

INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

# RAYMAN



UBISOFT

ModRetro has carefully assessed  
this product, confirming it meets  
our exacting standards for quality  
craftsmanship, reliability, and  
unadulterated fun.

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## THE UBI KEY



### A Ubisoft Innovation

The **UBI KEY** is an exclusive, original bonus.

You will find this key hidden in a certain place in the game. Thanks to the infra-red link in your Chromatic you will be able to swap this key with friends who also have Ubisoft games featuring the **UBI KEY** system. This key will enable both of you to open up a secret level in your game.

### It's an exclusive feature!

There are more Ubisoft games that include a unique **UBI KEY** and each of these keys will enable you to use new powers in a secret level! To extend the adventure, all you have to do is find other **UBI KEY** players!

Here are some other Ubisoft games in which you can find a

**UBI KEY:** Tonic Trouble™ (GBC), Suzuki Allstar Extreme Racing® (GBC) and more...



## How to transfer the UBI KEY

A brief explanation is displayed on-screen as soon as you find the key.

- 1** Place the infra-red links of the two Chromatic consoles facing each other a few centimeters apart.
- 2** Press and hold down the **A** button to start sending the key.
- 3** The receiving player must be in the **UBI KEY** section of the in-game menu by pressing **SELECT**. The player must hold down the **A** button until the key has been transferred. As soon as the key is transferred, the player is automatically projected into a secret level of the game.



## 1. STORYLINE

*Rayman's magical world was once a haven of peace and tranquility, a place where the Toons are the lights of the universe.*

*However the world's harmony is endangered by the very dangerous Mister Dark.*

*He wants to steal the light away from Rayman's world and become it's ruler.*





## 2. STARTING TO PLAY

1. Insert the Game Pack into your Chromatic with the label turned outward.
2. Turn it on.
3. When the main screen is displayed, the menu screen appears.

**There are 3 choices:**

New game  
Continue  
Options



The initial introduction slideshow can be skipped frame by frame by pressing the **A** button or skipped entirely by pressing **START**.

### A - New game

**There are two ways to exit this mode:**

**GAME OVER:** Rayman has no more lives left. Return to Main Menu.

**QUIT:** Option chosen from the in game menu by pressing **SELECT**. Your latest Password is displayed (Password explanation in **CONTINUE**) and return to Main Menu.

### B - Continue

This takes the player to the **PASSWORD** screen.

You will be given a password at the end of each level.

Write it down. You can use it to continue the adventure onto the next level. The Password changes for each level.



Enter the Password using characters on the grid:

- Use the control pad to highlight letters.
- Press **A** to select a letter and move forward a character.
- Press **B** to move backwards a character.
- Confirm the entire Password by pressing **START**.
- Go back to main menu with **SELECT**.

After a **QUIT** or **GAME OVER** the latest Password is automatically inserted: press **START** if you want to confirm it.

## C - Options

You can customise two game features:

**LANGUAGE** and **SOUND**.

When you choose **OPTION** on the main screen, press the **A** button to access features and to confirm your choice.

Press **B** to go back to the previous menu.

### 1- Language

This option allows you to choose between 6 languages. Select your language by pressing the control pad **Up** and **Down**. Confirm with the **A** button.

### 2- Sound

This option allows two different possibilities (**ON/OFF**) for both **MUSIC** and **FX**.

Select **ON/OF** by pressing the control pad Left or Right; select **MUSIC** or **FX** by pressing the control pad **Up** and **Down**.

**NOTE** Setting both. Music and FX to off will help save battery power



### 3. THE GAME



## Controls

<b>Right</b>	Walk right
<b>Left</b>	Walk Left
<b>Down</b>	Crouch/Camera down/ Climb down
<b>Up</b>	Camera up/Climb up Right + Down/Crawl right
<b>Left and Down</b>	Crawl left

**A 'Jump':** The longer you keep it pressed, the higher you jump (you can direct jumps in the air by pressing Right/Left on the Control Pad).

**B 'Punch':** The longer you keep it pressed, the harder it hits.

**Start:** Pause.

**Select:** In-game menu.

**N/A Automatic Hang:** Fall on the edge of a solid surface.

**RESET** Start + Select + A + B



## B - Powers

The powers Rayman can earn are:

### HELICOPTER

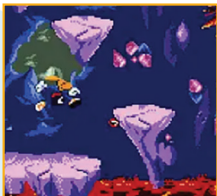
Allows very long jumps and lets Rayman glide.

Press **A + A** to activate the helicopter.

### GRAPPLE

Allows Rayman to grab the Flying Rings with his fist and then to swing-grab rings by pushing the **A** button; release with the **B** button.

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



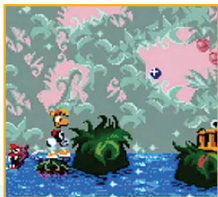
### SUPER-HELICOPTER

Allows Rayman to fly. Use the control pad to control the direction he flies in while he's in the air.

To activate, repeatedly press the **A** button.

NOTE: Don't bother trying to access areas that seem impossible to reach until you have earned all of Rayman's powers...

These powers can be used on several objects that can help Rayman progress in the game.



### Plums

This strange fruit has several purposes.

You can climb onto it, soar through the air on it and even float on water with it.

### Flying rings

Thanks to Rayman's fist, you can hang or swing on flying rings by punching them. Shoot out Rayman's fist by hitting the **B** button and aiming at the Flying Ring.



### Gold Fist

Faster and stronger than the normal one but it loses its power every time Rayman loses one life.

### Trumpets

They can help you to go faster.

### Vertical Trumpets

They can help you to go higher.



## C - Objects to collect

### Lives:

You start out with 3 lives and you can earn up to 99. Lives can be won with bonuses, Tings and bonus stages.

### Cages:

Toons are imprisoned in cages. Rayman must destroy all of these cages to free them. There are a total of 38 in the game. The number of cages left to destroy in a level is displayed on-screen.

### Tings:

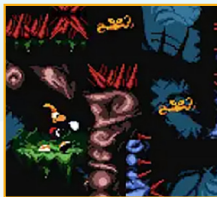
Tings are Rayman's little friends who give him advice and magical powers. Collecting 30 Tings gives you an extra life.

### HINT:

*Do not panic, you will not be able to destroy all the cages in each level your first time through ! You can return to levels to save all the Toons once you've wiped out Mr. Dark.*

### Hearts:

Hearts represent your life energy. You start with full energy (5 hearts). Every time you are hurt, you loose one heart. When all the hearts are consumed, Rayman loses one life. When Rayman catches one heart, the energy tool bar is filled. Beware, Rayman can loses all his hearts when he falls into water or lava.



## D - Worlds

**Spellbound Forest:** This is a luminous, pleasant world. Mr. Dark is nowhere near this world.

**Airy Tunes:** This is a world of slides and speed. it is linked to the Air's elements.

**Rainy Forest:** Use the helicopter and jump as far and as high as you can in this forest.

**Rocky Peaks:** This is an intricate, slippery environment. It is linked to the Earth's elements.

**Ancient Forest:** This is a strange, mysterious forest.

**Fiery Depths:** This is an intensely hot universe that's overflowing with lava.



**Arcane Forest:** This is an obscure, dangerous place.

Prepare yourself for the upcoming confrontation with the evil Mr. Dark...

**Secret World:** Rumours say there is another World somewhere, but no one has ventured there yet...



### 3. BONUSES

#### Bonus Stages

You can find bonus stages in different worlds. You spot bonus stages by looking out for **BONUS-STAGE Signposts**. To enter, you have to step over this signpost.

The goal in the Bonus Stages is to collect all the Tings within a given time period. An on-screen timer displays the countdown.



- If you succeed in catching all the Tings, you return to the previous level with an extra life.
- If you do not succeed in catching all the Tings, you can retry or continue on in the previous level.







# CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



## **WARNING - REPETITIVE MOTION INJURIES**

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



## **WARNING - SEIZURES**

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

### **TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:**

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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MODRETRO

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