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RVL-RRBP-AUS



[www.raymanzone.com](http://www.raymanzone.com)



UBISOFT

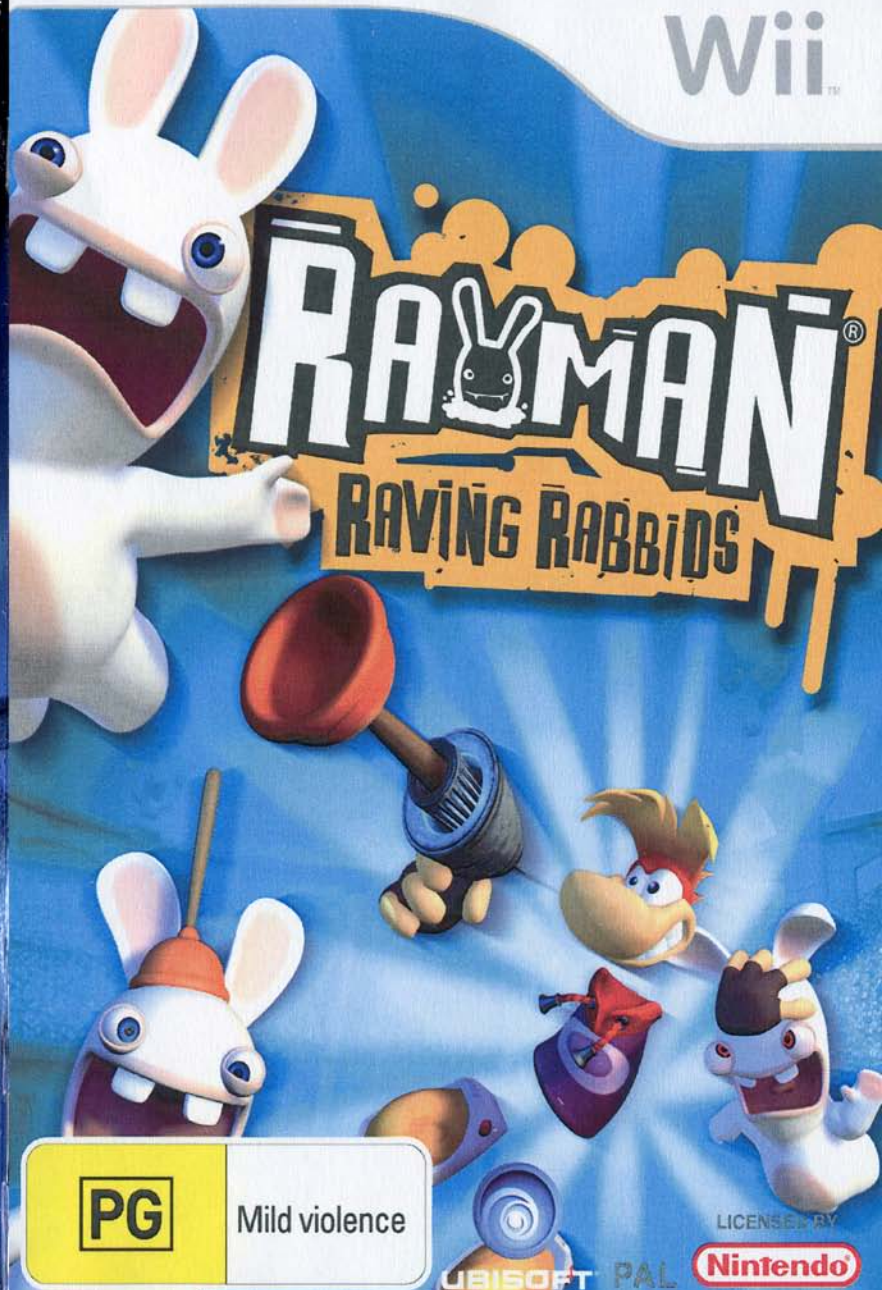
Ubisoft Entertainment - 28, rue Armand Carrel,  
93108 Montreuil Sous Bois - France

PRINTED IN GERMANY



RRRBPAUS1M

Wii™



PG

Mild violence

UBISOFT PAL

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**Nintendo**



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**WARNING:** Please carefully read the separate Health and Safety Precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.



#### 60Hz (480i) Mode

60Hz mode (unlike 50Hz mode) is not supported by every TV.

On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality.

You can enable 60Hz mode in your Wii console's System Settings (Screen).



#### EDTV / HDTV (480p) - Progressive Scan

Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer. You can enable this mode in your Wii console's System Settings (Screen).

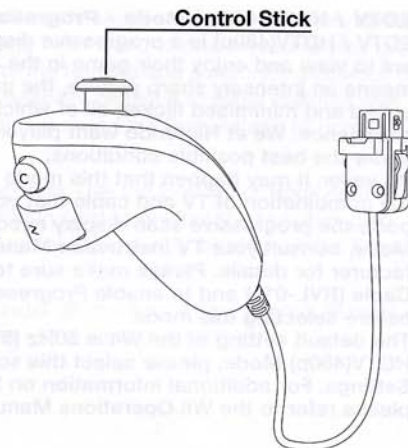
**NOTE:** EDTV / HDTV (480p) requires the use of a Wii component AV cable (sold separately).

LICENSED BY



NINTENDO, WII AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.

**NOTE:** If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.

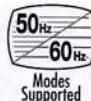


The in-game language depends on the one that is set on your Wii console. This game includes six different language versions: English, German, French, Spanish, Italian and Dutch. If your Wii console is already set to one of them, the same language will be displayed in the game. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

#### 60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions. This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.

When you connect the Wii Component AV cable (sold separately) to a TV which has component video input connections and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker. However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.





### EDTV / HDTV(480p) Mode - Progressive Scan

EDTV / HDTV(480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

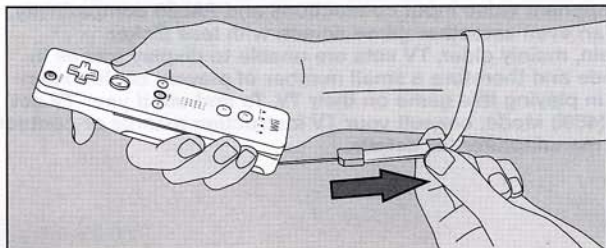
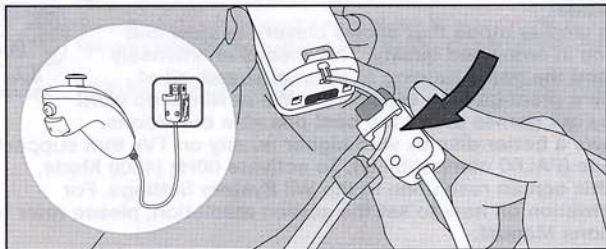
However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the progressive scan display needed for the EDTV / HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component Video Cable (RVL-011) and to enable Progressive Scan on your display device before selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV / HDTV(480p) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.



### Software which is played with the Wii Remote + Nunchuk only

Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



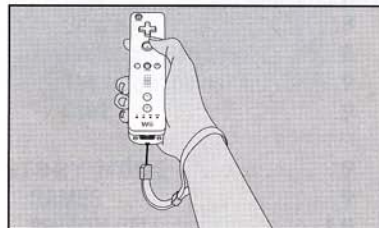
**CAUTION:** Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

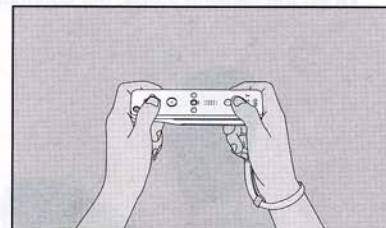
**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

### Wii Remote Configurations

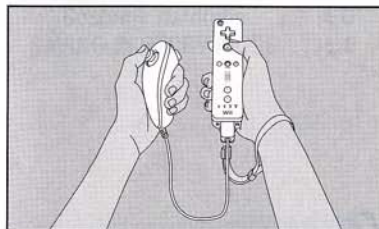
- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.



Wii Remote - Vertical Position



Wii Remote - Horizontal Position



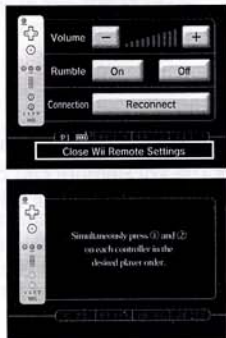
Wii Remote and Nunchuk

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

### One Time Mode Synchronisation

**NOTE:** This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button menu**, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.

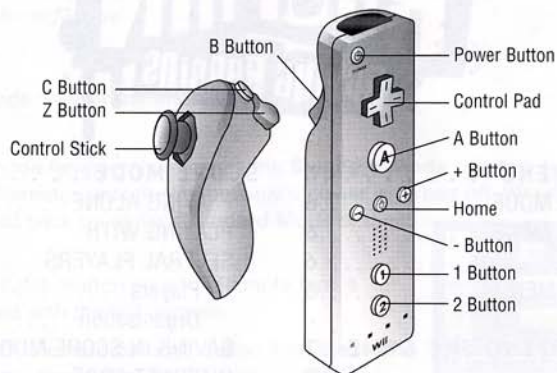


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## MAIN MENU



Point the Wii remote at the text and press the **A** button to confirm your choice.

### STORY MODE

Select this game mode if you want to play solo and live out Rayman's adventures in chronological order. This is the only way to unlock new games in score mode.



### SCORE MODE

Select this game mode if you want to directly access the games you unlock in Story Mode. This mode enables you to play solo or in multi with up to four players.

### BONUS

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

### AUDIO MENU

In this menu, you can change the overall **Volume**, the **Music** and the **Sound Effects**.



## NAVIGATING THE GAME



### PAUSE

If, at some point in the game, you need to take a break, you can hit the **+** to pause the game.

From the Pause Menu, you can **Quit**, **Continue** or **Retry** the game.

## 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, and solely for their own amusement, the Rabbids are going to make Rayman go 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 from within. 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?" is translated, in his language, by firing a heat-seeking missile. (It is true that, long term, you could say that 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 grinding phalanxes, switching your clavicles or even 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 their resistance of cranial bones to the impact of a bludgeon, and secondly, 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. They are systematically sent out on the most dangerous missions, such as assaults on 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 Super-powers 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 metres **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 you see an arrow in the bottom right hand corner of this page, point at "Controls" with the Wii remote and press the **(A)** button to access the next page.





## 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.

Point the control stick at the various points and use the (A) button to confirm your choice."



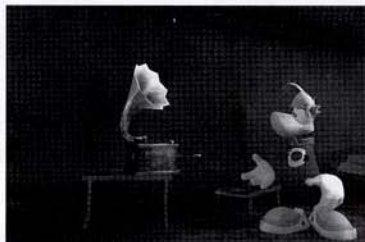
## The Toilet

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 juke-box 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 his costumes that he won by completing days. Don't hesitate to open it up and give yourself a little make-over every once in a while.



## SAVING IN STORY MODE

When you return to your cell at the end of the day, the game is automatically saved.

This icon 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 replay all the games that you have unlocked in Story Mode, in order to try and beat your own records, in solo or with up to four players.

## PLAYING ALONE

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

## PLAYING WITH SEVERAL PLAYERS (UP TO FOUR PLAYERS)

### Players

In **Versus**, you will play against the second player, whereas in **Co-op** you will play together: you share the same life points and the same score.

### Organisation

In **Turn by turn** mode, each player plays his/her turn, whereas 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 or new challenges).



## 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](http://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!!

## 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!

**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, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

**Join us now at [www.raymanzone.com](http://www.raymanzone.com)!**



## TECHNICAL SUPPORT

### UBISOFT CONTACTS AT YOUR DISPOSAL

#### TECHNICAL SUPPORT

**NEW:** To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on

Telephone: **0905 - 482 - 0109** Calls cost 30p per minute.

Please be at your system when calling Ubisoft for support.

#### Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

## HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.





## WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

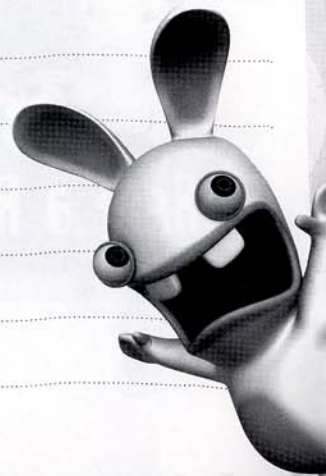
### Address for returns:

Ubisoft,  
Chertsey Gate East, London Street  
Chertsey, Surrey, United Kingdom, KT16 8AP

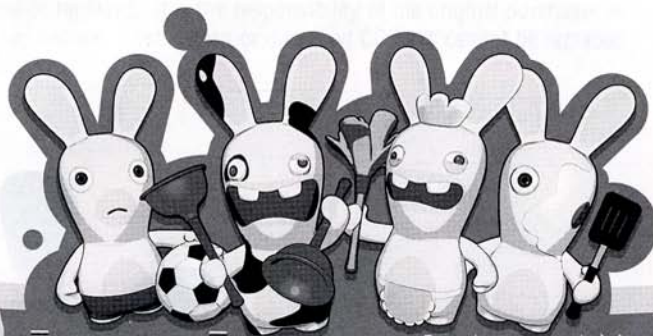
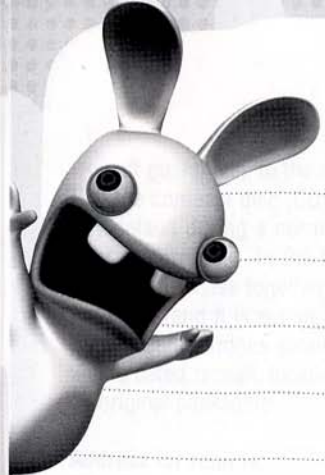
Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.



## NOTES



# NOTES



**Rent a Rabbid...forever!!**

toys, apparel, etc. Shop online at [www.ubi-art.com](http://www.ubi-art.com)