



NTSC U/C

PlayStation



SLUS-01265

RAYMAN

BRAIN GAMES

A B
6
X
8 + 2

Leap & Learn
with Rayman!



www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

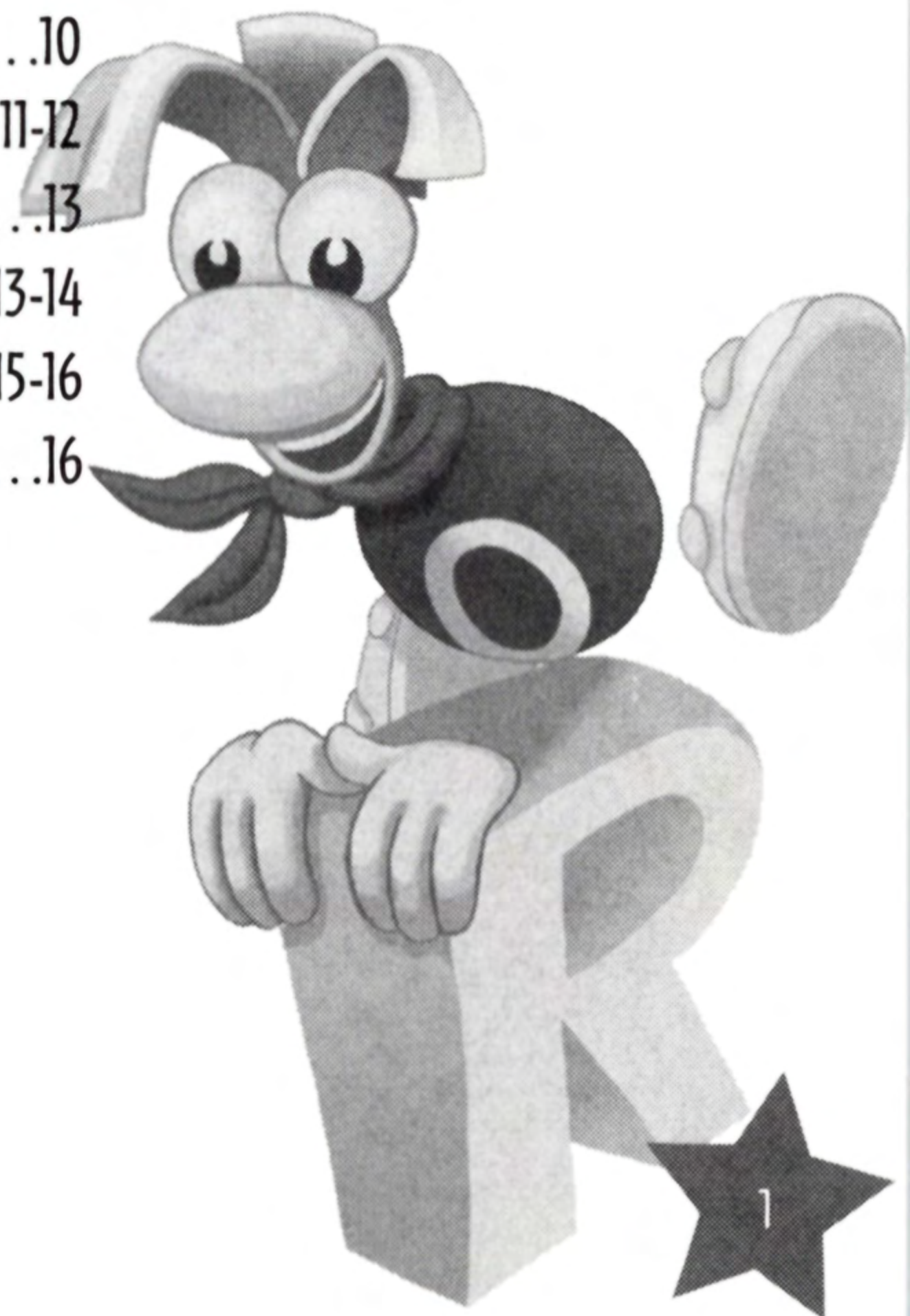
HANDLING YOUR PLAYSTATION DISC:

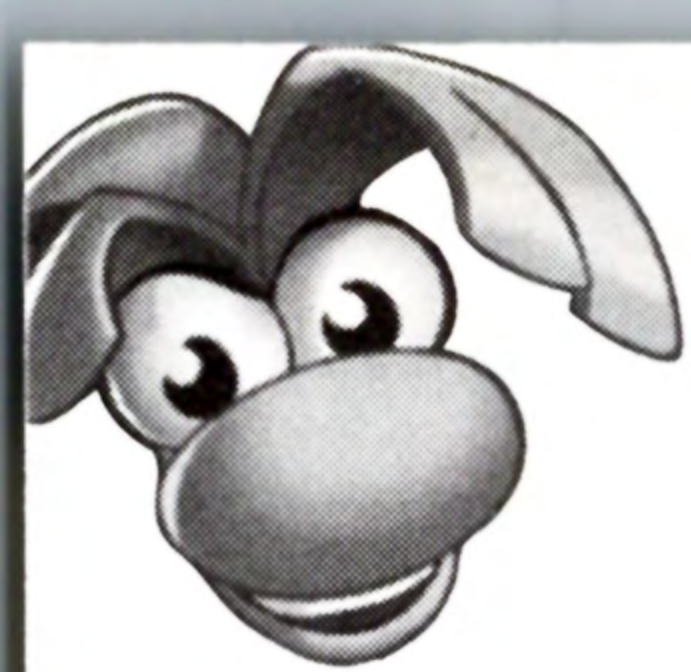
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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NOTE TO PARENTS

Rayman Brain Games is an educational action game specially designed for children aged 6-8. The idea is to create a fascinating game that will also serve as an educational tool to support a child's learning experiences in school.

Rayman Brain Games was developed in collaboration with a panel of professional education and early childhood specialists. The primary educational emphasis of the game is in math, spelling and reading. During its development, children helped test and evaluate the game. A primary school contributed to the creation of several of the exercises.

THE ADVANTAGES OF COMBINING A GAME WITH EDUCATION

The objective of Rayman Brain Games is to make the game so much fun and so exciting that children won't realize they are learning and practicing the basic skills they will need to excel in school. To achieve this goal, the educational elements are woven seamlessly into the game in the form of tasks. These tasks are fun exercises that help them practice a wide variety of basic learning skills.

In Rayman Brain Games, children can set their own pace. They can take as much time as needed to answer the questions or complete the tasks.

Action adventure games can be mesmerizing. That's why all educational exercises are placed outside of the exciting and more difficult game zones. In this way, the child is able to concentrate solely on completing the task, without being distracted by the game. To help alleviate frustration, a wrong answer only

requires going back and starting again at the last saved game.

The math activities that children encounter were chosen to reflect the standard curriculum in today's classrooms. The spelling and reading exercises include words chosen for their comparative difficulty and instructive value. Phonetic patterns are presented in the order in which they are commonly taught. Generally, the content of the exercises and activities in each level is meant to reflect the typical curriculum for that age group. However, every child learns at a different rate, and no two classroom experiences are alike, so there may be discrepancies between the suggested grade levels and your child's experiences.

If children have difficulty with the material, we encourage you to help them learn the new concepts by playing the game with them. You will find that, after time, they will learn the correct answers on their own and will need your help less often.

Again, because children learn and progress at different rates, they should be allowed to set their own pace. The game is designed with this in mind. We recommend that they don't use pencil and paper after becoming familiar with the game's format. They should be encouraged to solve the tasks mentally.

Although Rayman Brain Games can be classified as an educational action game, it is first and foremost a game. That's why we recommend that parents treat it as "edutainment."





STORYLINE

Happiness abounds in Rayman's world. There, he and Betilla the Fairy spend hour upon hour enjoying their imagical world and watching over the Wizard's Magic Book of Knowledge. The Wizard, a very scholarly and philosophical person, has put all the secrets of wisdom and knowledge in this book.

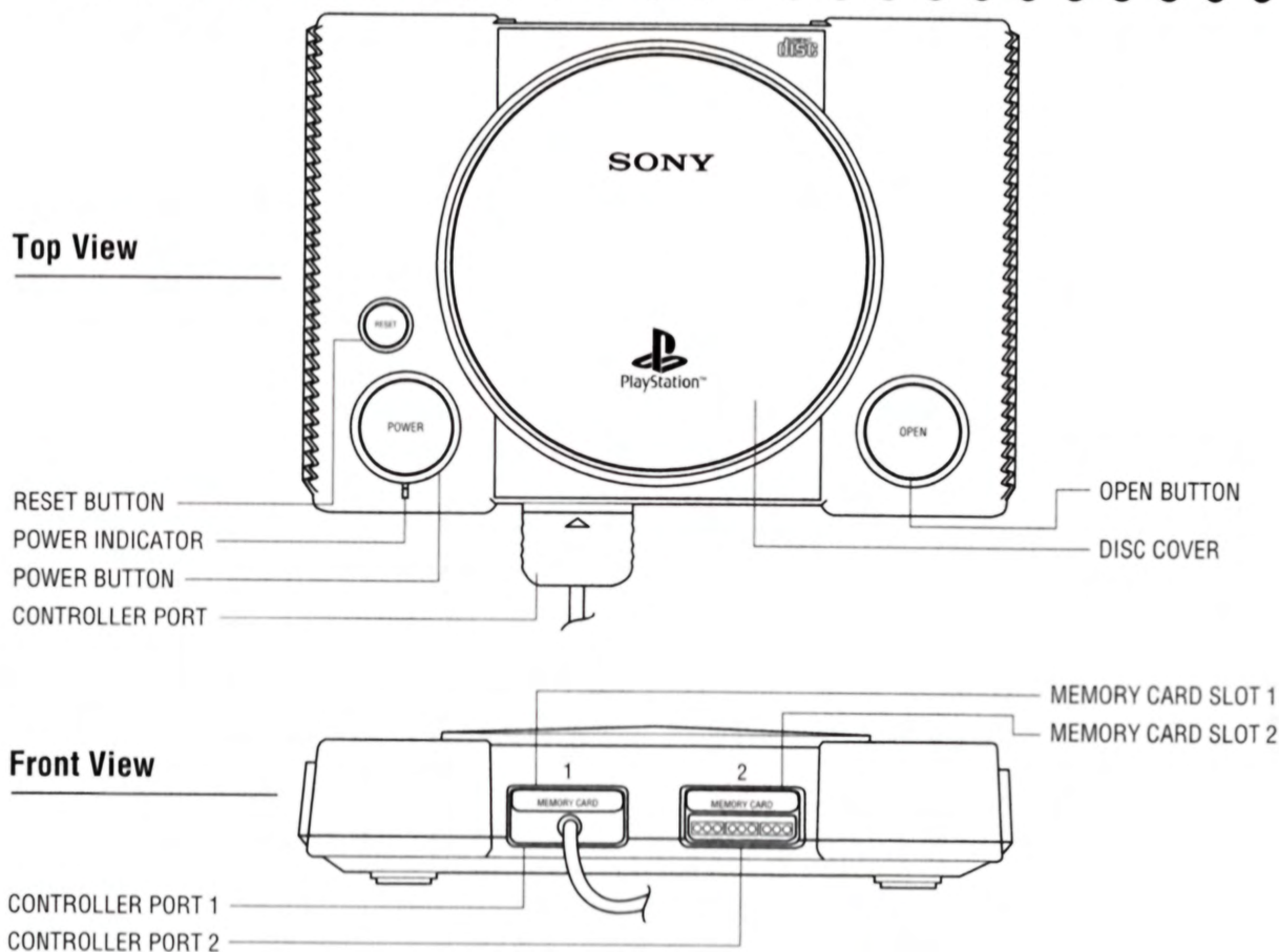
But one day, the evil Mister Dark breaks into the Wizard's cottage, destroying everything in his path, even the map to his secret hideout! Now the world will be at the mercy of the evil Mr. Dark! So the Wizard and Betilla call for the one person who can save the world. They call for Rayman!!!

Rayman knows that the only way to retrieve the stolen Magic Book of Knowledge is to correctly answer all the questions demanded of him along the way. Each time Rayman successfully completes a challenge, he gets a piece of parchment which, when matched with all the other pieces, forms the map that will show the way to Mister Dark's hideout. Once the map is pieced together, a final test will give Rayman the chance to retrieve the Magic Book of Knowledge. Good Luck Rayman!!!!





GETTING STARTED



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Rayman® Brain Games disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

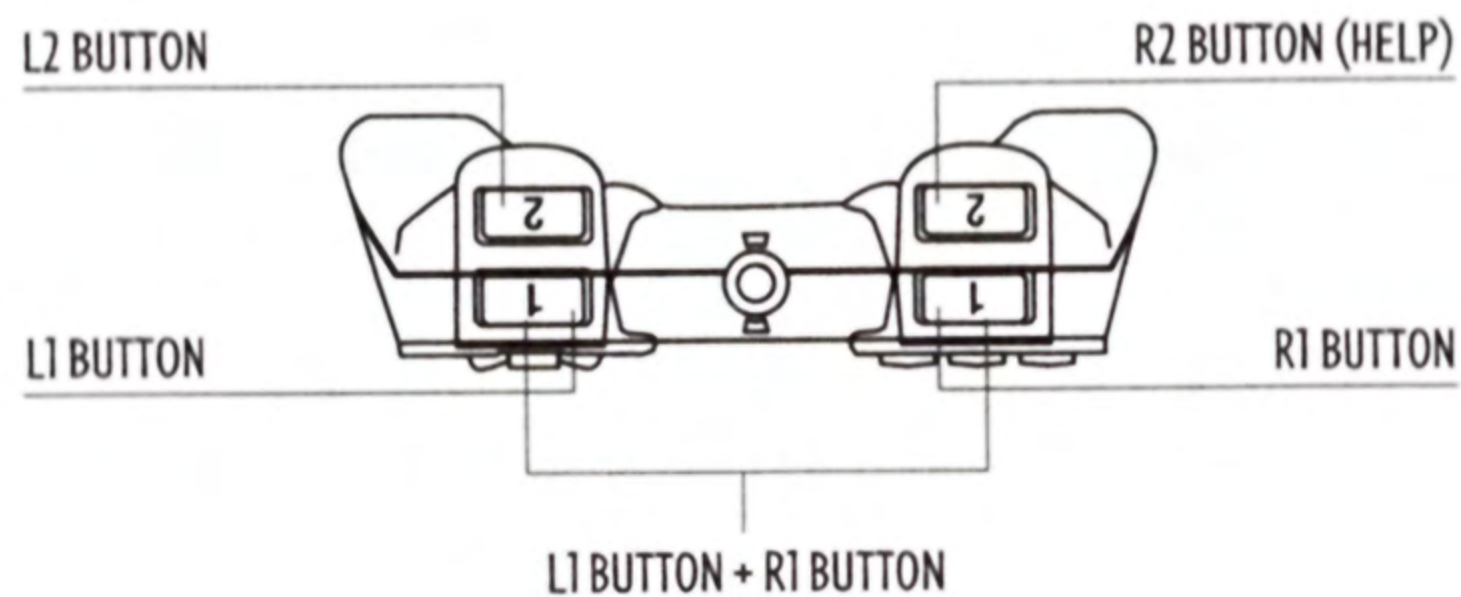
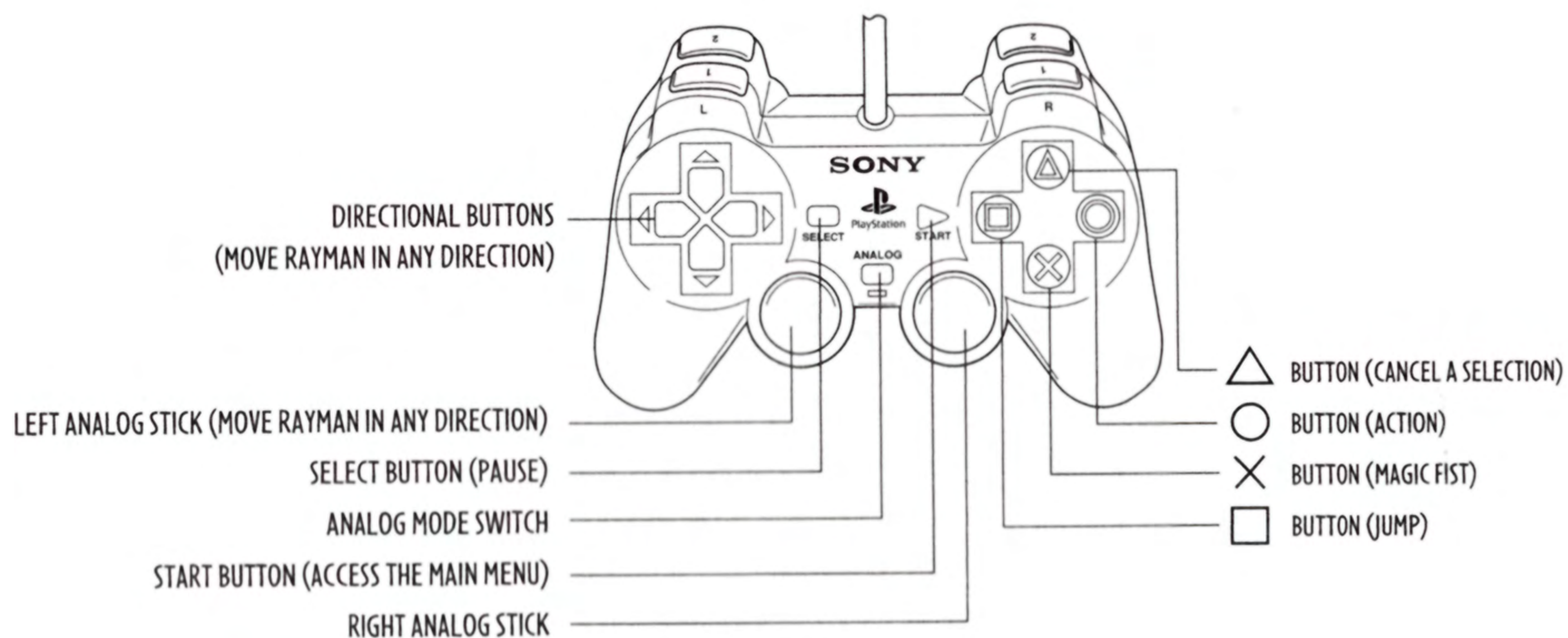
Warning: We advise you not to insert or withdraw any peripherals or memory card once you have turned your PlayStation® game console ON. A Controller must always be inserted into Controller port 1 in the PlayStation® game console. Make sure there are enough free blocks on your MEMORY CARD before commencing play.



CONSOLE and CONTROLLER

Before turning your PlayStation® game console ON, connect the Controller into the Control ports of the PlayStation® game console. You can play Rayman® Brain Games by using the directional buttons.

DUALSHOCK™ analog controller



× Button: Magicfist / skip each presentation screen and introductory video sequence

(Note: The longer you hold down the X button, the farther the fist will go.)

○ Button: Action

□ Button: Jump

△ Button: Exit a menu & return to the previous one

R2 Button: Help

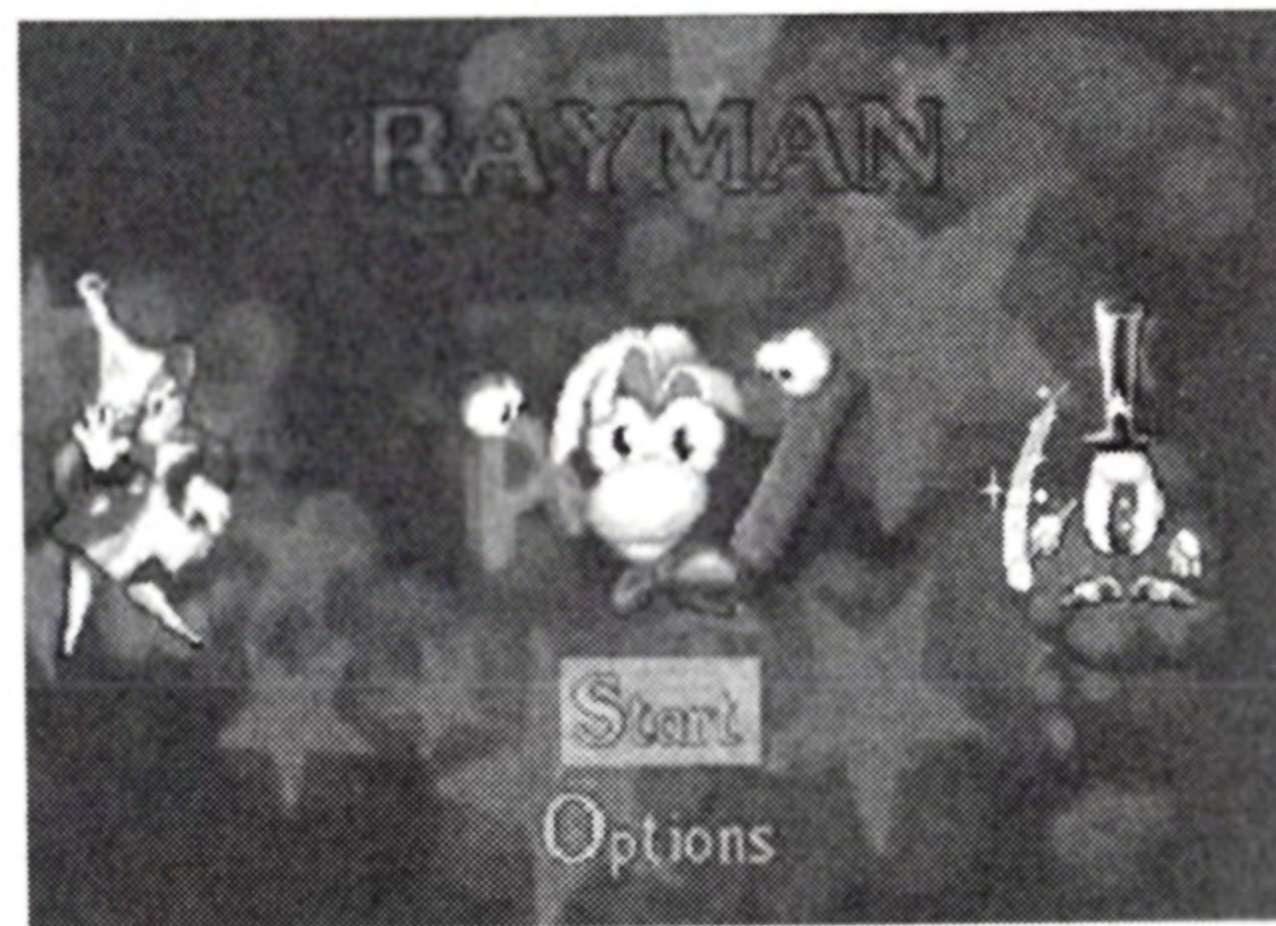




NAVIGATING IN THE MENUS

MAIN MENU

The main menu allows you to start the game or to adjust the options and settings. To operate the game menus, use the Directional button to highlight an option, then press the \times Button to select. To complete a menu and progress onto the next stage, highlight and select the desired option. If you wish to exit the current menu and return to a previous one, press the \triangle Button.



OPTION MENU & CONFIGURATION

START Place the fist next to a game and write the player's first name. (Eight characters are available.) If the name is shorter, use the transparent characters to fill the remaining character spaces. In case of error, use the \leftarrow arrow. Once you have entered your name, press the \times button. You can start and play only one game at a time.

OPTIONS Change the sound and music and also decide how you prefer to have the controller set up.

PAUSE The game can be paused by pressing the Start button when you are playing a game.



FOR HELP Extra help is available on some levels. When this option is available, then you will see R2 on the screen. Just press the R2 Button on your controller to be given extra help.

DISPLAYING THE SCORE So you're not prevented from reading the questions in the game, the score appears only at the beginning of each level or each time the score changes.

LOADING & SAVING GAMES

TO SAVE A GAME

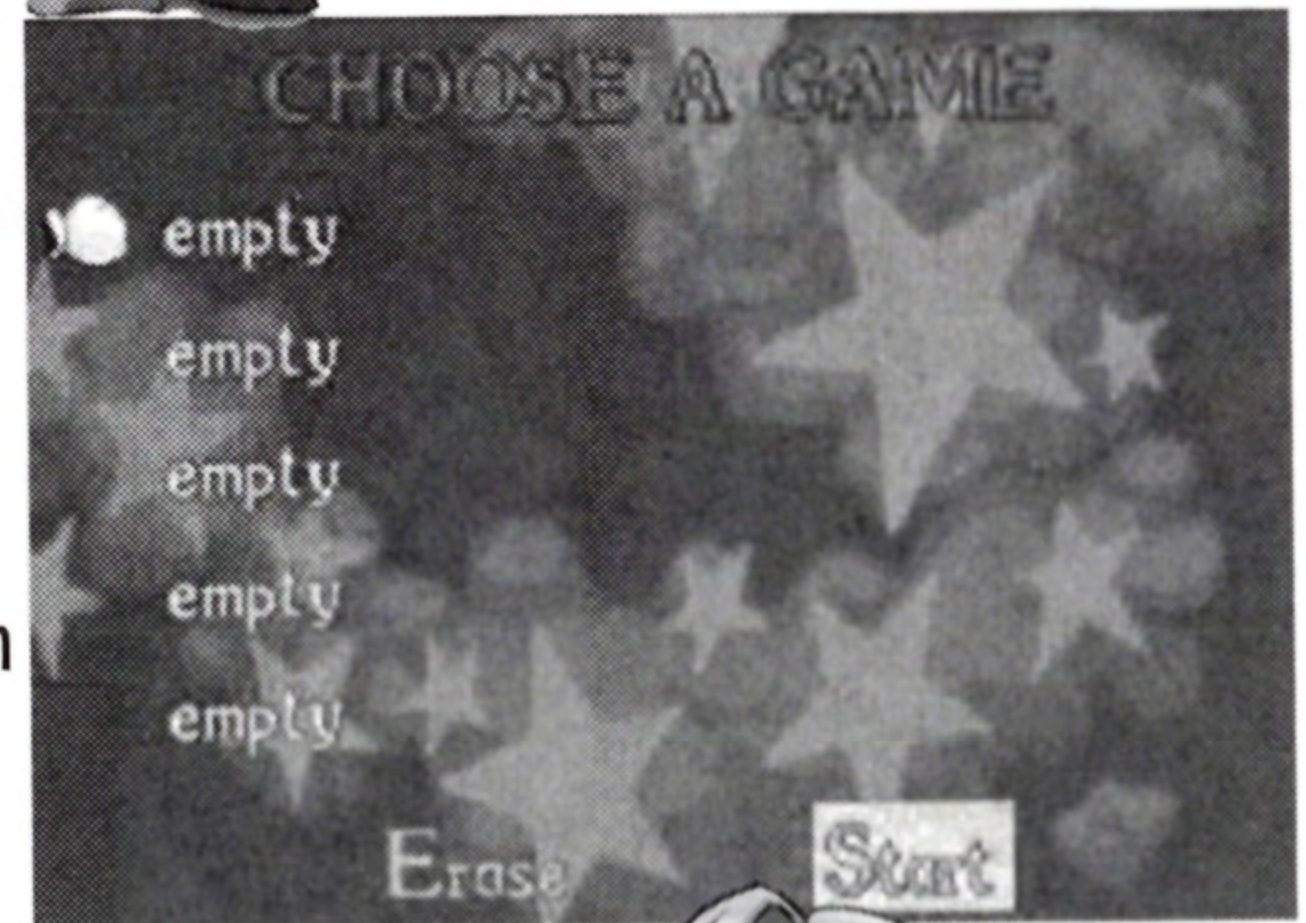
You can only save a game when you have completed an entire stage of Rayman's progress. You can save up to five different games and choose which one to load by selecting the load option from the main menu.

One free Memory card block is required to save a single Game file successfully.

Rayman® Brain Games will only use MEMORY CARD slot 1 in the PlayStation® game console.

TO LOAD A GAME

You can load a previously saved game by choosing it from the Start Game menu.





STRUCTURE OF THE GAME

BETILLA'S GARDEN

To prepare yourself for the adventure and to learn the different uses of Rayman's powers, you can practice in Betilla's garden.

THE GOLDEN ADVENTURE RINGS

Twelve different golden rings separate the different worlds in the game. Of the twelve golden rings, there are six grammar and six math rings. Each ring deals with an activity corresponding to the curriculum from the Knowledge Learning Level you have chosen. To reach Mister Dark's hideout and finish the game, all activities must be successfully performed in all twelve worlds.



STRUCTURE OF AN ACTIVITY

Each golden ring corresponds to a certain activity which has five stages. Once you complete the activity, you get one piece of the parchment showing the way to Mr. Dark's hideout. At the end of the fourth stage, new paths open up on the Map of the Worlds to new activities. The fifth stage is a bonus stage, where unlike the previous 4 stages, the players plays against time.





.....

NAME OF THE ACTIVITY

.....

ART ALLEY - IDENTIFYING AND READING SOUNDS

Using both audio and visual discrimination skills, this activity reinforces children's knowledge of the phonic rules of the English language.

PEEBLE PERIL - NUMERAL RECOGNITION

It allows children to progress with confidence as they learn about the relationship between numbers and their values.

RING RHAPSODY - WORD SEARCH

In this, children will practice recognizing the visual patterns associated with the pronounced sounds.

COPTER CANDY - PLACE VALUE

Requires your child to understand how the digit placement affects the value of a number.

BUTTERWEED BOG - ADDITION AND SUBTRACTION

The addition and subtraction problems in this activity will help children learn basic math facts. This activity will also help children develop the ability to solve math problems mentally.

ERASER REBOUND - COMPARING, ORDERING AND SKIP-COUNTING

In this activity, children will use addition and subtraction and practice logical thinking skills as they complete sequential sets.



ROCKY ROAD - READING, COMPREHENSION, VOCABULARY GROUPS

In this activity, children practice careful reading to classify words according to their meaning.

SLICK SLOPES - SPELLING

This game gives children an opportunity to actively practice spelling words.

CRAZY CAVES - COUNTING AND MULTIPLICATION

Being able to recognize the value of configurations and sets is a skill which helps children to perform the operations of addition and multiplication.

RISING TIDES - ALPHABETICAL ORDER

Classifying words and letters in alphabetical order will help to develop their reading and writing.

PERCUSSION PATH - COMPARISONS

In this challenging activity, children will again practice their arithmetic skills, and develop their ability to estimate.

TASTY CHASE - SPELL CHECK

This activity allows children to practice their spelling skills and encourages the use of visualization as a spelling strategy.





THE END OF THE GAME

As soon as the Magic Book of Knowledge is found and taken away from Mister Dark, the game is completed.



IMPROVE YOUR GAME

PHOTOGRAPHER



When you meet the photographer, put yourself in the middle of the panel and he will take your picture. Now, if you accidentally lose a life, you don't have to go all the way back to the beginning. Instead, you will start again at that spot.

BLUE BUBBLES



To find your way through the different activities, follow the blue bubbles. They will show you the right path or the spot where a life, a super power, or a golden fist can be found. As soon as you obtain 50 blue bubbles, you earn a free life. Listen carefully! If you hear a loud noise while going over a blue bubble, it means that you are close to something important and you better search for it.



SUPER POWER BALL



The red super power ball gives you five energy points. If you lose your life, you will have to start again with only three energy points.

FINISH LINE



You need to find the finish line to complete each stage. As soon as you touch it, the activity is over and you can move on to another world.

SPEED FIST



This fist accelerator lets you increase the speed of your fist. The more you find, the faster your fist goes!

GOLDEN FIST



With the help of the golden fist, your strength will grow.

EXTRA LIVES



To get it, you must either touch it or punch it and pull it towards you.

THE MAGICIAN'S HAT



When you go over this hat, you'll hear the Magician give you the instructions for the exercise. You may go over it as many times as you wish to repeat the instructions.

CREDITS



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Technical support and warranty

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET:

<http://www.ubisoft.com/support>
This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY E-MAIL:

For fastest response via e-mail, please visit our website at: <http://www.ubisoft.com/support>
From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.
It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm

(Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. e-mail responses usually receive a response in less than 2 business days. If we receive your e-mail, you will receive a response!

CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

UBI SOFT TIPS LINE

Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walkthroughs and cheats for our games. All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service. (900) 288-2583 (CLUE). \$0.95 per minute

PROOF OF PURCHASE

Rayman® Brain Games



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TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.



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