This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.





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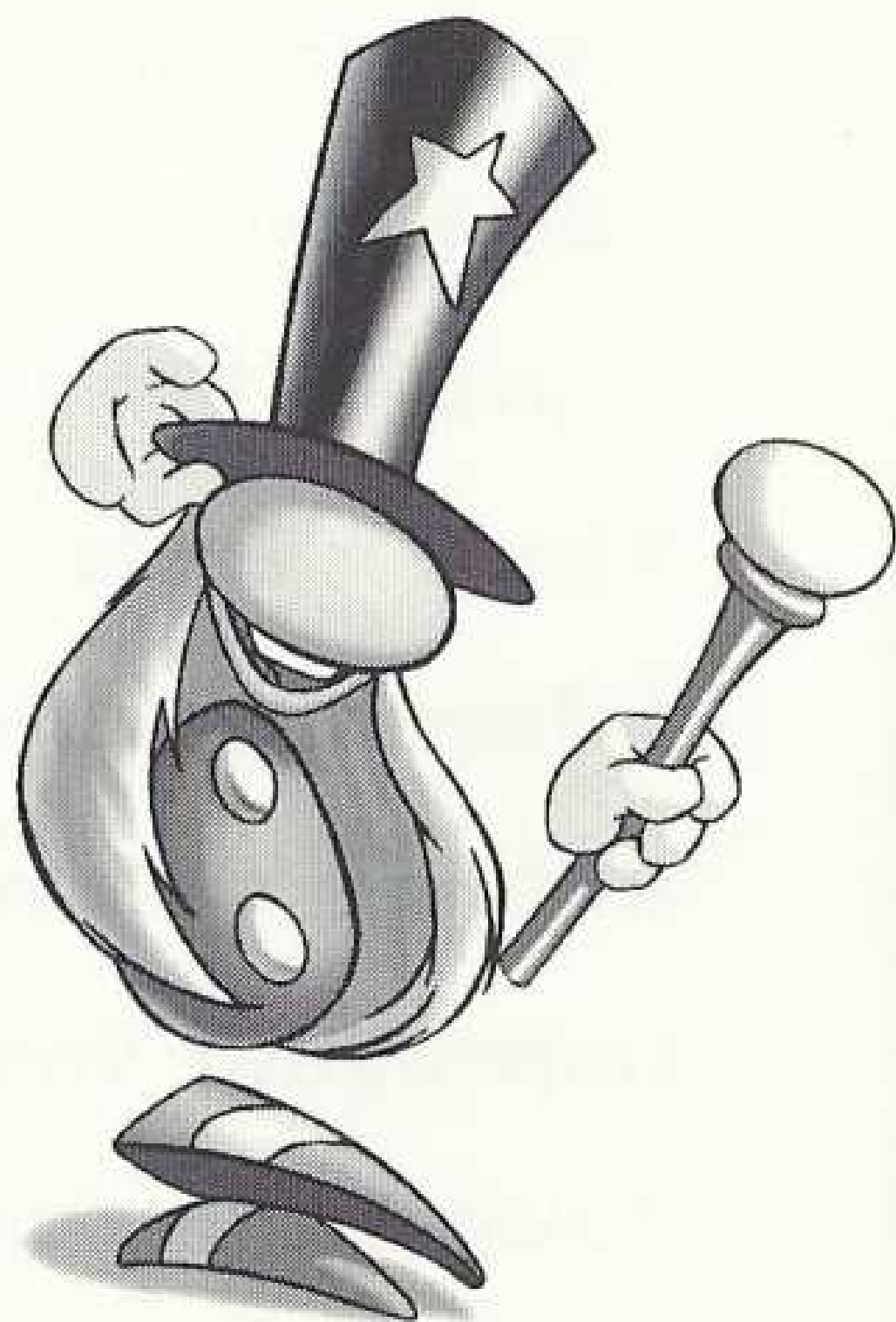
INTRODUCTION

*Hi Folks!
You want to know what's
going on?
Let me tell you the story of
Rayman...*

*In Rayman's world, nature and
people live together in peace.
The Great Protoon
provides and maintains
the harmony and
balance in the world.*



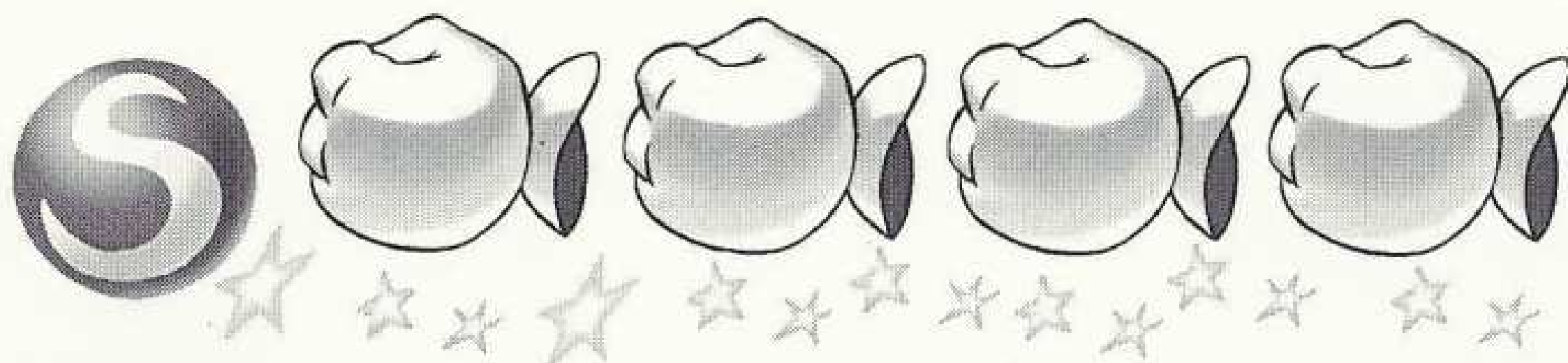
*Sorry Folks, this apparently
can't last. Do you want to play
or what?*



*... one fateful day, the evil Mister Dark steals the
Great Protoon and defeats Betilla the Fairy as she
tries to protect it! The Electoons who used to
gravitate around it lose their natural stability and
scatter all over the world!*

Troublesome, isn't it? And untidy, too!

*In the now-unbalanced world, strange phenomena
begin to occur: freaks and hostile characters appear,
capturing every Electoon they can find! The*





INTRODUCTION

disappearance of the Great Protoon also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any way...

They definitely need a hero to save them now, don't you think?

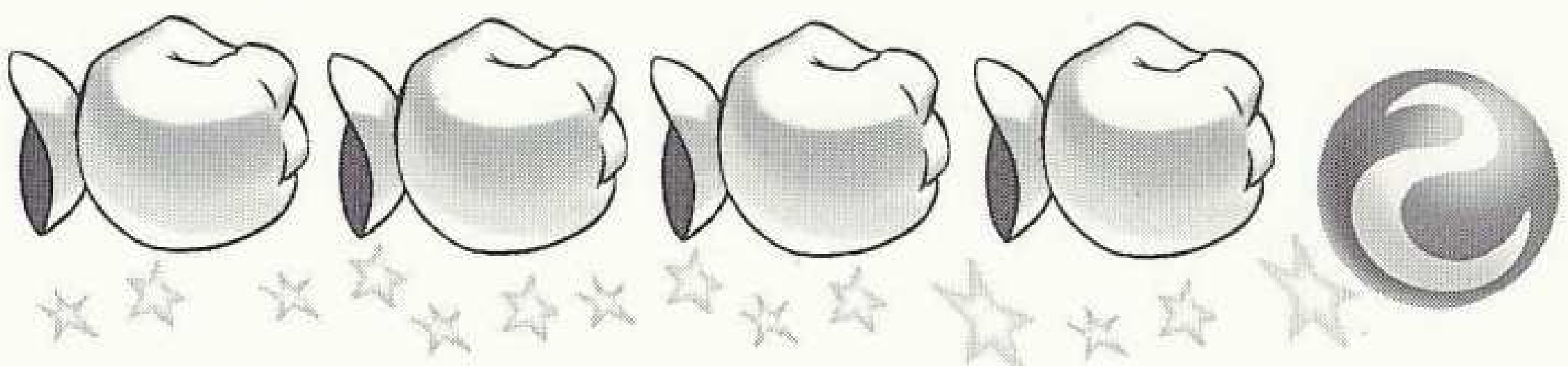
Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper and reassemble them all to restore the world's harmony.



But will the bad guys let him do it?...

After all, Rayman doesn't have arms or legs ...

But don't panic, neither do the bad guys.





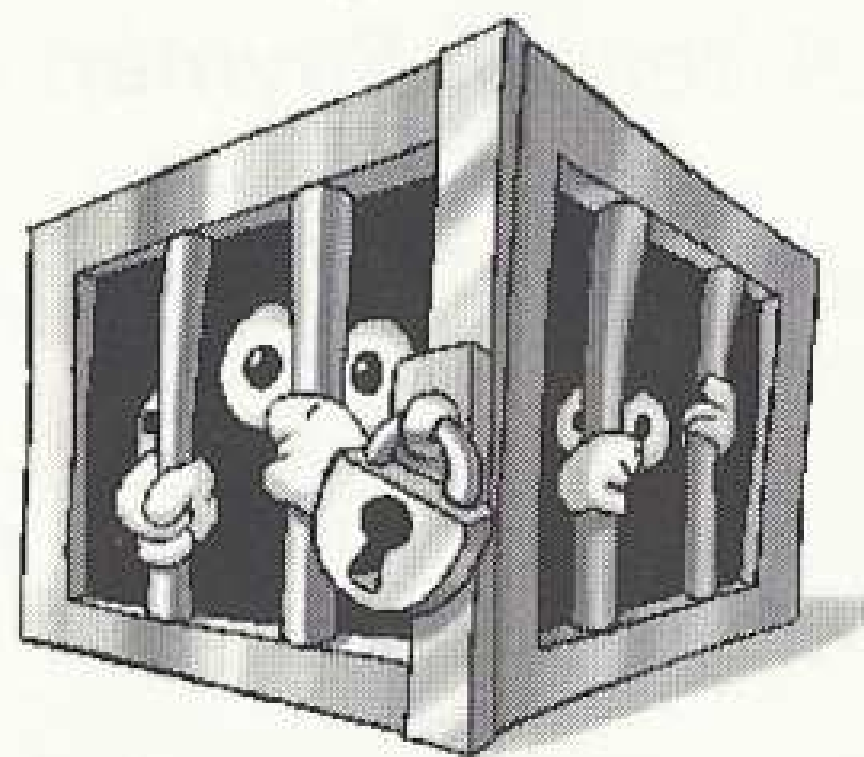
THE BASICS

Rayman has to free the imprisoned Electoons to re-establish order in his world. For each level there is a medallion with 6 empty spaces, each of which corresponds to a cage of Electoons which you have to find. Each time you free a cage of Electoons, one space on the medallion is filled. In order to enter the Candy Chateau level, you must first free all of the Electoons in the first five worlds.

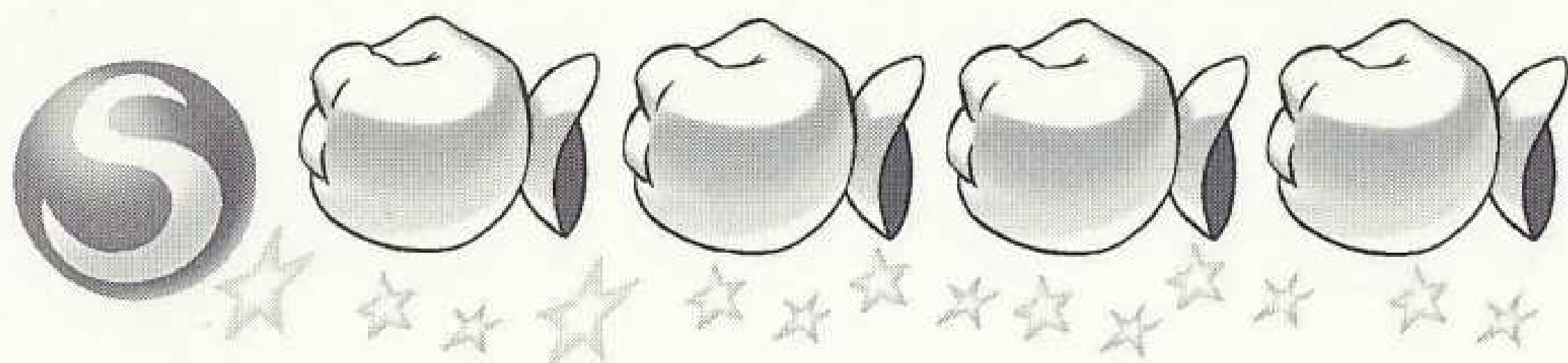


At the start of the game, Rayman can carry out simple actions: walking, jumping, holding onto vines, and crawling. As you progress through the game, Rayman gets new powers: a punching fist, the ability to hang onto platforms, a grabbing fist, the ability to run, and even a special helicopter feature!

Betilla the Fairy grants him these very special powers. A brief explanation of how to use your new powers will appear on the screen each time you get one.



Once you have acquired a new power, it will be useful to you throughout the rest of the game. But, you should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen it all yet! Some

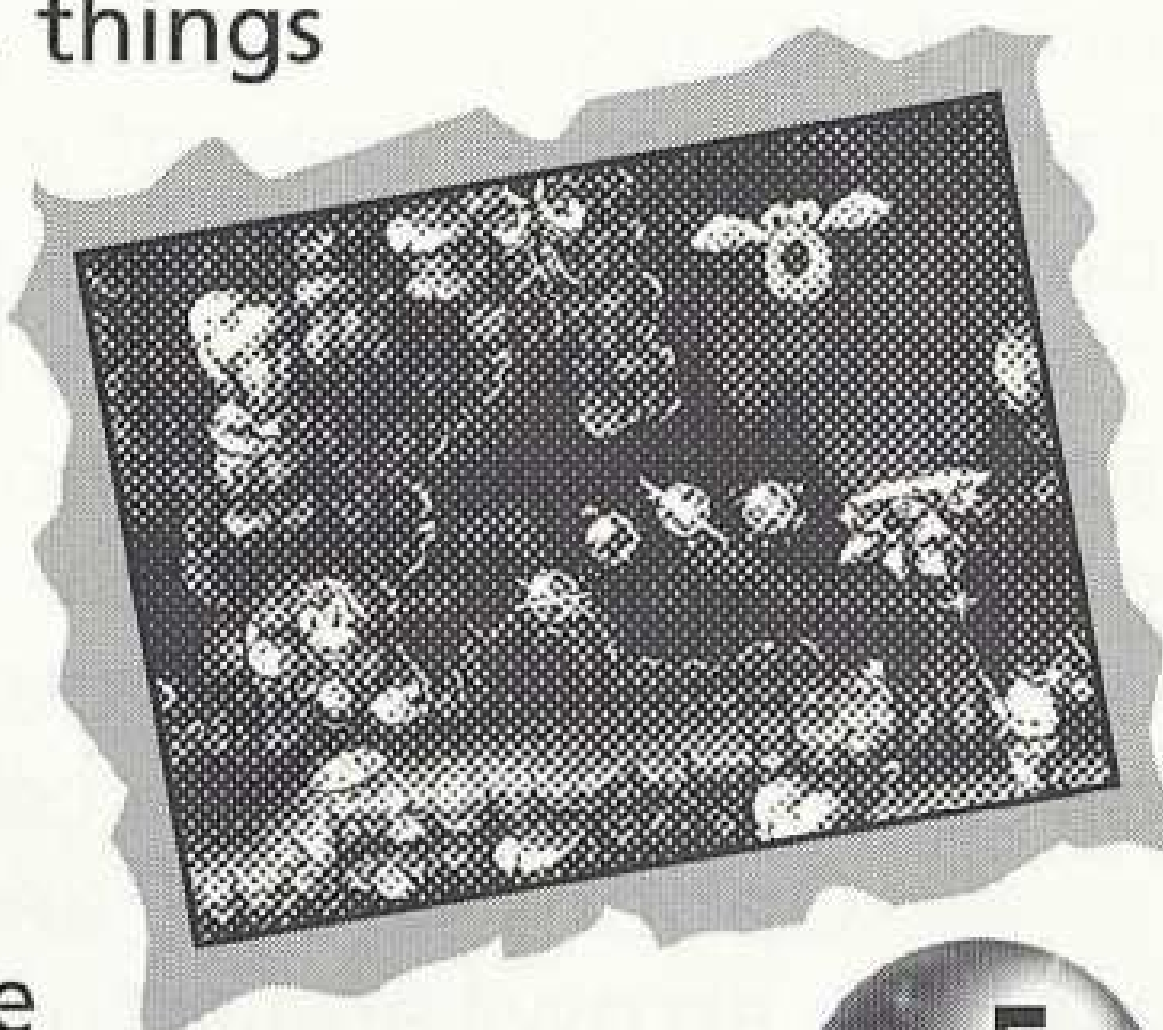




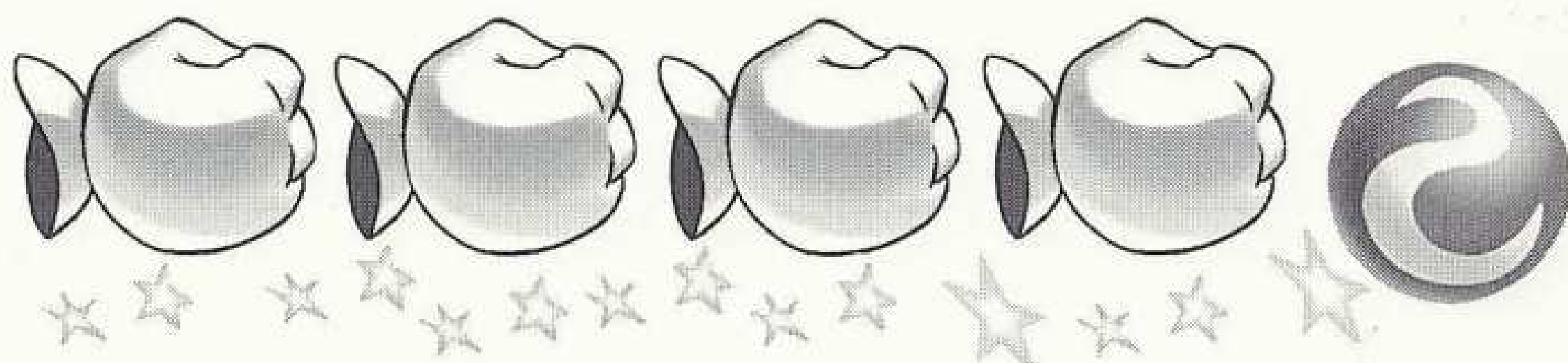
THE BASICS

surprises are waiting for you, things that you were unable to reach the first time you went through...

At the beginning of each game, a map of Rayman's world will be displayed. Each time you have completed a level, the next paths available to you will be highlighted on the screen. Most of the time, you will be able to choose between two directions.



The "normal" exit to any level is at the end of it. Exits are indicated by an exit sign - logical, hmm? You can also exit the first level of a stage by going back out through the entrance door; however if you do this, you will lose all of the items (Tings, special powers, etc) that you picked up in this level. To pause during gameplay, press the Start/Pause button. To resume playing, press it again.



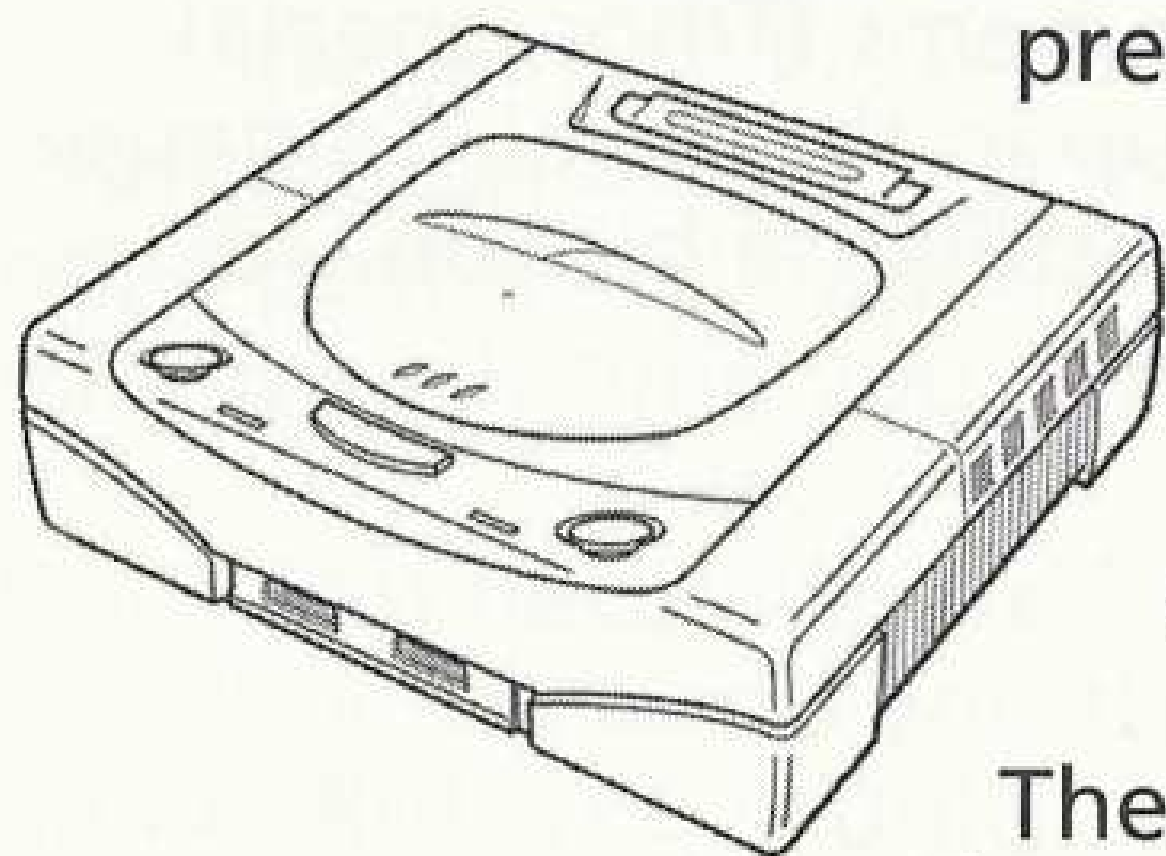


STARTING THE GAME

Insert your Rayman disk in your Saturn console. Press the POWER button. If you don't press the "Start" button while on the title screen, you'll see a demo of gameplay. To change the default options of the game, use the directional arrow to access the

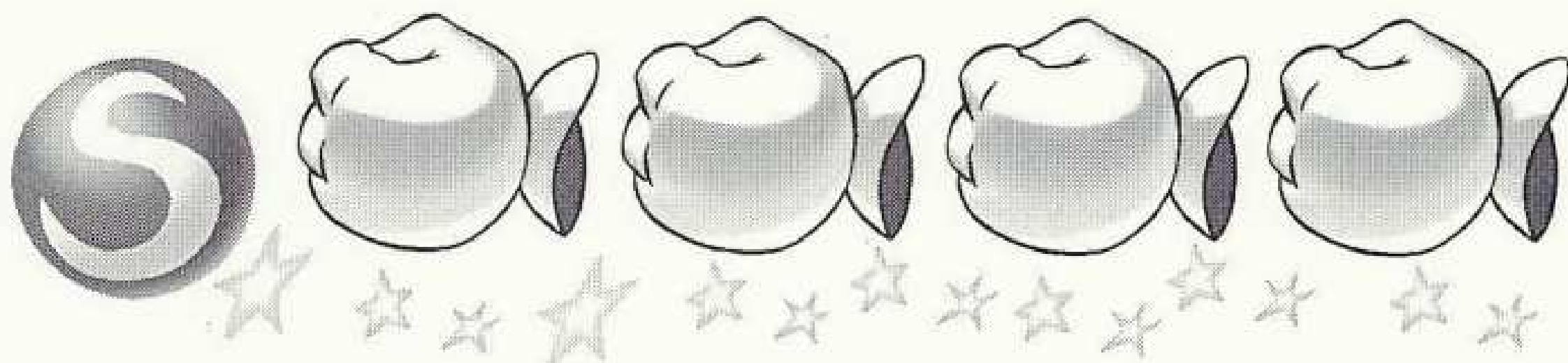


Options screen, and use the arrows again to modify the volume of the sound effects, the music and the functions of the joypad keys. You can use the "Options" function to change the music and the sound effects as well as to change the functions of your Saturn joypad buttons. Validate your choices with the A or C buttons. To play, select "Start". Choose a game from one of the three spots available and validate your choice by pressing one of the action



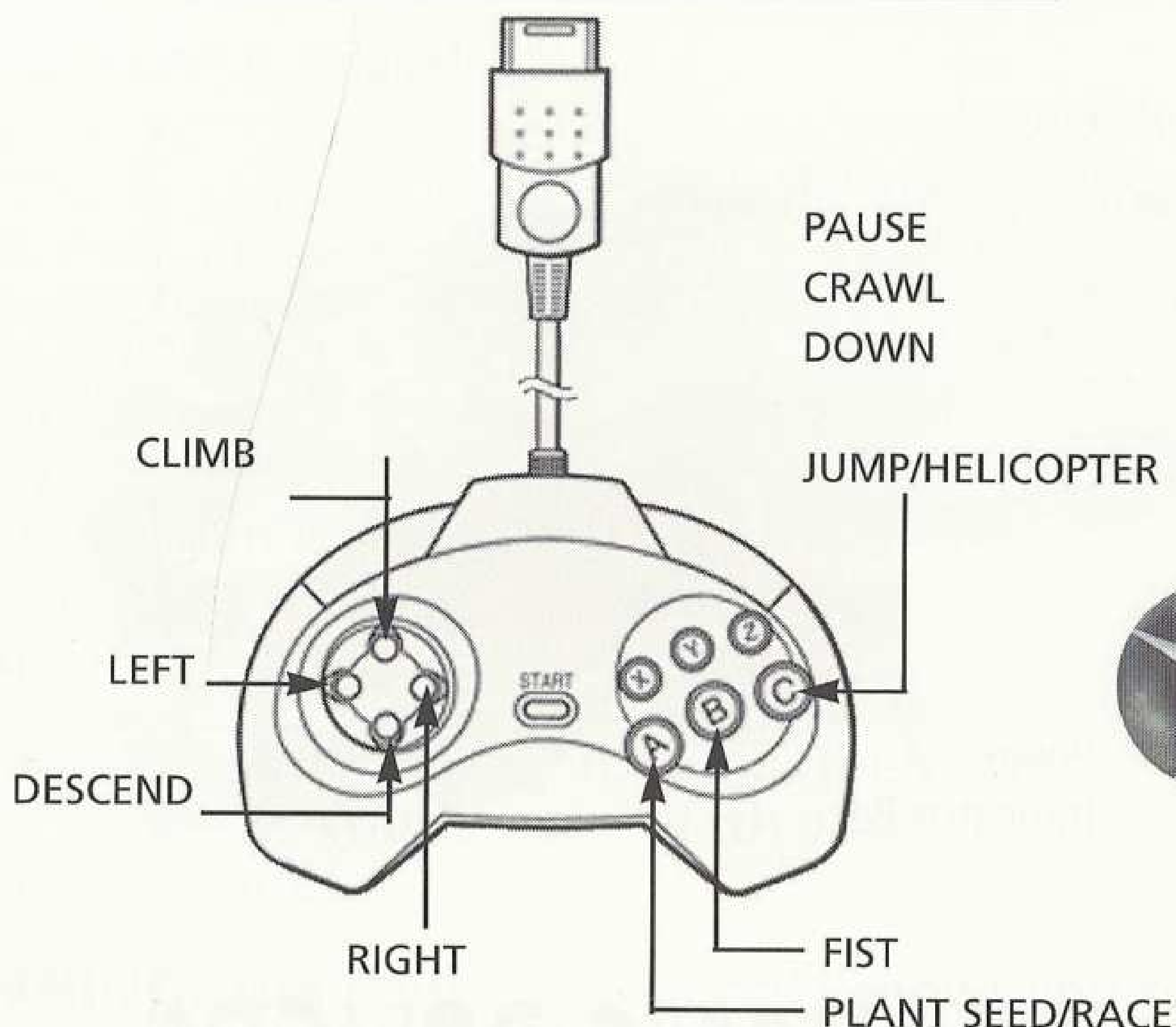
buttons. (See the SAVING THE GAME section in this manual for more information about playing previously saved games.)

The messages that appear on the screen during gameplay can be in one of three languages:



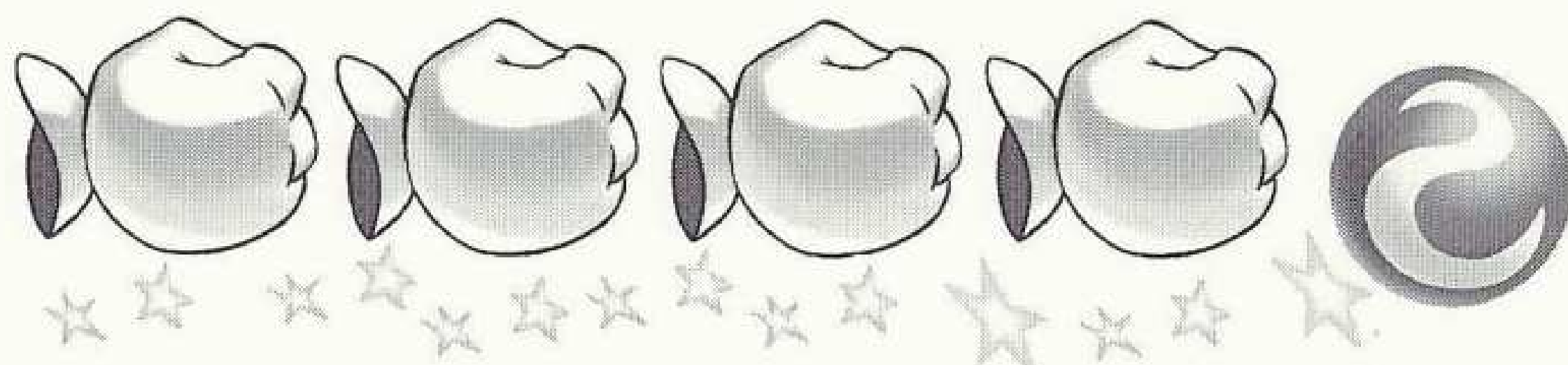


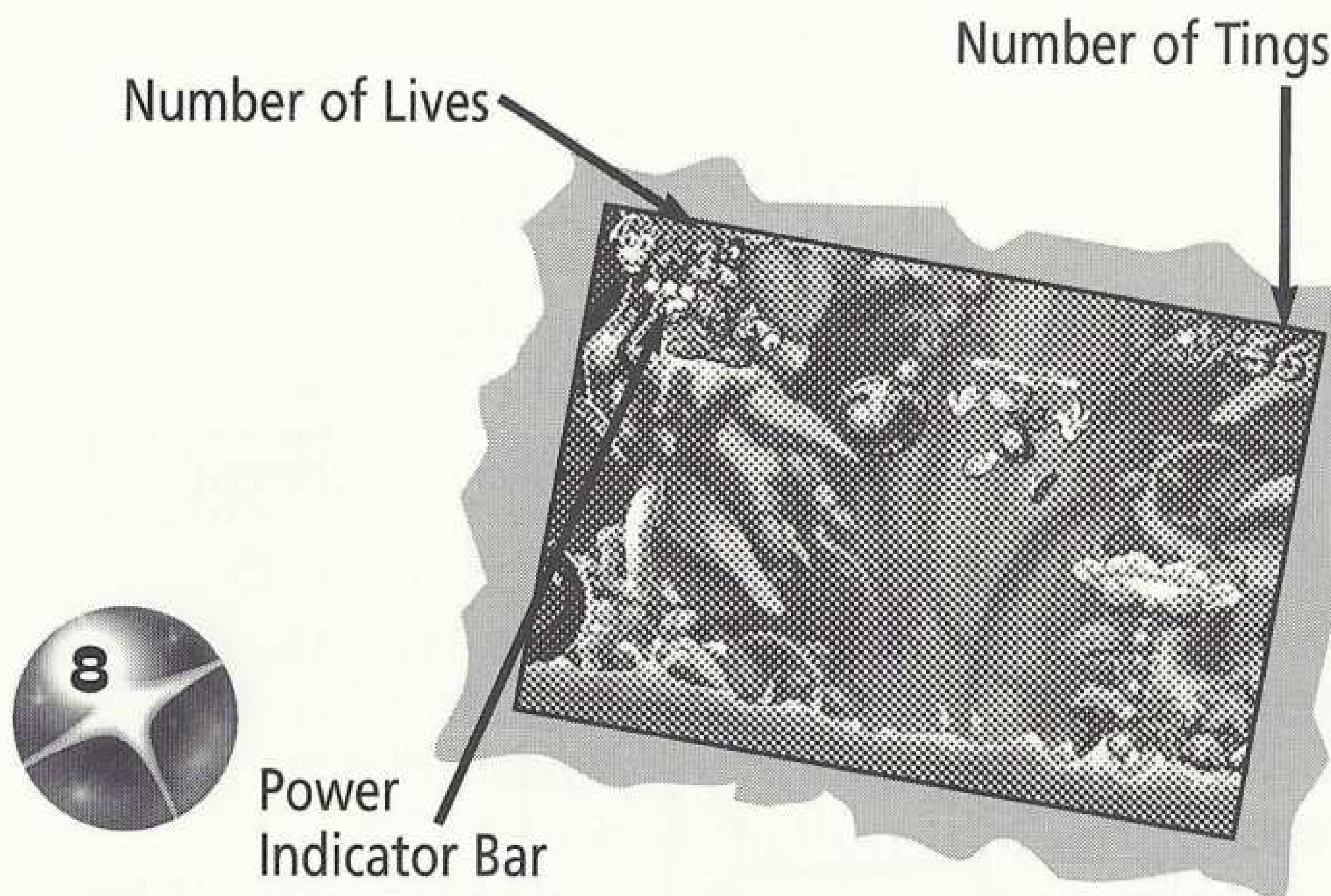
THE CONTROLS



English, German and French. There is an option screen that appears when starting up your Saturn console that permits you to choose a language.

The default configuration uses buttons A, B and C. You can reprogram the functions of all of the action buttons of your Sega Saturn joypad. An information screen explaining how to do this is available as you start up the game.



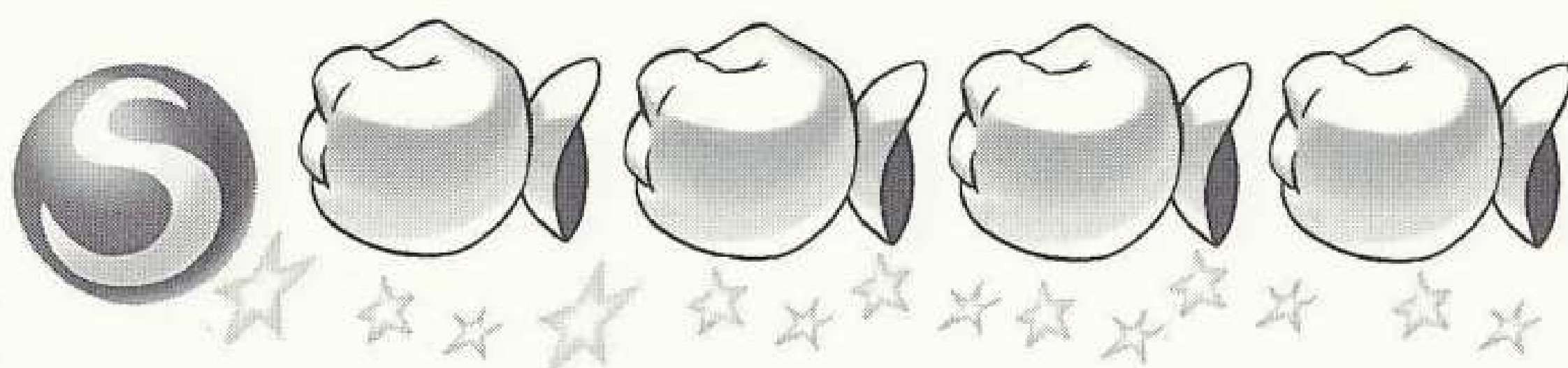


RAYMAN'S POWERS

From the start of the game, you can make Rayman crawl. Press the right side button to crawl to the right and the left side button to crawl to the left.

There are two types of powers: permanent powers (those that you keep no matter what happens in the game) and temporary powers.

The permanent powers are distributed by Betilla the Fairy.





RAYMAN'S POWERS

TELESCOPIC FIST:

Press "B" to send off the fist. The longer you keep the button pressed, the further the fist will go.



HANGING ONTO PLATFORMS:

When Rayman jumps or falls, he automatically hangs onto the nearby platforms.

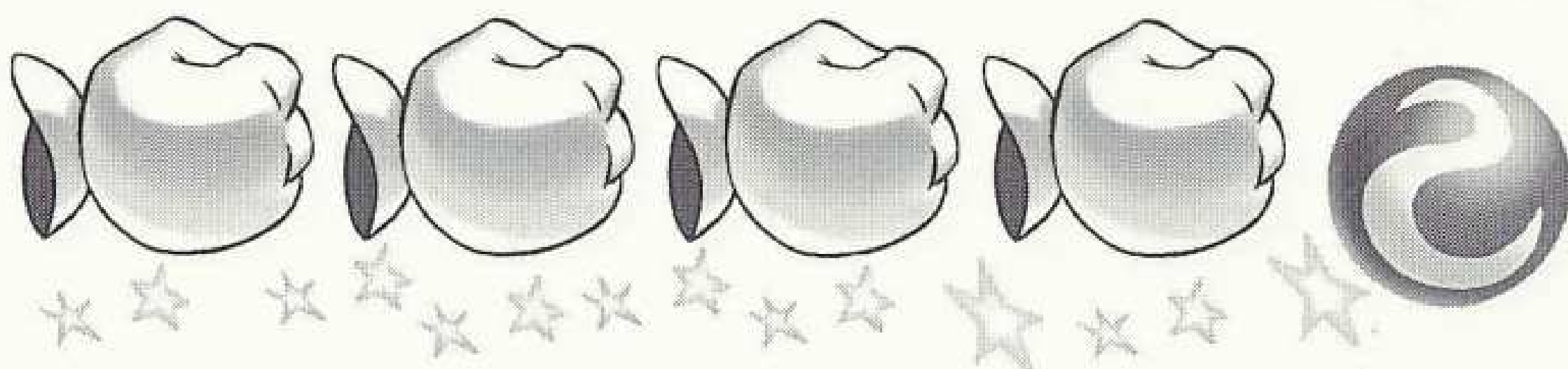


HELICOPTER: Press "C" to jump, then press it again to slow your descent with your helicopter blades.

RUNNING: This power-up not only allows you to move faster (obviously!), but also to build up speed to jump further. To activate it, press "A" while you're walking.

GRABBING FIST: Thanks to this power, Rayman is able to hang onto and swing on flying rings. The grabbing fist also allows him to pull the bonus icons towards himself. Same button as the telescopic fist (B).

Rayman's other friends give him the temporary powers:

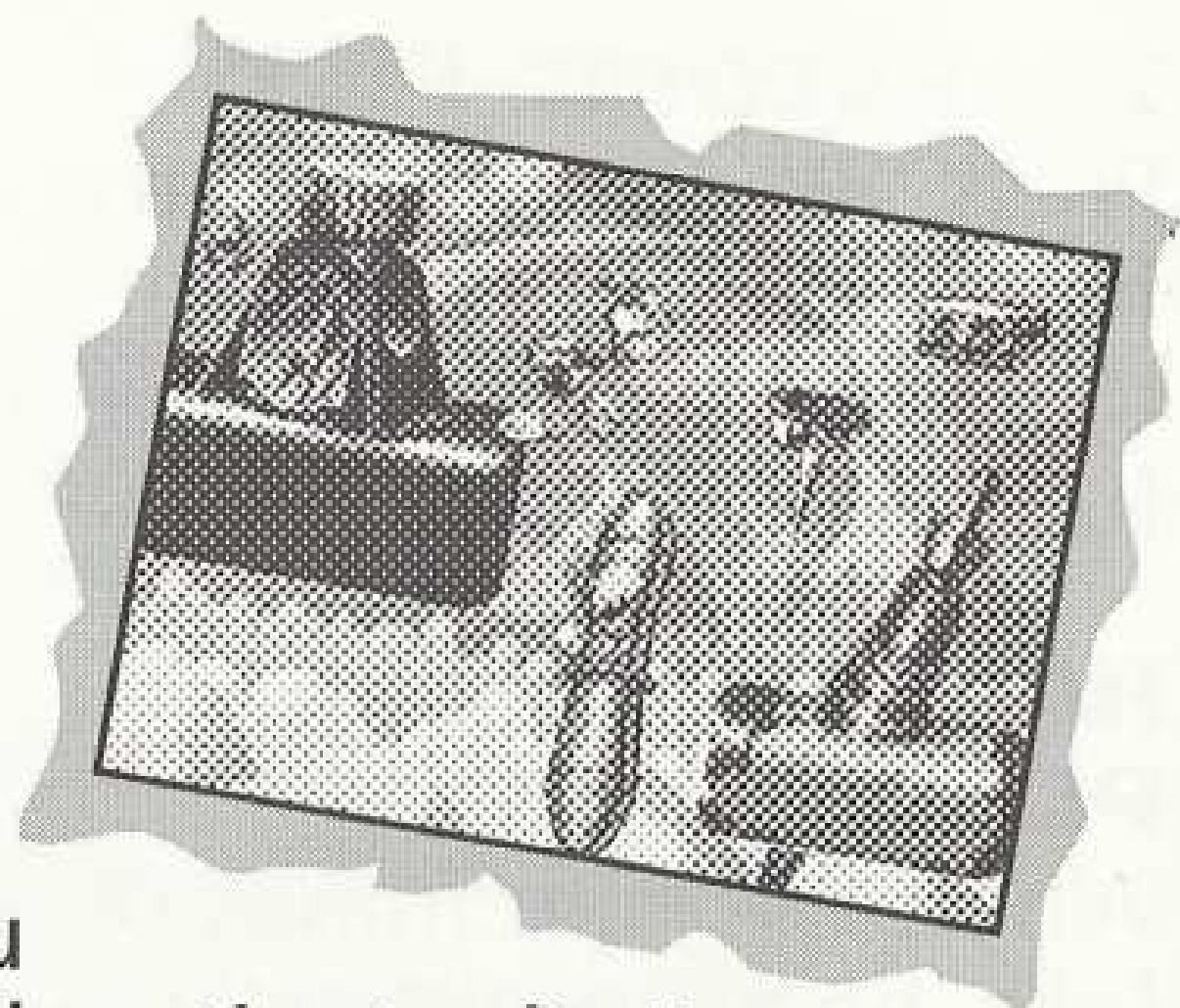




RAYMAN'S POWERS

MAGIC SEED:

Tarayzan gives Rayman a magic seed, which grows into a plant immediately. To grow plants, press "A".



SUPER HELICOPTER:

This power is yours when

the Musician gives you

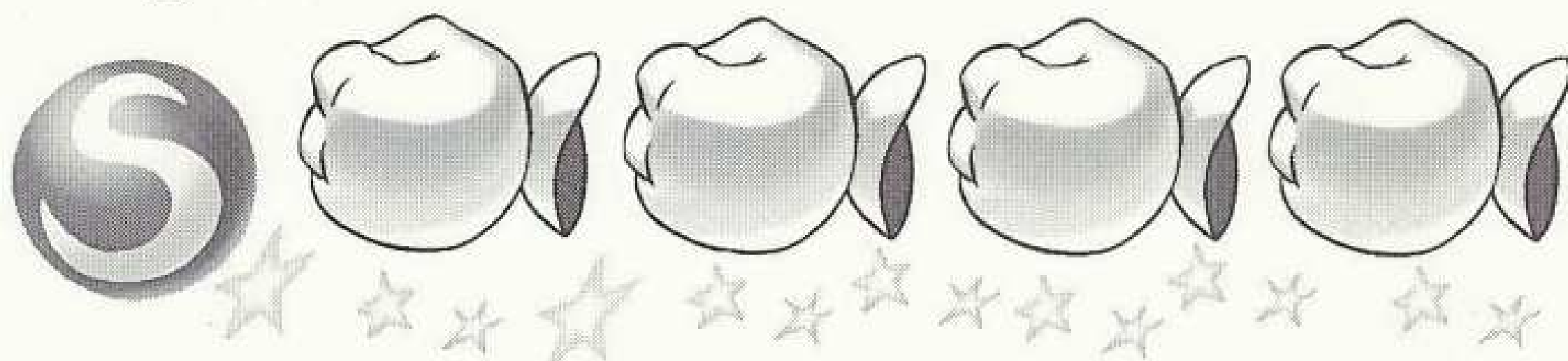



the magic flask which activates it. It allows you to fly while retaining control of your direction. To activate it, press "C". To go higher, press "C" several times.

A Hint: *The super-helicopter power may come in handy in the Blue Mountain world, too. Those sharp spinning blades could help you do more than just fly!*

FIREFLY: Joe the Extra-Terrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The firefly follows Rayman's punching fist, so throw his fist out in front of him to light the route ahead.

FLYING BLUE ELVES: These little creatures give Rayman the ability to shrink down in size, so he can more easily pass through some of the game's narrow passages. Walk up to one to become small, and walk back up to him or to another one to become normal-sized again.





IMPROVING YOUR GAME

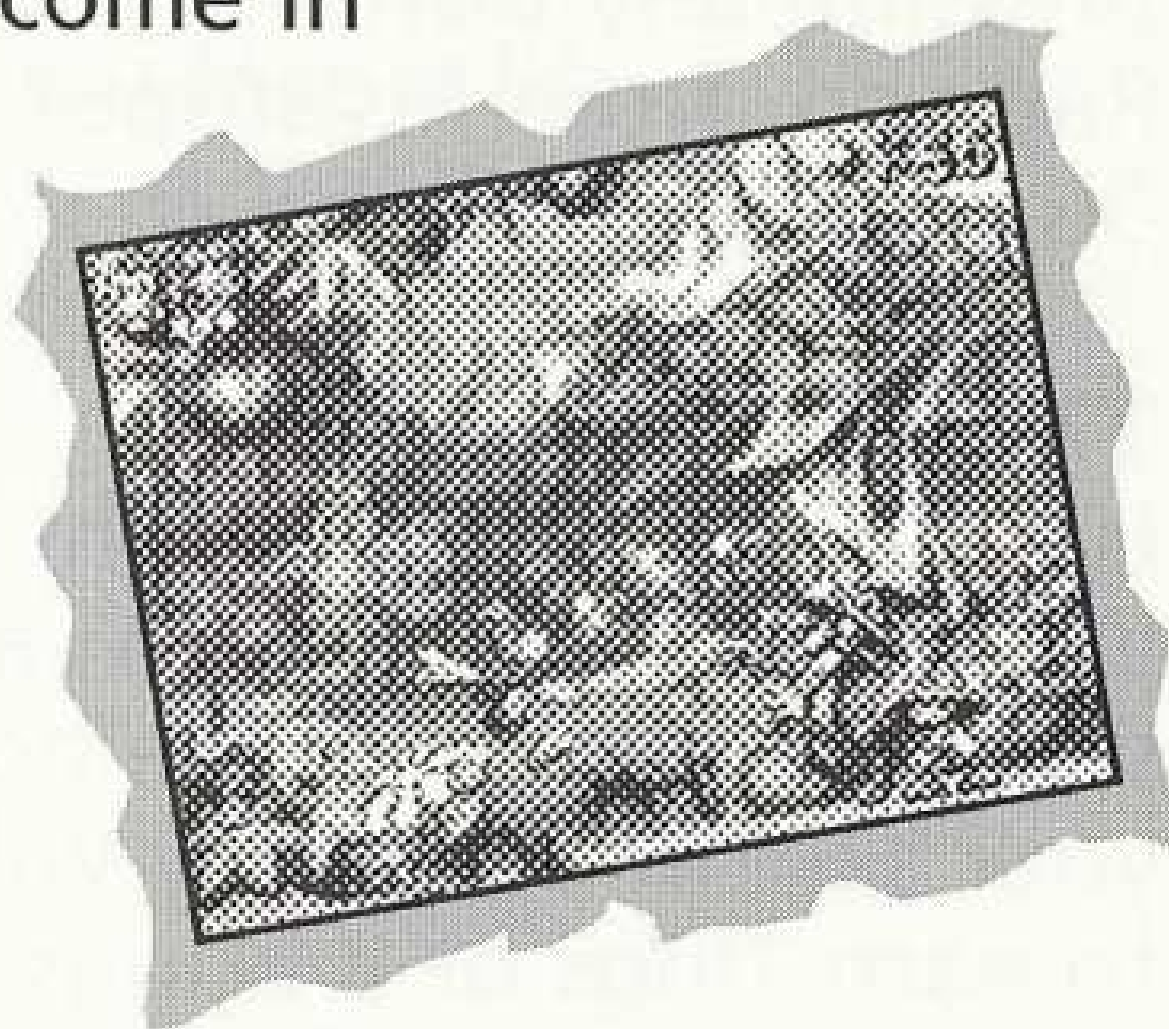
We won't give away all the secrets of the game (there has to be some suspense!), but a few hints could be very useful.

POWERS: They symbolize Rayman's energy reserves. He starts off with 3 powers, but can win more on his journey... or lose some during his battles! When you have run out of power, you lose a life. A simple power gives you one extra energy point. A double power gives you two energy points. A Big Power gives you a full load of energy points.



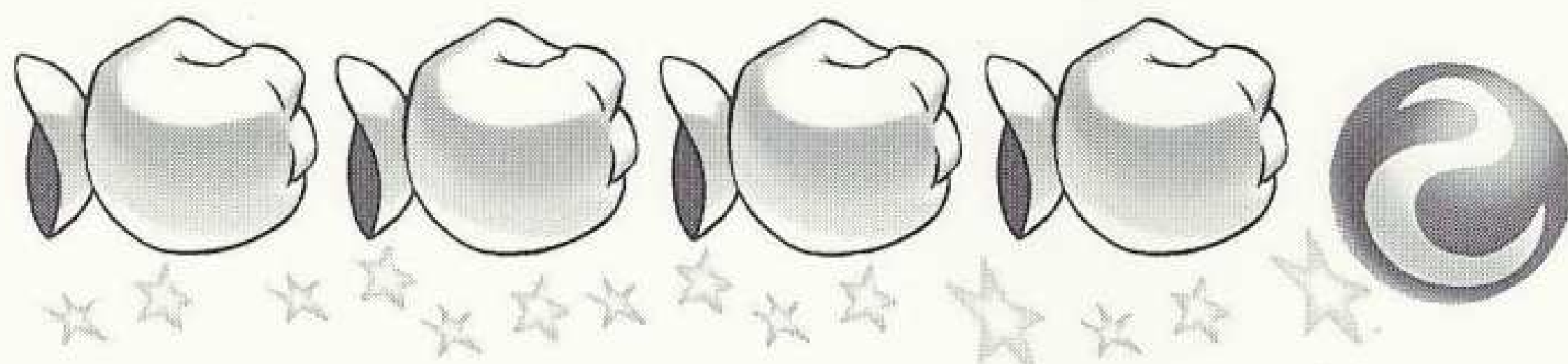
LIVES: Look for them, they come in handy when you face the enemies that await you.

SPEED-UPS: They increase the speed of the punching fist. There are 3 different speeds available.



THE GOLDEN FIST: Increases the power of Rayman's blows.

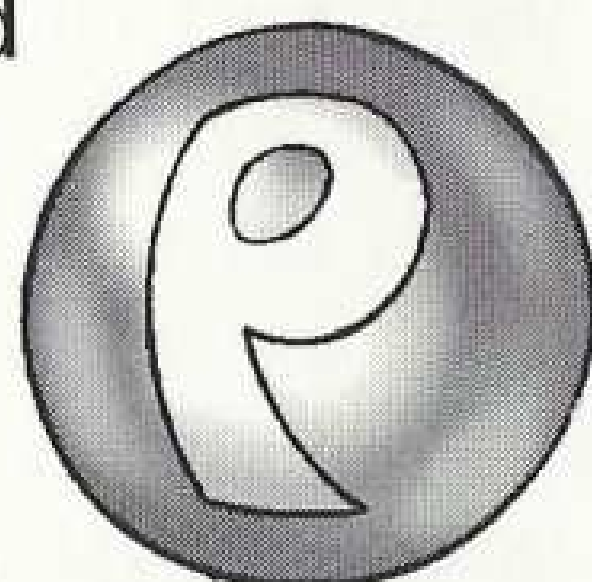
PLEASE NOTE: Your fist loses its power and its exceptional speed each time you are hit by an enemy.





IMPROVING YOUR GAME

TINGS: If Rayman picks up one hundred of them, he gains an extra life, but they can also be used to pay the magician (who'll give you access to the bonus stages). But careful-when Rayman dies, he loses all of the Tings he collected.

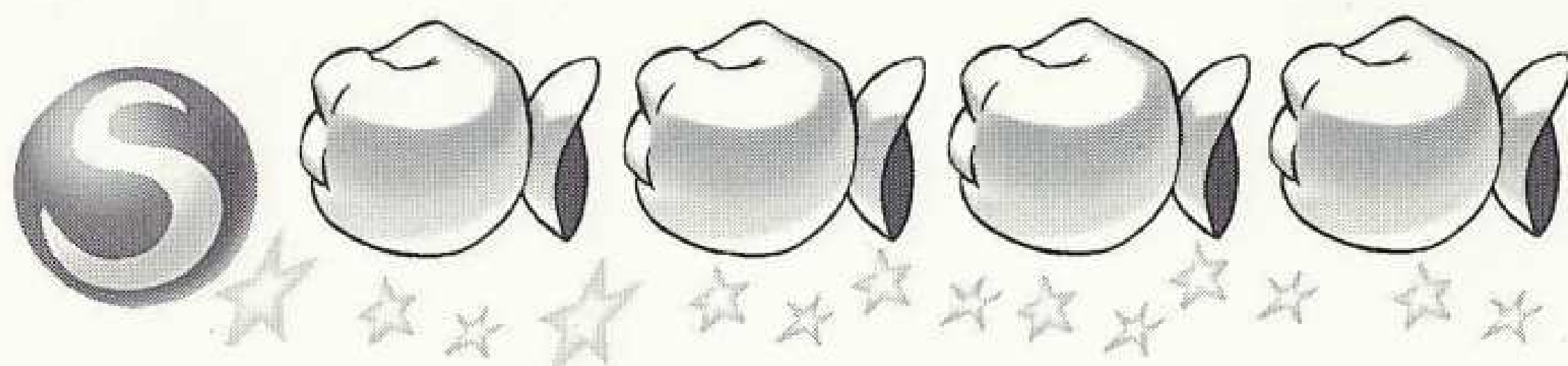
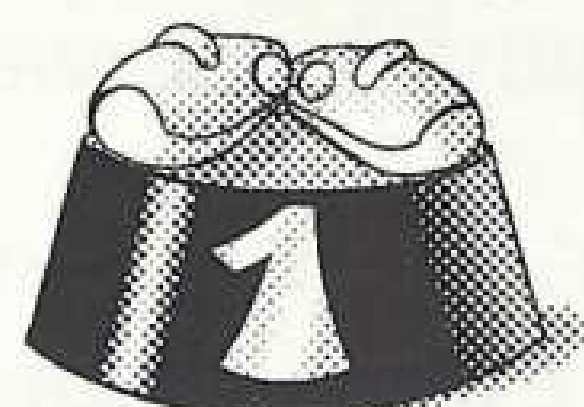


CONTINUES: If you lose your last life, a Continue allows you to restart the game from the last level played with a credit of 4 lives. The Continue screen appears after Rayman dies for the last time. If you want to use a Continue, you must ring the alarm clock (by pressing any button on the joypad) to awaken Rayman from his stupor before he staggers to the "Game Over" side.



THE MAGICIAN:

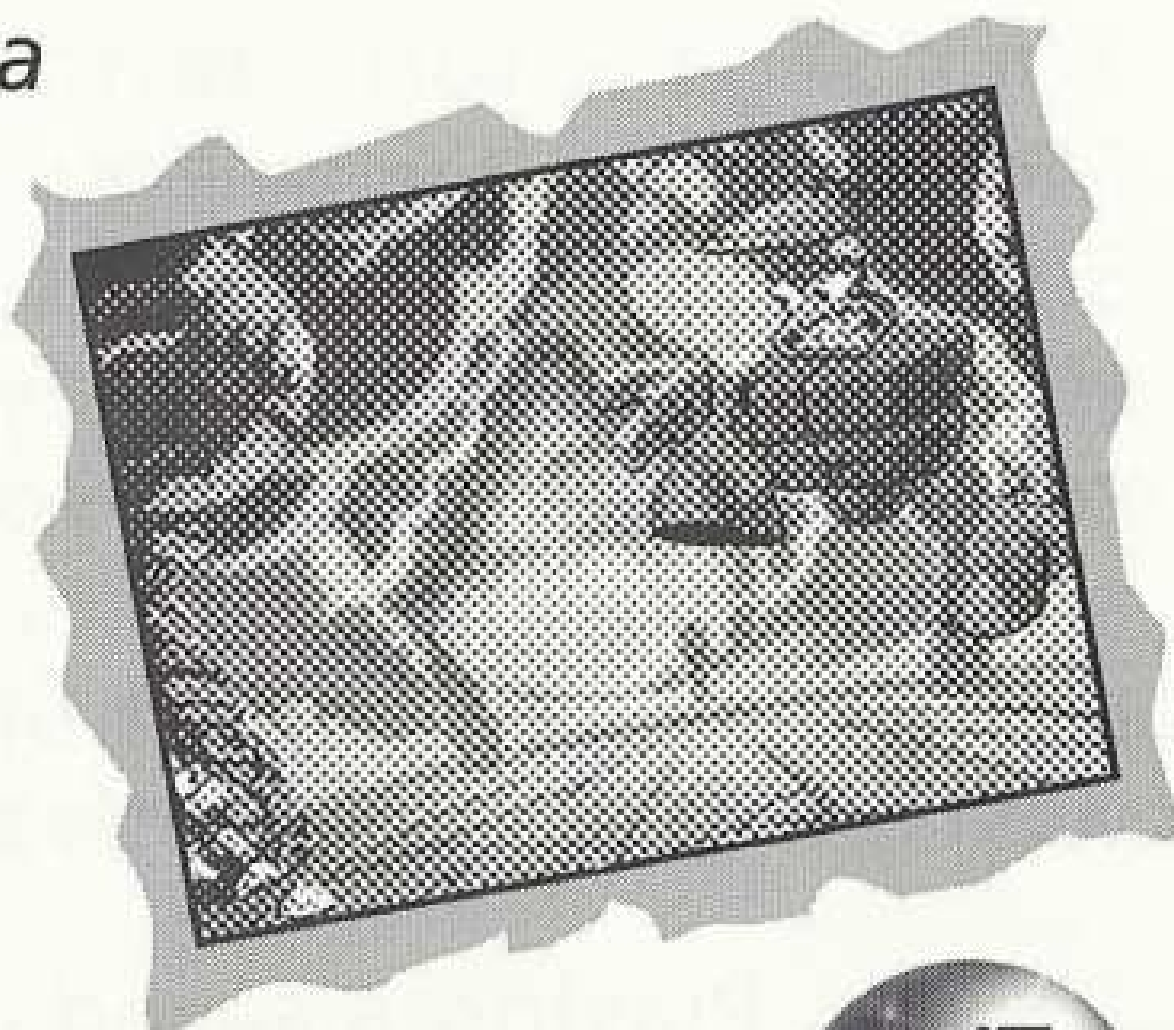
He is hidden away in the scenery. With his help, Rayman can enter into secret worlds. In these bonus stages, your skill and rapidity will allow you to earn Tings or a bonus life. But please note that this magic stunt has to be deserved, and it will cost you 10 Tings to take advantage of it.





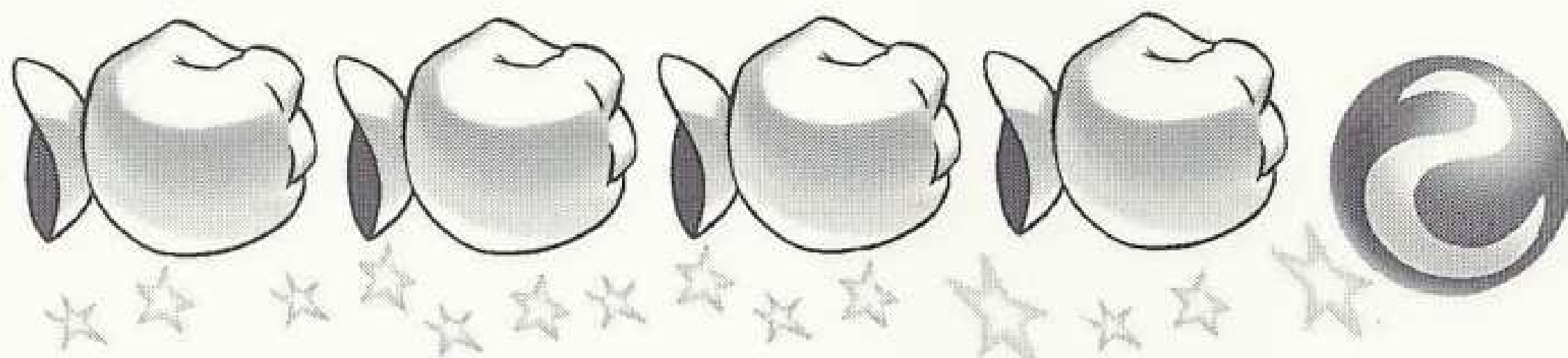
IMPROVING YOUR GAME

PLEASE NOTE: You will gain a bonus life if you manage to get a perfect score in the bonus map. This means you will have to get all the Tings within a minimum time limit. If you achieve this perfect score, the bonus map will then be available at no charge, but there will be no more bonus lives.



THE PHOTOGRAPHER:

He is there to immortalize your feats! When you lose a life, you start again in the last place where he took a picture of you.





SAVING THE GAME

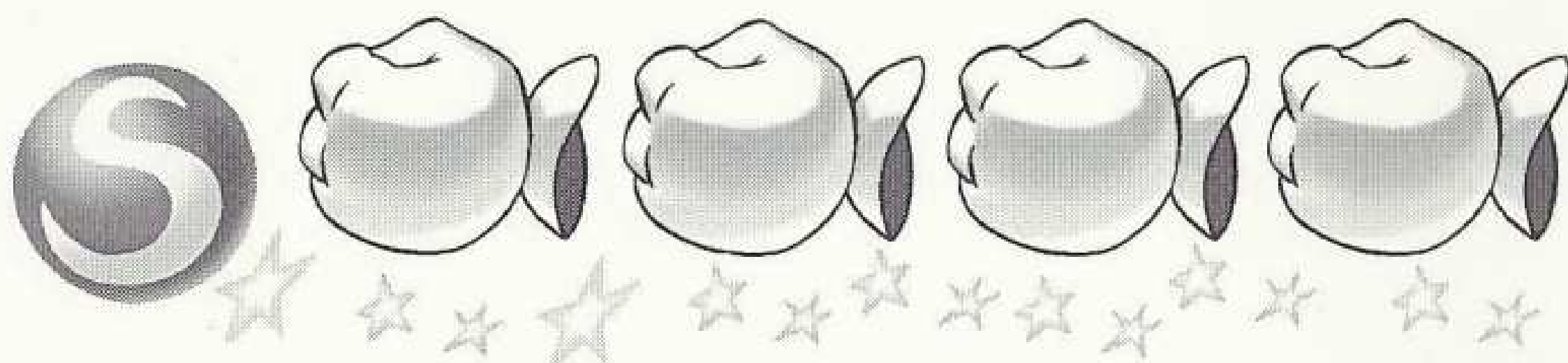
Your Sega Saturn console is equipped with built-in Memory functions. You can also choose to obtain a Sega Saturn Backup Cartridge, that will allow you to save more games, or play saved games on another console. You can save your game each time you finish a stage when you are on the world map. To save, move Rayman to one of the save spots on the map, which are marked with the Magician's top hat.



14 Playing a saved game at the Save/Load screen. Whether you use the Memory function or a backup cartridge, when you start up RAYMAN, you can decide to continue to play a game that you started and saved earlier. You can choose from up to three previously saved games. The commands at the Save/Load screen permit you to do one of two things: ERASE or COPY a game. ERASE allows you to erase the saved version in order to restart the game from the beginning. COPY allows you to duplicate the saved version of a current game; as a result, you can continue playing the game, and if you are not pleased with your performance, you can restart the game from the point where you copied the previously saved game.

To use the COPY function:

1. Select COPY
2. Select the game you wish to duplicate.





SAVING THE GAME

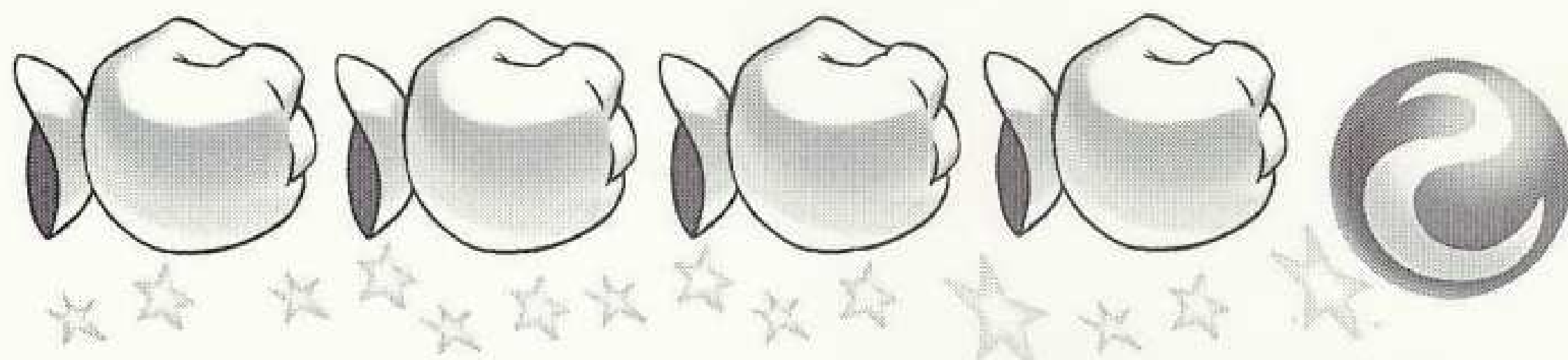
3. Validate your choice by pressing A or C. A golden fist appears before the game you've chosen to duplicate, and a white fist appears before the space where it will be duplicated. If you wish, you can move the white fist to choose a different save space.
4. Validate again, then enter a new name for the copied game.

The Save/Load screen gives you information about your previously saved games, including the name under which the game was saved, the number of lives available, the number of Continues available, and what percentage of the game's challenges you have accomplished.



If the memory of your Sega Saturn console is almost full, you will only have one or two games spots to choose from on the Save/Load screen. If the memory is full, the game will skip over the Save/Load screen and start directly at the Start/Options screen.

Caution: Make sure your Sega Saturn console has a working battery at all times. Should the battery be missing or





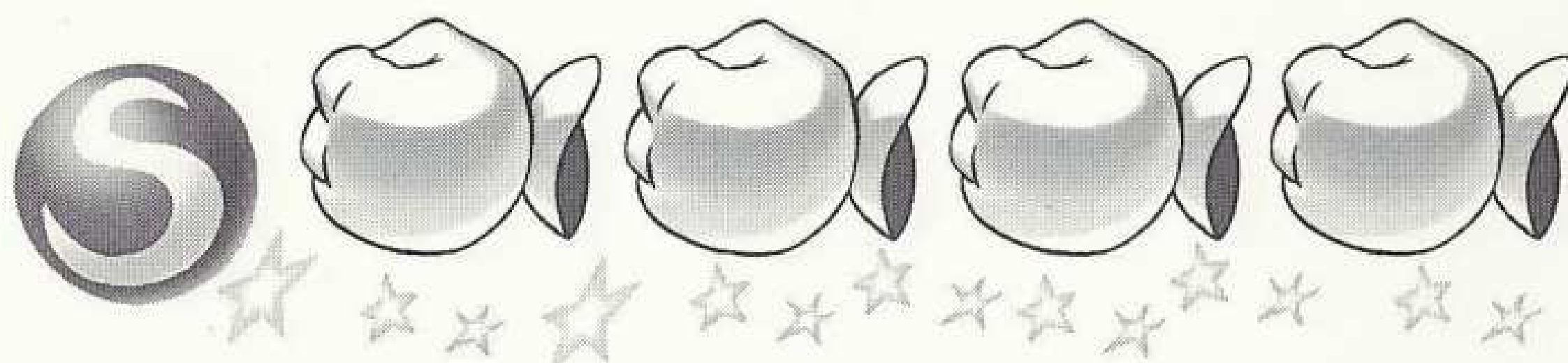
RESTARTING THE GAME

expired, the Save functions appear to work normally, when in fact they are not. For more information about the battery and the Memory, please refer to the manual that came with your Sega Saturn console.



Pressing B while you are on the map of Rayman's world brings you back

to the Options screen. By pressing START and the A, B, and C buttons all at the same time while on this screen, you can manually reboot (restart) your Rayman game.





WORLDS

In the different worlds of the game described here, you might meet the “bosses” more than once! And always be on the lookout for the Antitoons, Mister Dark’s foot soldiers. They’re small, but they’re dangerous!

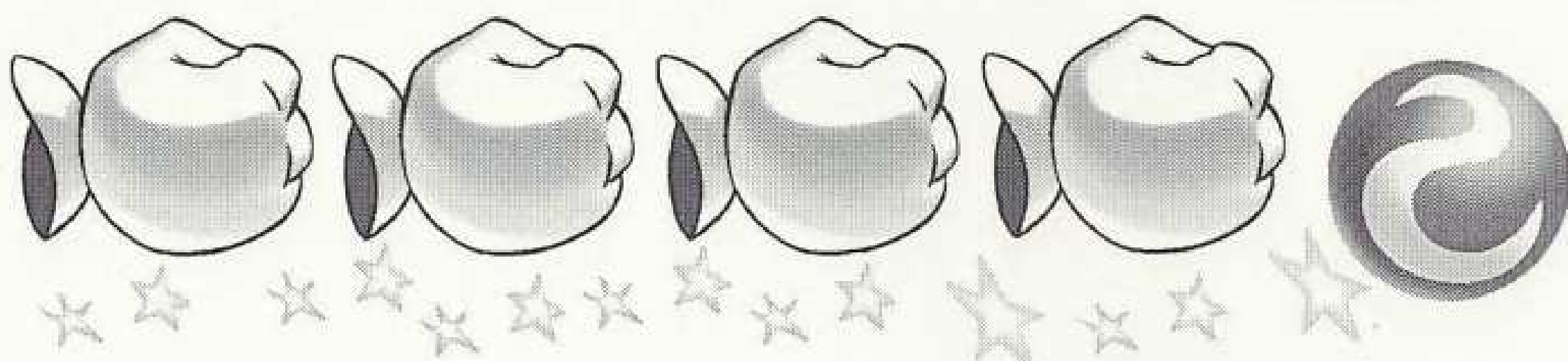
THE DREAM FOREST

Rayman has to proceed through the jungle without ever falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens! The big boss is Moskito, a persistent giant mosquito.



BAND LAND

In a scene filled with clouds and slippery sheet music bars, Rayman must advance among music instruments (drums, maracas, cymbals...) and avoid wrong notes. Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.





WORLDS

BLUE MOUNTAINS

Rayman has to move forward, avoiding rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar. The big boss to defeat is Mister Stone, a creature made of rock.

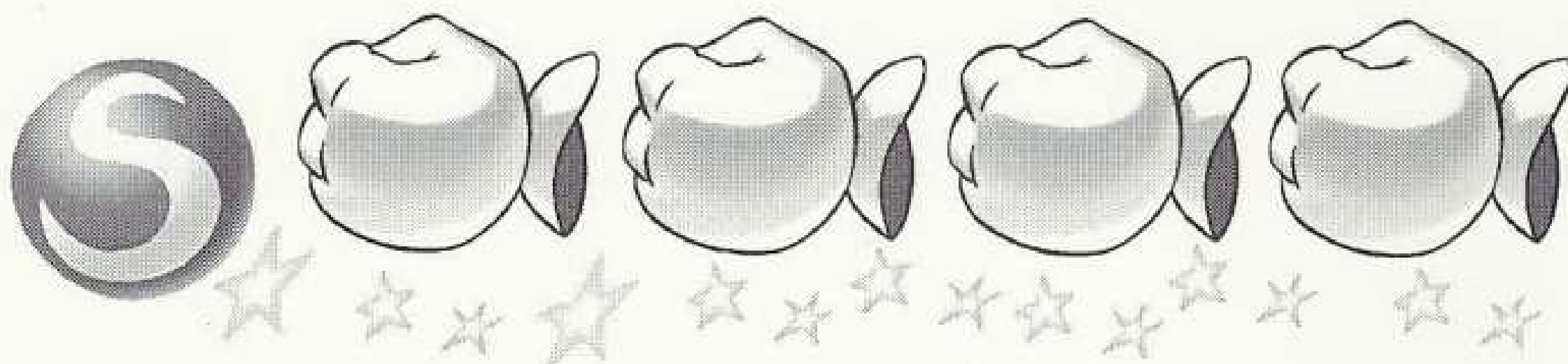
PICTURE CITY



This is the world of images, as well as the world of mirages. Once he walks across the stage of a small theater, Rayman comes across beings straight from a pirate movie or a science fiction film. In particular, he'll meet Space Mama, a tough cookie with a deadly rolling pin.

THE CAVES OF SKOPS

This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop. First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must work his way around the stalactites in the cave to find the lair of Skops the Scorpion.

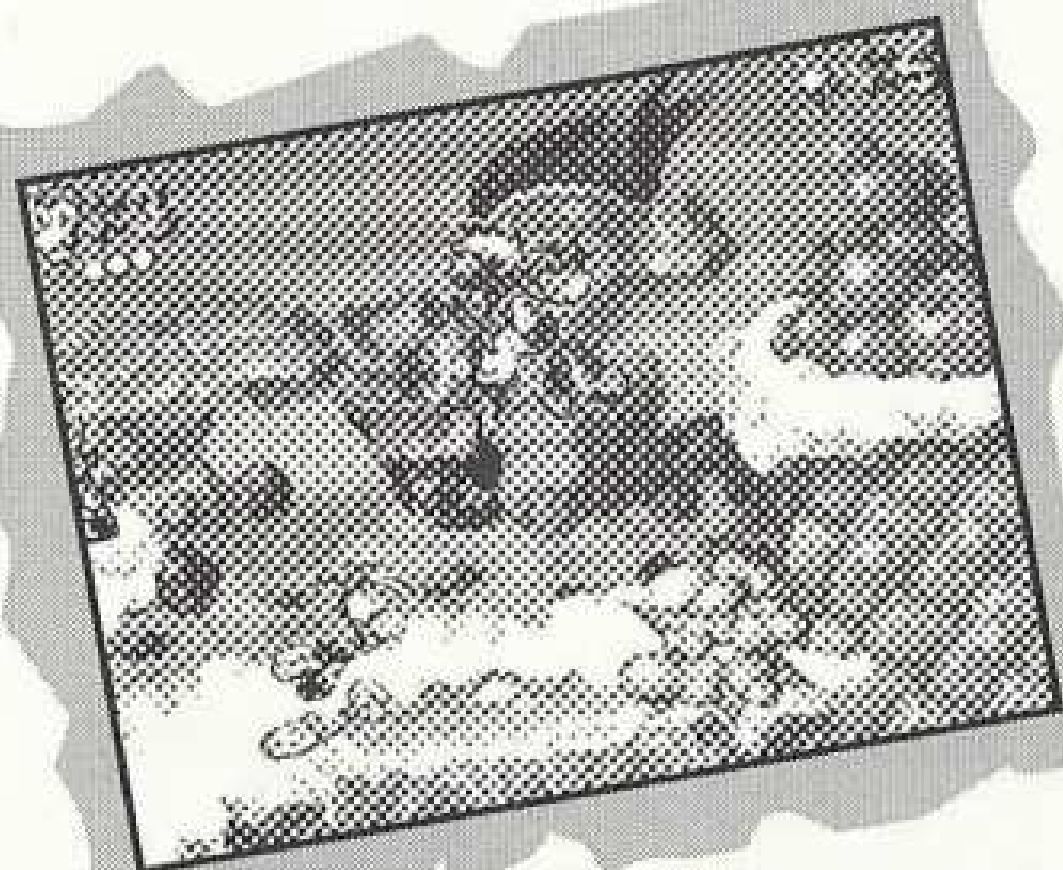




WORLDS

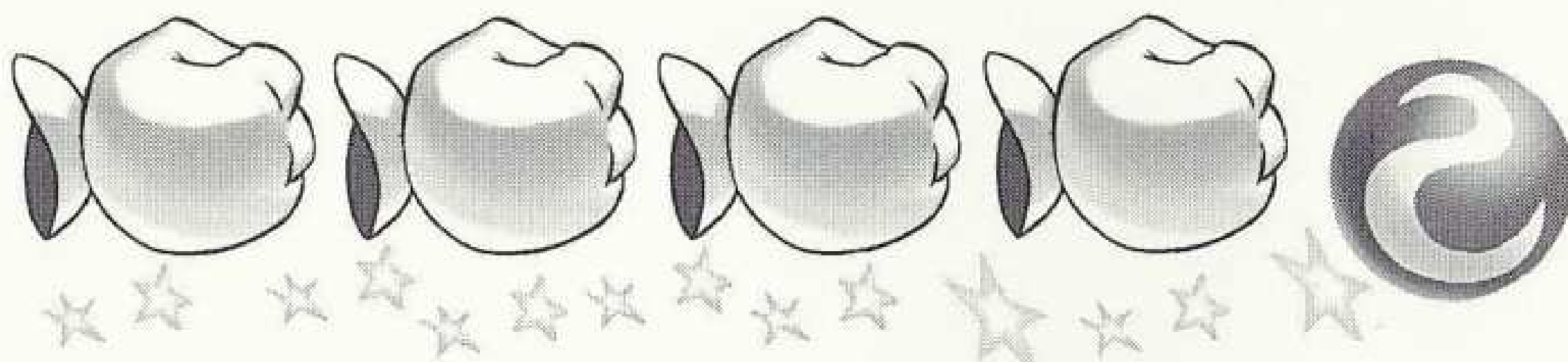
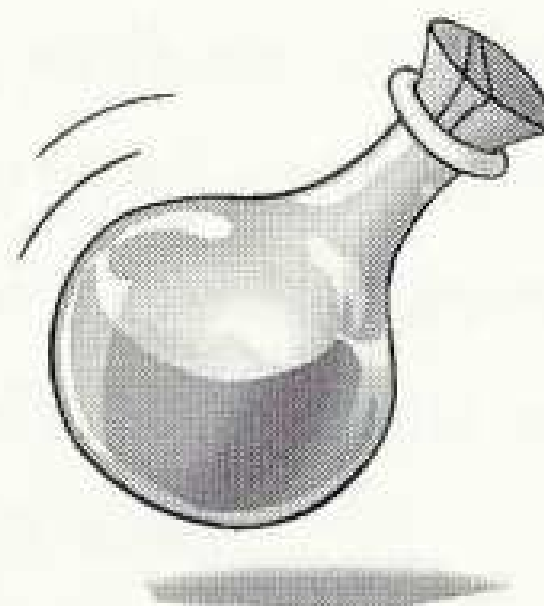
CANDY CHATEAU

Welcome to the world of desserts where Mister Dark is hidden, guarded by clowns performing amazing stunts. But be careful, Mister Dark is diabolical!



Now that you know what to expect, plug in your joystick and get ready to play.

Good luck!





CREDITS

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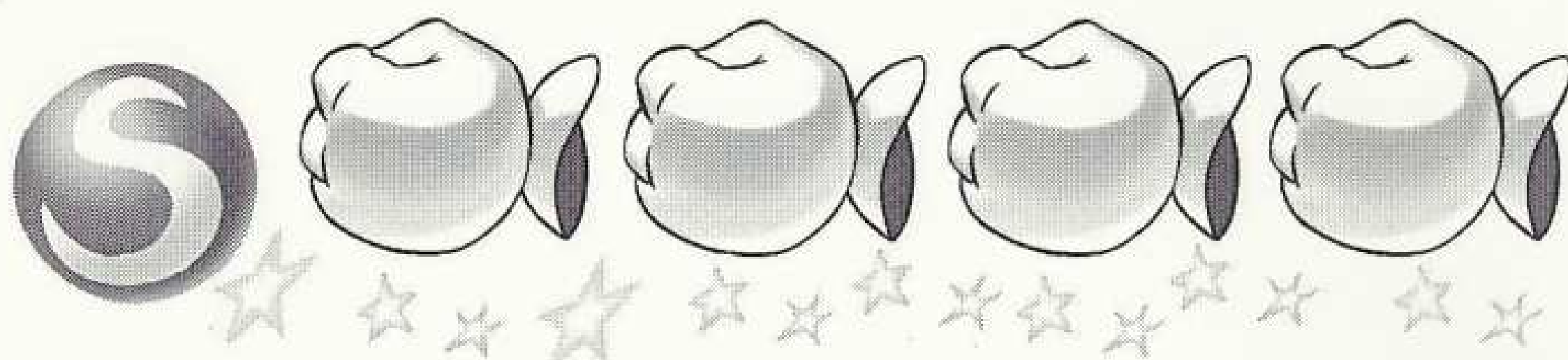
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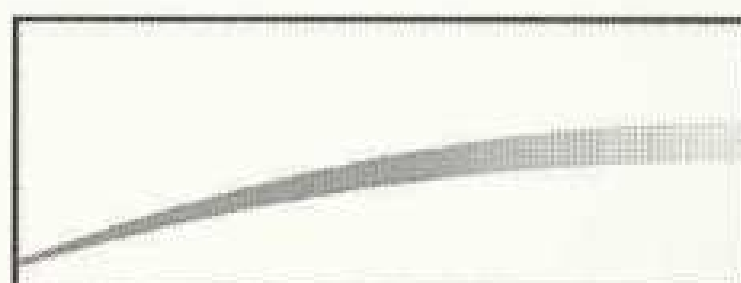




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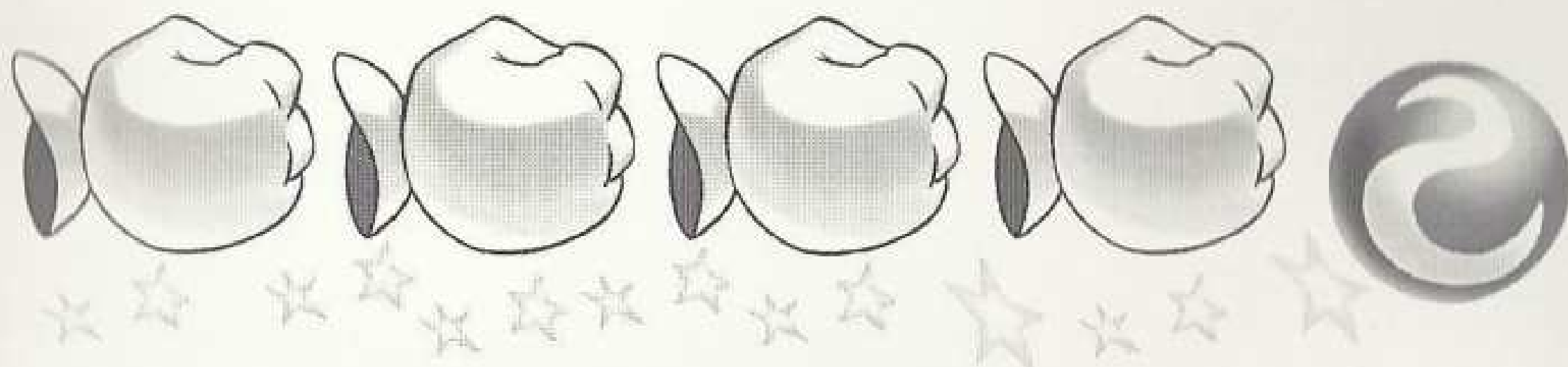


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