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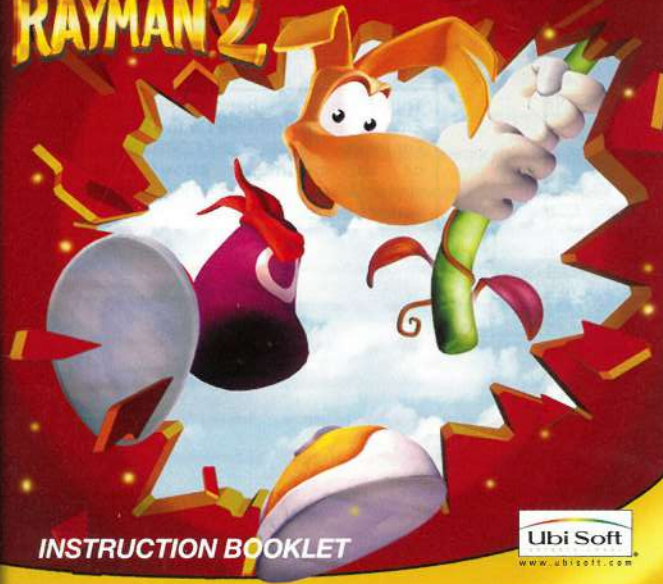
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GAME BOY COLOR

RAYMAN 2

CGB-BRYE-USA



INSTRUCTION BOOKLET



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THE STORY

Panic in the Chamber of the Teensies and the Fairy Council: Robo-pirates from deep 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 tree to 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, crashes 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..."

Shocked by this terrible news, Rayman® lets himself be surprised by a gigantic robot who pins him between his 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 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!"

GETTING STARTED

1. Insert the Rayman® 2 Game Pak into your Nintendo® Game Boy® Color system with the label turned outward.
2. Turn ON the power switch.
3. The title screen is displayed and the Main Menu screen appears.



START

Used to start a new game and continue from a previously saved game.

MAIN MENU

Start a New Game

- Highlight one of the three game slots.
- Highlight **START** with the **Control Pad**.
- Press the **A Button** to validate.

Saving a Game

The game is saved automatically when you complete a stage.

Erasing a Game

Highlight the game slot to be erased.
Highlight Erase with the **Control Pad**.
Press the **A Button** to erase the game.



Options

You can customize 2 game features Language and Sound.
When you choose Options on the main screen press the **A Button** to select and confirm your choice. Press the **B Button** to go back to the previous menu.

Language

This option allows you to select between 5 languages.
(English, French, German, Italian, Spanish)

- Use **Control Pad Up** and **Control Pad Down** to select the language.
- Press the **A Button** to confirm.



Sound

This option allows two different possibilities (ON/OFF) for both Music and Sound Effects.

Use **Control Pad Up** and **Control Pad Down** to highlight the option you wish to customize.

Use **Control Pad Left** and **Control Pad Right** to switch the Options ON/OFF.

Press the **A Button** to confirm your selection.

Cancel (go back to the Main Menu) by pressing the **B Button**.

Note: Setting both Music and Sound effects to OFF will help save battery power.



BASIC CONTROLS

Control Pad	Right	Walk right
	Left	Walk left
	Down	Crouch / Camera down / Climb down
	Up	Camera up / Climb up
	Right + Down	Crawl right
	Left + Down	Crawl left

A Button	Jump
B Button	Punch*

START	Pause
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SELECT	In-game menu
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**Note if you hold down the B Button Rayman® will throw his fist further.*

OBJECTS



< Cages

The pirates have imprisoned Rayman®'s friends in these little cages sealed with vital energy. Each time you break a cage you set free one of your friends.

Kegs >

These are filled with explosives and will do damage to Rayman® if he touches them



< Plums

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

Switches >

The pirates have cluttered the environment with switches, which activate strange machines and open various doors. To make them work just shoot at them.



< Lasers (controlled by switches)

The pirates have fiendishly protected themselves with red laser beams.

MAGIC OBJECTS



< Magic Doors

Present at the end of a world, they take you to the hall of doors if you go through them.

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 the mighty Polokus.



The Lums

Lums are very powerful bursts of energy. Each color has it's own special power.



< Yellow Lums

These are the 800 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 the secrets of the world.

Super Yellow Lums >

Ancient Lums, recognizable by their larger size and big smiles, are ten times more powerful than normal Yellow Lums.



< Red Lums

Packed with vital energy, they restore Rayman®'s life bar.

Super Red Lums >

These give Rayman® an extra life.



< White Lums

These Lums are rather special. They record Rayman®'s progress. If he should disappear, he will come back to the place he last took a White Lum.



RAYMAN®'S FRIENDS

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

The Magical Beings



★ Polokus

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 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 gathered enough energy, she creates Silver Lums, which give Rayman® amazing new powers.



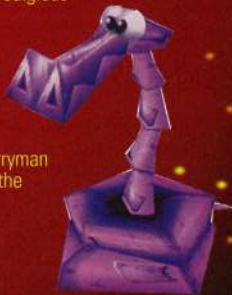


☀ **Globox**

Adorable, if a little simple, Globox is Rayman®'s best friend. He has the power to create forceful little rainstorms, which can be 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 the last count!

☀ **Ssssam**

This young and spirited serpent is the ferryman for the marshes of awakening. He helps the inhabitants to cross the swamps.



RAYMAN®'S ENEMIES

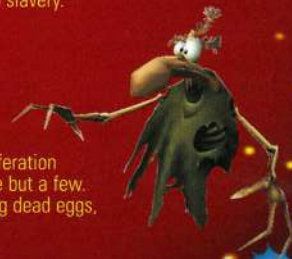


☠ **Admiral Razorbeard**

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? To overrun Rayman®'s world and reduce all it's inhabitants to slavery.

☠ **The Zombie Chickens**

We can no longer even keep track of all the sinister consequences of the pirate's arrival. The ones we know about include disturbances in the natural order of things, pollution and the proliferation of piranhas, giant spiders and caterpillars to name but a few. Terrified by all these events, the hens began laying dead eggs, out of which burst the horrible Zombie Chickens



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