

RAYMAN ORIGINS



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GAME CONTROLS

Configurable Actions

Up Arrow	Up
Down Arrow	Down
Left Arrow	Left
Right Arrow	Right
Space Bar	Jump / Mosquito Fire
Space Bar (hold)	Fly
S	Hit
S (hold)	Power Attack / Mosquito Inhale
Left Shift	Run
Backspace	Back

Global Commands

Esc	Pause menu
F2	Player 2 Bubble / Quit
F3	Player 3 Bubble / Quit
F4	Player 4 Bubble / Quit

Note: The bindable actions are unique to each player and can be assigned to keyboard as well as gamepad controls for up to four different players.

Defaults may be changed if you have a supported gamepad controller connected to the PC when the game starts for the first time.

In order to use gamepads to play the game, please:

1. Make sure the gamepad is connected to your PC and is properly installed before starting the game.
2. Go to Options in-game from the Main Menu. In the Control Options section, configure the game actions using your installed gamepad.
3. Check the gamepad manufacturer's website for the latest drivers and compatibilities if you have any issues.

STORY



The Glade of Dreams is up in arms again! This idyllic world, where there is usually little more to do than eat, sleep, play (and enjoy a friendly fray or two among friends), is up to its eyeballs in trouble.

It seems Rayman and his heroic gang of hilarious misfits have kicked off a war with just a little snoring! Their nightmarish neighbors from the Land of the Livid Dead don't seem to share the same taste in music and have

come to crash the party!

Never ones to shy away from a challenge, Rayman and his friends are more than happy to knock these nasty killjoys back to oblivion, especially since it involves saving nymphs, making mischief, and earning fantastic new powers to make even more mischief. And this won't be the first time!

As it turns out, the fun-loving Creator of the Glade, known as Bubble Dreamer, is a highly sensitive being whose every mood impacts the Glade for good or bad... Rayman has had to beat back the creatures of Bubble Dreamer's nightmares before, and that's what he, Globox, and the crafty Teensies casters are going to do again before the fabric of the Glade falls to pieces and their entire world fades like a bad dream.

CHARACTERS



Bubble Dreamer

Bubble Dreamer is the Supreme Being who dreams the world and all of its marvellous creatures into existence with His every sleep. He is a sensitive being, an artist (and unabashed hedonist) who is emotionally attached to his creation. His feelings have a direct effect on the world, and even one bad dream can unsettle its fragile balance!

The magic people believe Bubble Dreamer keeps to His sacred resting grounds. But we know better: this fun-loving, super-

being can't resist living among His creations to laugh, play, and overindulge...and His creatures are much like him.

Rayman



When the Creator had His very first bad dream, the nymphs gathered to invoke a being of light capable of saving our world: a creature both agile and carefree, as tenacious as he is hilarious, destined to crack up the Creator with his heroic antics and stop the nightmare!

Unfortunately, although not surprisingly, our bedazzling nymphs were distracted by some zombie chickens on their way to Bubble Dreamer's sacred snoring grounds, and they lost a sack of lums chasing the crazy creatures over a cliff. Thus, they arrived late and with a lot less illumination.

In the end, Rayman was born with a few limbs missing, which as it turned out, made him a whole lot more limber!

Globox



A quiet force of the Glade, Globox is never to be underestimated. Always ready to lend a hand to his friends and adversaries alike, his mastery of Fung-Ku and etiquette comes down to the classic Gimme Five move, a solid smack that can knock you right out of your boxer shorts! This glorious goober* is nevertheless everything you could want in a friend. Always up for a little fooding, fighting, and power-napping – and always in good spirits – Globox is second to none when it comes to romping, bouncing, and bubble-izing baddies.

The mystery surrounding how the Glade's all-time undefeated champion

snoozer became blue is a matter of some speculation among the magic people. The other Red Wizards of his Vubooduboo-practicing clan whisper of venomous bubeastietubbs, while the Teensies favor an epic tale of high comedy featuring Globox's fondness for sacred plum juice.

*Goober is a term of endearment that comes from the ancient Gladeish verb "to goub," which involves dancing while smiling sheepishly, exposing the 'goubs' in one's teeth.

Teensies

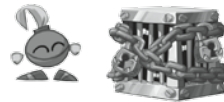


Teensies have got flair! The Teensies' innate talent for nocturnal schnoz-ballads comes quite simply from the Creator himself in the form of imposing noses. And bubble me if we haven't seen the Teensies spin some wicked spells over the years! Their magnificent nostrils make them highly sensitive to the subtle harmonies of magic; and everyone knows that Teensy magicians can sniff out the secrets of our world like nobody's business!

The Teensies are a cast of quick casters who have a proud history of producing many scrappy and memorable, not to mention well-dressed, fighters.

(Teensies like to dress up and have treefuls of disguises.) You will be able to play as some of their most illustrious ancestors!

Electoons



The irrepressibly happy Electoons are the stuff of the Maker's dreams and contained in all of Bubble Dreamer's Creation.

As the bad dreams worsen, more and more Electoons become imprisoned by bombastic Hunters, who pepper the bucolic Glade with their belligerently live ammunition, and their terrifyingly ridiculous lackeys, the Lividstones. As a

result, the very fabric of the Glade of Dreams begins to unravel, and the connections that the Electoons once formed between the lands start to dissolve.

Lums: Enlightened Racing



Lums (pronounced "Looms," like iLUmination, and not Lums, as in "dumb") are beings of pure energy possessed of a mind-bogglingly sunny disposition. They are an important source of magical energy in the Glade of Dreams, making Lum Racing a popular Glade-wide sport. The competition pits up to four players against each other in crazy cross-country competitions to collect Lums. Anything goes in this wild race, or as we say around here, no smack is too packed.

While all players go home winners, only one takes the prize: the player who nabs the most nap-happy Lums, of course! No holds barred!

Swingman



Never refuse a Helping Hand.

These congenial creatures grow as many arms as there are friends who need a lift up... They niche in auspicious places, poised over preposterous precipices with a gentle smile that flashes from their blue faces, hiding their true nature as the Glade's most popular swinging singles!

Betilla and the Bodacious Nymphs of the Glade



The benevolent yet badass Betilla from the original Rayman® is back with a vengeance. She is the eldest Nymph, one of Bubble Dreamer's first and most beloved creatures. She and her sisters will grant Rayman and his entourage the powers they will need to complete their quest.

The Magician and His Magic Hat



The Magician will help you throughout your quest. He's always willing to trade you Electoons for Lums, which will help you unlock new worlds and maps. At your service, his magic hat will provide tips and tricks galore to help you survive.

The Nasties: Bad Bubbles and Beyond

One day, Bubble Dreamer began having nightmares! The Nymphs tried offerings of sweet-dreams tea and tasty cakes to calm him, but things in the Glade just kept getting worse... Soon all the lands of the Glade were crawling with nightmare creatures: devilish Darktoons, hideous Hunters, and loathsome Lividstones, just to name a few of the terrible troublemakers!

The Darktoons



If Electoons make up all of Bubble Dreamer's good dreams, the Darktoons are the stuff of nightmares. During the First Bad Dream, Bubble Dreamer begot a foul and ferocious creature that none of us had ever seen before: Jano. Now, Jano makes Darktoons like cows make milk, and before we knew what hit us, there were hundreds of them in all shapes and sizes, all causing quite a lot of trouble.

The Psychlops



This prickly freak does not like to be disturbed... My advice: let sleeping Psychlops lie. Prepare to be bubble-ized on his spooky spikes!

Other Enemies

Legend has it that Rayman first came to the Glade of Dreams to defeat the nightmare creatures and banish them to the lower realms, now known as the Land of the Livid Dead... Now this crazy cast of nasties is back, and it needs to be smacked back to oblivion!

The Bosses



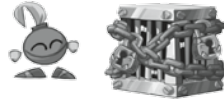
The Kings of each Land in the Glade have gone missing, and the magic people fear that they have fallen under the influence of the nightmarish forces that menace their universe.

Rayman and his friends will need to find out what happened to them. We're thinking...it's not going to be pretty!

THE GAME

Save the Electoons and save the Glade of Dreams! As the world is taken over by the creatures of Bubble Dreamer's nightmares, more and more Electoons become their victims. The poor hapless creatures are being snapped up left and right and locked away in chained cages hidden throughout the Glade. Meanwhile, the very fabric of the dream is menaced as rifts open up between the various Lands.

The Electoons



To save the Glade, you need to stop the nightmares, and to stop the nightmares you've got to free the Electoons – for they are the key to repairing the rifts between the Lands and helping to soothe Bubble Dreamer back into dreaming happy dreams.

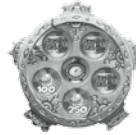
To progress in the game, you will need to collect lots of Electoons. They will not only help you to rebuild the paths

between the Lands, but they will also progressively unlock many secret sanctuaries and surprises.

You can earn Electoons by completing a variety of challenges available in each Land.

Electoon Medallions

The medallions track your progress in collecting Electoons. You will need to complete a variety of challenges to fill a medallion.



Electoon Challenges

Cage Challenges



Reams of Electoons are trapped in cages throughout the Glade of Dreams. Some cages are hidden and may only be found by thoroughly exploring each level. Beware! The cages are always heavily guarded. Bubble-ize the evil guardians of each cage before you break the cage open and free the Electoons!

Time Attack Challenge



Sometimes slow and steady just doesn't cut it! Upon completing any map, you unlock a Time Attack Challenge. If you beat the Easy time challenge, you will free an Electoon. If you beat the Hard time challenge, you will also earn a Speed Trophy!

Lum Challenge



Collect as many Lums as you can in each level to beat the Lum Challenges. There are a variety of ways to collect Lums, so keep your eyes peeled... Where there are bubbles, there are Lums! Some collectibles like the Skull Coins, Lum Kings, and Bulb-o-Lums are a veritable jackpot!

Chest Challenges



The Chest Challenges will put your skills to the test. These fast-paced chase sequences will have you scrambling to keep up with a runaway chest while you sprint, jump, and fly as you try to stay alive!

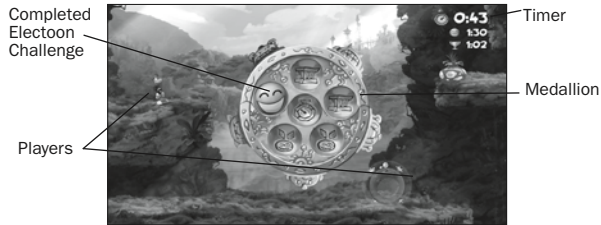
Skull Teeth



A precious Skull Tooth is awarded for each Chest Challenge you complete. Collect them to gain access to your worst nightmare yet...in the Land of the Livid Dead!

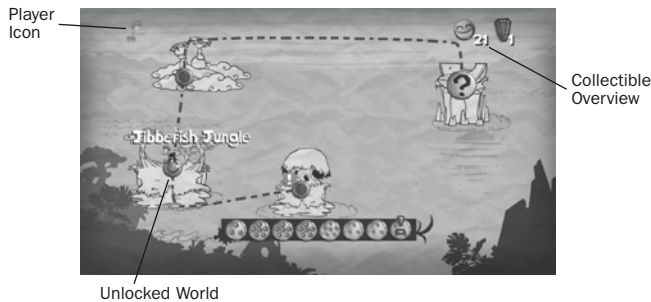
In-Game Screen

You will see this interface as you play through the game. It provides information about the number of players, the Lums collected, and how long each map took to complete. The Electoon medallion at the center of the screen appears when you have completed a challenge.



Worlds Selection Menu

As you progress through the game, you will unlock new Lands of the Glade to explore and save from the nightmare creatures. Navigate through the World Map to access these new worlds. You're free to visit the worlds you have already played to discover more challenges and collectibles.



Level Selection Map

As you unlock each new Land, you will gain access to the Level Selection Map, which features all of the challenges that lie ahead! New levels will appear on the map as you progress through the world.



Pickups

There are a variety of items to collect throughout the Glade of Dreams. Some help you to unlock new worlds and challenges, while some will earn you bragging rights when competing with friends in co-op. All are important in helping Rayman and the gang save the day!

Skull Coins



Pick up a Skull Coin to earn 25 Lums at once!

Lum King



Pick up a Lum King to wake up the Lums and make them sing and dance. Dancing Lums are worth twice their value... but they don't dance for long!

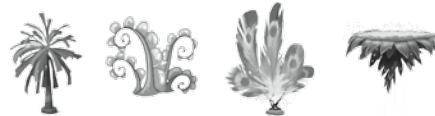
Bulb-o-Lums



Find these treasures throughout the worlds and hit them repeatedly to free hidden Lums.

Hidden Lums

All living things can produce Lums. Move through Bubble Bushes, land on platforms, and interact with other living things to free the Bubble Lums. Pop and collect them before they float away!



Hearts

Hearts can be collected by grabbing them or breaking the flasks in which they are trapped. Collecting a heart will allow you to survive a hit without losing a life. Extra hearts earn you Lums or will go to a friend in need!



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- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

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Thanks,
The Ubisoft Team

Rayman® Origins

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