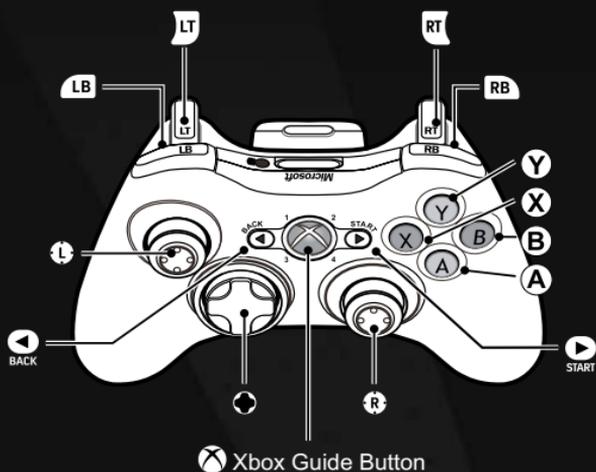


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GAME CONTROLS



○: Basic controls

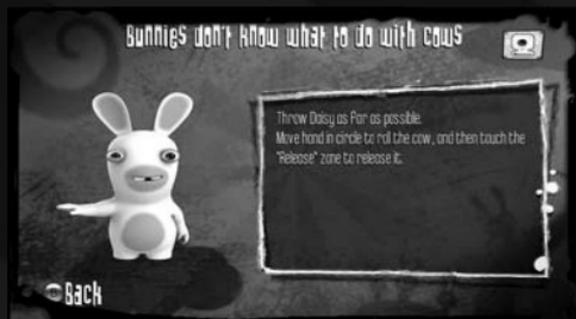
A button: Enter/validate/accept/play

B button: Back

Before each mini-game, follow the tutorial to learn the controls.

○: The videos show you which buttons should be used.

Xbox Live® Vision: The bunny will show you what to do.



XBOX 360™

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

GETTING STARTED

Insert the disc into the disc slot and boot your Xbox 360 system. In the gamer profile, enter your gamertag. Your default player name in the game will be the first three letters of your gamertag.

Saving: If you do not enter your gamertag, you won't be able to save your progress. Saving is automatic in Rayman Raving Rabbids™.

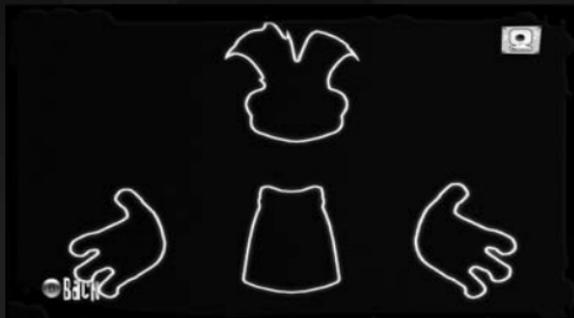
XBOX LIVE VISION

You can use Xbox Live Vision to play Story mode games or Score mode games with only one player. If there are two to four players in Score mode, Xbox Live Vision is not supported due to fair-play concerns.



If a game supports Xbox Live Vision, an Xbox Live Vision icon will appear in the right corner of the screen. Waving your hand in front of the icon will trigger the mode.

After watching the tutorial video to learn the controls, trigger the icon again. This will take you to the Position page, where you can adjust your position and distance from the camera to get your silhouette inside Rayman's (see below). Once you are finished, trigger the icon again to play the game.



MAIN MENU

Select an option with the **⬇**, then confirm your choice by pressing the **A** button.

STORY MODE

Select this game mode if you want to play solo and live out Rayman's adventures in chronological order. While playing, you will unlock costumes and songs. This is the only way to unlock challenges to play in Score mode.

SCORE MODE

Select this game mode if you want to directly access all the games. This mode enables you to play solo or in multiplayer with up to four players.

If a mini-game supports Xbox Live Vision, an Xbox Live Vision icon will be displayed.

BONUS

Select this option to access the bonuses (videos, artwork, etc.) that you obtained in Score mode.

OPTIONS

Go to this menu to change the game settings:

- **Audio:** Change the overall volume, the music, and the sound effects.
- **Video:** Adjust brightness and contrast
- **Storage Device:** Choose either the Xbox 360 Memory Unit or the Xbox 360 Hard Drive as the storage device.



PAUSE MENU

If, at some point in the game, you need to take a break, you can press the  button to pause the game. From the Pause menu, you can quit, continue, or retry the game, or change the storage device.



INTRODUCTION

The Rabbids are getting ready to put into motion the plot that they have been preparing for years.

Rayman is having a lovely picnic with the baby Globoxes when the Rabbids suddenly rise up from the ground, kidnap them all, and imprison them.

Rayman is thrown into an enormous arena, under the gaze of a hostile crowd of Rabbids. From this day on, solely for their own amusement, the Rabbids are going to put Rayman through a series of trials.

It's up to you to win them all and free Rayman.

THE MAJOR CHARACTERS



RAYMAN

Rayman was taken by surprise by this invasion. What do the Rabbids intend to do? It's hard to say. But now they're everywhere and their atypical psyches make them formidable and unpredictable opponents.



A FEW RABBIDS...



Pink

Pink is mute and timid. Yet with just a little patience you can easily learn the basics of his method of communication and understand what he says. For example, “Hey mate!! What’s up?” translates, in his language, to firing a heat-seeking missile. (It is true that, ultimately, all he really knows how to say is “Hey mate!! What’s up?”)



Sergueï

Sergueï is a softy. Out of pure coquetry, he wears a delightful, finely worked metal muzzle. His joie de vivre and his strong sense of repartee make him a very pleasant companion. He’s always ready to keep things light and lively with little tricks, such as cracking his knuckles or playing “this little piggy” with your toes.



Professor Barranco

Professor Barranco is a scientist. He is currently writing a very complex thesis on thermodynamics and the resistance of certain materials. For the moment, he is accumulating certain experimental data – firstly, on the resistance of cranial bones to the impact of a bludgeon, and secondly, on the resistance to high temperatures generated by the explosion of booby-trapped gifts.



The Frog-Rabbids

The Frog-Rabbids are part of the elite commando team. They are formidable combatants, systematically sent out on the most dangerous missions, such as assaulting carrot juice bars, infiltrating a popular chorus, or even maintaining the peace in front of the toilets.



Clark

Clark is not a Rabbid like the others. His superpowers enable him to accomplish feats that gain him respect and admiration from everyone. He is the inventor and the undisputed champion of a new kind of biathlon (the consecutive combo: Descending Flight + Vertical Subterranean Race). His personal record: 2300 meters DF + 47 cm VSR.

STORY MODE

GAMES



Rayman has become the Rabbids' toy. Every morning, he is thrown into the arena and must fight in the four qualification trials found behind the four little doors. He must win at least three of the four trials to be able to access the day's final trial.

Before each game, a page is displayed, listing the game's objective and how to get there. If there is an Xbox Live Vision icon, it means the game can be played using Xbox Live Vision. Wave over the icon until it is surrounded in order to display the tutorial videos and controls text. Wave over the icon again to enter the position setting, then to enter the game.

PRISON CELL



When he has finished his day, Rayman returns to his cell for the night. As time goes by, the cell becomes his home. To entertain himself during his long evenings in captivity, Rayman has several occupations. To explore, direct Rayman to walk to various points in the cell, and then press the **A** button to confirm your choice.

THE TOILET



This is where Rayman regularly returns to go back over everything that happened to him during the day. From here, you can access all the games from the completed days. If you feel like replaying a game that you enjoyed, or trying one that you didn't successfully complete, this is where you have to go. If you successfully completed all five of the day's games, you can win gifts that will make your imprisonment more enjoyable.



JUKEBOX



The cell's jukebox enables you to listen to the music that you won by completing the day's trials. This way, you can work on your rhythm and get the Rabbids dancing.

COSTUME WARDROBE



In this cupboard, Rayman keeps all the costumes he has won by completing days. Don't hesitate to open it up and give yourself a little makeover every once in a while.

SAVING IN STORY MODE

After each trial, when Rayman goes back to the arena, the game is automatically saved. The word "Saving" is displayed during game saves.

Careful: If you interrupt the game before the end of the day, you will lose all progress made during the day.



SCORE MODE

In Score mode, you can play all the games in order to try and beat your own records. You can play solo or with up to four players. The Xbox Live Vision icon will be displayed when a game can be played using Xbox Live Vision.



PLAYING ALONE

Once you have selected Score Mode, you have access to a list of the games. Select the one that you want to play and try to beat your record.

The Xbox Live Vision icon will be displayed when a game can be played with Xbox Live Vision.

MULTIPLAYER (UP TO FOUR PLAYERS)

Players

In Versus mode, you play against another player. In Co-op mode, you play together, sharing the same life points and the same score.

Organization

In Turn-by-Turn mode, each player plays his/her turn. In Simultaneous, the players play on the same screen.

SAVING IN SCORE MODE

Each time a score is beaten, the game is automatically saved. For each game, the points won are converted and added to a total score, which lets you unlock bonuses (videos).



ACHIEVEMENTS

Achievements are distinctions awarded to you for accomplishing distinct milestones during gameplay. Some Achievements celebrate specific points, like completing the Story mode, winning a certain number of points in Score mode, or collecting all sounds and/or music. The greatest achievement is “Greatest Rayman ever!”

INTERNET CODE

In Score mode, your objective is to get the highest score possible. At the end of each game, you receive an Internet code that you can enter on www.raymanzone.com to compare your performance with players from around the world. Each game has a different Internet code that will show your score. Try and get to the top of the rankings!

TAKE RAYMAN RAVING RABBIDS TO THE NEXT LEVEL!

Join the growing Rayman Raving Rabbids community and get access to:

- Exclusive content and information.
- Great competitions and prizes.
- Privileged offers: collectors' items, limited editions, etc.
- Exclusive hints and tips.
- Meet new friends on the forums and get all the help you need!

Join us now at www.raymanzone.com!

HINTS AND TIPS

Tip #1: Check out the Hints and Tips page in your manual!

Tip #2: Carefully re-read Tip #1 in the Hints and Tips section of your manual!

