

# Rayman 3 FAQ/Walkthrough

by Beverley Wooff

Updated to v1.21 on Feb 9, 2004

This walkthrough was originally written for Rayman 3 on the GBA, but the walkthrough is still applicable to the PC version of the game.

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RAYMAN 3 WALKTHROUGH AND FAQ

~GameBoy Advance Version~

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1 - Version History

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Version 1.0 (August 22 2003) - The FAQ is up here, for your viewing pleasure.

Version 1.01 (September 2 2003) - Cleaned up a few bugs, ouch!

Version 1.1 (October 2 2003) - I've added an Acceptance Policy. Make sure you know what you're doing before putting this FAQ on your own site... :P

Version 1.11 (October 3 2003) - Quickest. Update. Ever. Another bunch of sites have accepted this page, and some grammar errors have been corrected.

Version 1.12 (October 6 2003) - Another site gets this FAQ, so you know what this means - another minor update! 0.0

Version 1.2 (January 27 2004) - I've accepted an alternative strategy through my email and placed it in. Also, I've changed my email should you want to try and contact me :)

Version 1.21 (February 9 2004) - There had to be a few instances in the FAQ

where I get my lefts and rights mixed up. Sorry! ^\_^\*

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## 2 - Story

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~NOTE: This dialogue is taken from the game itself, with still photos illustrating it.~

It was just another day in Rayman's world, but... it suddenly starts with a slight uproar between our main star, and his best friend Globox.

Rayman: "Globox, y'know, swallowing that dark lum wasn't very clever. I know you wanted to save the Teensies' skins, but that's going too far!"

Globox: "I didn't do it on purpose Rayman!"

Rayman: "Yeah, that's what worries me! Now we've got to go and find someone who can cure you... And guess who has to go along for the ride? Yours truly!"

But suddenly... Globox vanishes in a puff of smoke.

Rayman: "Globox? GLOBOX???"

No response.

Rayman: "Now where'd he get to? Since he swallowed the dark lum, he can't stay put. There's something wrong with him! I'd better find him before he goes and does something stupid!"

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Meanwhile, an evil plan is afoot by the game's enemies, Admiral Razorbeard and his robot henchmen, in their stronghold.

Razorbeard: "We've got to find that idiot Globox. I heard he's swallowed a dark lum and given Rayman the slip. It's now or never boys!"

Henchman: "But what'll we do with Globox when we find him, Boss?"

Razorbeard: "Not Globox you moron! The dark lum! Thanks to its power, I'll be the head honcho. I'll take care of Rayman, and after that, there'll be no stopping me!"

Henchman: "You really think you can beat Rayman this time, boss?"

Razorbeard: "Beat him? I'll thrash him, I'll whack him, I'll wipe the floor with him!"

And so the game starts...

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## 3 - Characters

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Rayman - Our star, and a one-of-a-kind creature. He's guarded his world from several villains in the past, but can he do it again?

Globox - Rayman's best friend, but he's not the sharpest tool in the shed. He's also the victim that swallowed the black lum, poor chap!

Admiral Razorbeard - An angry and irritable robot pirate willing to eliminate Rayman at any cost. Also looks over an army of robot Henchmen.

Murphy - A greenbottle that gives you advice if you stand near his stones in some of the levels. See him as a "Flying Encyclopaedia", eh? :)

Ly - A fairy holding great magic. She grants Rayman new powers to help him on his journey. Sweet!

Sssssam - A young serpant willing to take other comrades over Begoniax's marshes. Can be identified with purple skin and a long scarf.

The Teensies - A group of small creatures which patrol the end of each world. Be careful - they're really fussy with what levels you visit... O.O

Jano - The guardian of Haunted Dreams. He helped Rayman in the past by giving him an elixir for a friend of his, but will their relationship stand?

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#### 4 - Controls

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Everything you need to know on how to move Rayman is right here. Be sure not to get them mixed up, ya? :P

#### D-Pad controls

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- ^ - Look up/move up on the flying keg
- < - Move left
- V - Crouch/move down on the flying keg
- > - Move right
- V and either < or > - Crawl

#### Basic moves

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- Jump - A button
- Helicopter - Jump then hold A when in the air
- Shoot fist - B button
- Charged fist - Hold down B and release
- Accelerate - A button (note: only works in the Magma Mayhem levels)
- Speed up - B button (note: only works when riding walking shells)
- Pause game - Start button

#### Powers earned later on in the game

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- Shoot with both fists - Tap B twice
- Grab purple lums - Shoot fist onto purple lum to swing on it. To jump off, press A.
- Climb between two walls - Jump, then press the L button to hang onto the walls. Keep jumping and pressing L to climb up.
- Super Helicopter - Get a blue lum, then hold down A to start hovering up into the air
- Break the ground - Press the R button when in the air

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#### 5 - Walkthrough

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~Part A - Normal levels~

WORLD 1 - FORGOTTEN FORESTS

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LEVEL 1 - Wanderwood Forest

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{Part 1}

From the start, jump up to the small platform on the left, and grab onto the vines for the first three [1-3] lums (for the newcomers, a lum is a colored sphere). Jump on the one next to it for the fourth [4] lum in line. Land on the platform nearby, and you should see three lums [5-7] in the air. Jump and grab them. You should hang onto a platform with the eighth [8] lum in the process. Helicopter to the line of three lums [9-11] to another platform and your first meeting with Murphy. All he basically does is tells you how to use his stones for help later on. To the right is a moving platform. Jump on it and grab the next three lums [12-14]. Reach the next platform for the ~CAGE~ in the level. Use your fists twice to break it. Jump onto the vines next to it and find the fifteenth [15] lum. Climb down for the sixteenth [16] and jump to the vine on the right for two more [17-18]. Jump on the platform, and make your way on the next, go on the moving platform and swing your way onto the twigs at the top of the screen. You should end up with four lums [19-22] while doing so. Land on the platform, and grab the vines for the next lum [23]. Climb down for the next [24], climb back up, and helicopter your way to the final lum [25] in the air. Then run to the exit.

{Part 2}

Run to the red platform at the start. Jump on it and it should take you up to another platform. Jump for the lum in the air [1] and land on the platform. While running across it, grab the three lums [2-4] ahead of you. Another Murphy stone lies there too, telling you that swimming is "not advised". Go onto the red platform, and that should take you down to the water. Jump to the left and you should see another red platform and three lums [5-7]. Grab them. Go back to the right. Jump on the red platforms and land on the blue bridge to the right. At the other side there should be two more red platforms, and while crossing them you should get another lum [8] before reaching the turf at the other side. Cross the platforms that follow, without getting bit by the piranhas (!). Soon you should reach a vine and another lum [9]. Get it and go up, then start climbing to the left. While crossing vines you should grab two more in mid-air [10-11]. Jump on the red platform to the left of the third vine and go on the next that follows. That should take you to the ~FIRST CAGE~. Go back to the rightmost vine and climb down to the Murphy statue, which tells you what green lums are for.

Grab it, then jump on the red platform to the right and reach the vines, grabbing 3 lums [12-14] on there. Climb to the top and get the three lums [15-17] on a platform on the left. Jump back on the vines and climb to the one on the right for another lum [18]. Reach the top and start climbing more vines for three more lums [19-21]. Go back to the rightmost vine and helicopter to the three lums [22-24] in the air. You should reach another platform and a Murphy statue telling you how red lums work. If you're not full on health, grab it to replenish it. Jump on the vine to the right, climb down, land on the red platform and ride it to the next vine, getting two more lums [25-26]. Climb up the vine, and destroy the ~SECOND CAGE~. Climb to the top and there's the exit.

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LUMS 27-30 (Swinging ability required) - From the Green Lum, go on the vine and cross them to the left. Go on the red platform and then to its partner. It should start moving you up to a turf. But you should wait until it moves back

down - jump off, and swing onto a purple lum, which should take you to another and then to a turf. Turn to the right and you'll see a purple lum with four yellow lums on it. Swing onto it and they're all yours.

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After that you should see Ly, who will give you a power to launch both fists by tapping the B button twice. Then, you should end up in the main world. Run to the right, jump on the platform and cross two more turfs to reach the curtain for the next level.

## LEVEL 2 - Shining Glade

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### {Part 1}

Go to the left first. You should see a trampoline - jump on it to reach a high vine. Reach the platform and you should fight the first robot Henchman in the game. Either duck or jump over his shots, and fight back by launching your fists. Once he's gone, pick up the first three yellow lums [1-3] and a red lum if you need it. Go back down the vine and cross the blue bridge. Climb in the small gap to get the next two lums [4-5] and use both fists on the large barrel ahead of you to knock it in the water. Jump on it and ride it. Duck under the small gap it passes by, jump over the black spiked ball and grab the lum [6] above it, go over the other one and grab a white lum (extra life) and land on the turf before the barrel sinks. Jump on the trampoline and go on the vine above it, grabbing a lum [7] on the way up. Cross vines and falling barrels, getting another lum [8] while you're at it, and land on the turf. Keep running to the left to another Henchman battle - defeat him, grab the red lum he leaves behind and break the ~FIRST CAGE~. Go back over the vines and falling barrels, and you should reach another turf, and another Henchman. Kill him off, get the red lum if you need it, and you should see the ~SECOND CAGE~. To get that one, you should jump so that you hang on the edge of the turf you're standing on and face the cage. Break it with your fists from there. Jump back up and climb the vines. Go down to the bottom of the third, to see three lums [9-11] on a platform. Jump on there and go on the turf to the right. Climb the vine and get the 2 lums in the air [12-13] before getting the green lum.

Climb up the same vine again, go to the one on the left, and helicopter to the right as far as you can, reaching a turf high in the air, holding a trampoline that takes you to three yellow lums [14-16] and a red one. Go back down, and hit the large barrel with both fists. Jump on it for a ride - get the yellow lum in the air [17], duck under the small gap, get the red lum if you need it, duck under another small gap, jump over a spiked ball, go over another for another yellow lum [18], and at the end climb on the rightmost vine. Climb up and go on the vine on the left of you for two more lums [19-20], another for two more [21-22], and another vine with two more [23-24]. Go on the small floating island, and jump to the turf on the left. Use the trampoline to reach the hanging twigs, and go to the left for the final lum [25]. Drop down at the turf at the end and run to the exit.

### {Part 2}

There's another Murphy stone at the start, and this time it tells you how to use barrels. So, let's get to it! Pick up the barrel and go to the left. Throw it on the door there, go through, fight another Henchman, climb on the vines, and cross the platforms on the right for four yellow lums [1-4] and a white lum. You should drop down near the barrel again. Pick it up, and throw it at the door on the right. Go through it and climb the vine, grabbing two lums [5-6] at the top. Swing on the twigs and get two more lums [7-8] before dropping on a moving red platform. Use that to reach another hanging twig, get another lum [9] and drop down to another platform. Ride it to another twig, and drop

down at the two lums in a line [10-11] before landing on the turf beneath. Get the lum in the air [12], pick up the barrel, and toss it up at the ~FIRST CAGE~. Then, pick up another barrel and throw it at the door. Go through and get the green lum.

Cross another platform to get two yellow lums [13-14], hit the barrel in the water and ride it - duck under the gap, jump over the two spiked balls that follow, duck under another gap, jump over two more spiked balls getting a red lum in the process, duck under another gap, get the yellow lum in the air [15] and jump on the turf to the right. Crawl under the gap for two more lums [16-17], climb on the platform above for two more [18-19], reach the vine and jump on the turf for another Henchman battle. After he's gone, get the two lums [20-21] and fight another Henchman. Get the three lums [22-24] behind him. Go back to the vine, and jump back onto the floating island. A red platform should soon come into view - jump on it. Get the three lums [25-27] in the air, return to the floating island and drop down to the right. Run along the turf, cross platforms and jump on the twigs in the air. Hang on them and go the right for another lum [28], drop down, jump to another twig and grab another [29]. Jump on the platform on the right and fight another Henchman. Ever since he's on a higher platform than you, it helps to shoot in mid-air this time. After he's gone, go to the platform on the left for the final yellow lum [30]. Defeat the Henchman that comes down, and then get the ~SECOND CAGE~. Go to the right and cross more platforms before reaching another Henchman. Fight him, and the end is in sight.

Back at the world's map, helicopter to the right to reach a bunch of vines going up. Go to the top then reach the right, for a level that's a change from the usual.

### LEVEL 3 - Swamps of Begoniax

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This level involves you waterskiing with Sssssam, a serpent friend of Rayman, through a marsh. It sounds easy enough, but one hit on the bombs and pumpkins around the level and you're gone. On top of that, end up on the sand banks and you'll lose a hit. The first lum [1] is on the right of two bombs at the start. Jump over a sand bank, swing to the left, jump over another, and swing to the right for two more [2-3]. Then, swing to the right and left of the next set of bombs for another pair [4-5]. When going around the bend, hold right to grab the sixth [6] in line. You should see bombs falling down - get the lums on the left, right, and right of them respectively [7-9], jump over the sand bank, get another lum [10], jump over another bank and get another lum [11]. More bombs should fall, but don't panic - go in the middle of the pair for another lum [12], jump over the sandbank, land for another lum and steer to the right of the bombs for another [13-14], and go around the bend. Moving bombs are here - grab the lums here while evading them [15-17], jump over the sand bank and grab another. Dodge the moving mine, go through the middle of a pair and dodge another before jumping over another sandbank, getting four lums while doing so [18-21]. Dodge the next moving bomb, go through the middle of another pair and keep going, getting three more lums [22-24]. Go around the corner, and hold right when going up the next straight, dodging more bombs and grabbing six lums in a line [25-30]. Get another lum nearby [31], jump over a sand bank, and swing to the right, left, right and left of the pairs of bombs ahead for four more [32-35]. Go over the sand bank, get the lum, go to the left to dodge the pumpkin, and repeat the process [36-37]. Jump over another sand bank, get the lum, go to the right of the pumpkin to dodge it and repeat again twice [38-40]. Go around the corner and go through the middle of the pairs of bombs ahead for three more lums [41-43]. Another minefield lies ahead - follow the path of the final few lums [44-50] and you'll survive the level just fine.

You're back at the world map. Go to the left, swing on the twigs and drop down. Go to the left for the first boss! O.O Please refer to that in the bosses section. After defeating him, Ly gives you the power to swing on purple lums. You can use this to get the remaining lums at Wanderwood Forest if you want, before going to the trampoline on the left, using your helicopter to a vine on the left, climbing up, landing on a floating island, swinging on a purple lum and running along the path to the next level.

#### LEVEL 4 - Hoodlum Hideout

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##### {Part 1}

Go up the slope at the start and swing on the purple lum to reach the slope at the other side and three lums [1-3]. Go further on for your first Hoodlum encounter - one with a wooden shield. He fights back with explosive cocktails, so the best bet is to jump over them. When you have the chance, destroy the shield by launching both fists, and then kill him like the Henchmen. Go to the end of the platform and reach for the red lum and the platform. Then you face the same Hoodlum again, only this time he's on a higher platform than you. It helps if you launch your fists while in the air this time. After that, jump on the platform and helicopter your way to the net, getting another red lum on the way. Helicopter for the yellow lum [4], quickly swing on the purple lum and helicopter to another net, getting another lum [5]. Climb to the top for another [6]. Then, helicopter to the left to a high platform and another Hoodlum. Kill him, and go behind him for three lums [7-9]. Go back to the net, swing on the purple lum and helicopter to the next net, getting two lums [10-11] on the way there. Climb to the top for another [12], swing on another purple lum and land on the turf, getting two more on the way [13-14]. Near the Green Lum, a flying Hoodlum should come by and try to shoot you. Either jump or duck over his shots, and if you can, fight back with your fists to kill him.

Get the green lum and go to the net underneath the platform, break the ~FIRST CAGE~ and use the trampoline on the right to get back up. Swing on the purple lums ahead to reach another platform, getting three more lums [15-17] at the same time. If you want, you can helicopter to a red platform on the left for an extra life and jump back up. Run to the right, dodge/fight the flying Hoodlums, get three lums [18-20] on the slope and fight the Hoodlum at the end of it. Jump to the next platform and swing on more purple lums to reach a platform, getting four lums [21-24] on the way. Use the trampoline to jump up to the next turf, swing on the purple lum to the left towards three nets and six lums [25-30], go back to the purple lum and swing to the right. Climb on the net below for two lums and the ~SECOND CAGE~. Use the trampoline on the left to get back up, get the three lums on the turf [33-35] and reach the exit.

##### {Part 2}

Go to the platform on the left and get the lum [1]. Then go back and use the net to reach a turf with a trampoline. Jump on it and reach the high platform on the left. On there is a Hoodlum, but this time he has a metal shield. To fight him, jump over the cocktails and hit him wherever he's unprotected - it helps if you repeatedly punch and jump at him. After he's gone, get the ~FIRST CAGE~. Go back to the trampoline, go up the slope for two lums [2-3], and keep on going for two more [4-5] at the end of the stretch]. Jump to the wooden platform below to face another different Hoodlum - that with a battering ram. The trick is to jump over it and hit it on its back. After he's gone, continue to the trampoline on the right, getting another lum [6] on the way there. Reach the other trampoline for three lums [7-9] and a way up to a pole to hang onto. Go to the end to drop down to two lums [10-11] and a trampoline to bring

you to another pole. At the end of it drop down for another battering ram Hoodlum. After he's gone, go to the trampoline again and follow the trail of three lums [12-14] to the platform above. Reach for a lum in the air [15], swing on the purple lum and go to a platform to the top right. Go along there for another metal shield Hoodlum. After he's gone, hit the switch, go back and down, and to the right towards a Green Lum.

Go across the nets for a lum [16] and an extra life. Then jump on the trampoline to reach another pole, drop down to the right for two lums [17-18] and another trampoline bounce to another pole, and reach the end to drop down to three lums [19-21] and a trampoline to take you to two purple lums to swing on. Get the lum [22] above the trampoline afterwards, and go to the lower right platform. Fight another metal shield Hoodlum, flip the switch, and use the trampoline to go through the door at the top and reach a Green Lum.

Jump on the net, reach the trampoline to the right and bounce to another platform, getting five lums [23-27] in the process. Defeat the battering ram Hoodlum, reach the end of the platform, hang onto it and while doing so use your fists to break the ~SECOND CAGE~. Jump back up, swing on the purple lums and grab the trail of three lums [28-30] before going on the trampoline and on another pole. As soon as you reach the end, drop off, helicopter if necessary and swing on the purple lum. Reach the trail of three lums [31-33] to another platform with another trampoline. Bounce on it to another pole, reach the end, quickly swing on the purple lum and traverse more of those to the other side and the final two lums [34-35]. Jump on the trampoline to reach the top right platform for another metal shield Hoodlum. After he's gone, get the switch, drop down, go through the door on the right and reach the exit.

If you got all the lums, you can go as far to the left as you can and drop down for Mega Havoc 1, or you can go to the Teensies, whom were guarding an exit to your right. Pass through there, and go to the next world!

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WORLD 2 - HAUNTED DREAMS  
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Start by going to the right and climbing down the ladder. Hit the switch on the left, go through the door on the right and face another non-side scrolling platform level!

LEVEL 5 - Magma Mayhem  
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You ride on a dodgem on a track - three laps around the course and you're through! Touching lava makes you lose a hit, while touching anything else either bumps you back a bit or sends you speeding down a corner. Be careful with how you get your lums here - if you lose a life, you lose all the lums you earned on that level too.

Going around a lap of the track for the lum locations, go straight ahead for six lums [1-6] and a still boulder to avoid. Go around the corner to the right, and there's another lum ahead [7] and a line of three [8-10] over a set of trampolines. Two in a row [11-12] are there after that, and two more are in a line [13-14] before another corner to the right. A fork lies ahead, each of the two sides having three lums [15-20]. Grab the red lum if you need it. Go past the moving boulder to another fork, again with three lums either side [21-26]. Get the lone lum ahead [27] and go to a corner to the left. Go past the moving boulder and go around the u-turn, facing a line of eight lums [28-35] on there. Get the lone lum ahead [36], go on the trampoline, get the other



lum [37], jump on another trampoline, get the three lums in the line [38-40], go on another trampoline, go around the rolling stone, get the three lums ahead [41-43] and take the corner to the right. Two lums are in a line behind the finish line [44-45].

After you complete the level, hit the switch on the right to leave through the door, climb down the ladder, and climb under the gap to the left for your next destination.

#### LEVEL 6 - Vertigo Wastes

{Part 1}

The first part requires you to hit four switches to open a door to reach the exit. Reminds you of the Echoing Caves in Rayman 2, doesn't it? :) Okay, let's begin. At the start, go left to the first lum [1], and a fight with a Henchman in a gold shirt. They fight like the red Henchmen in the first world, but also they sometimes jump over your attacks, so it helps if you jump with them. After defeating him, keep going left onto a platform and grab the purple lums to the \*FIRST SWITCH\*, getting three lums [2-4] on the way. Go across the platforms to the right back towards the start, but be sure to duck under the red shells that come your way. Once there, go down the slope to the right for another lum [5], jump to another platform and keep going to another gold Henchman. Defeat him and keep going to three platforms, each with a trampoline on them, and one of which with another lum [6]. On the third one, helicopter to the right for another platform and hang on the edge of it, breaking the ~FIRST CAGE~ from there. Jump back up, get the lum [7] and hit the \*SECOND SWITCH\* on the right before ducking under the red shell coming towards you. Keep going to the right, drop down to another platform and run to the left, getting another lum [8] and facing another gold Henchman. He's on a higher ledge than you, so use the trampoline near you to reach him and punch him while in the air. After he's gone, jump on that ledge for the \*THIRD SWITCH\* and drop down to the platform underneath the trampoline. Crawl under the small gap for another lum [9] and the \*FOURTH SWITCH\*.

Go back under the gap, run left, jump for another platform and go down the slope for two lums [10-11] before ducking under another red shell. Jump up two platforms to the left before turning back to the three trampolines on the right. Use the second one to reach a red lum if you need it and a yellow lum [12] before using your helicopter to go to a platform on the top left. Run up the slope and hang on the edge before breaking the ~SECOND CAGE~. Jump back up and go to the platform on the left to reach another lum [13]. Helicopter to the left from there to another platform, but hang on the edge - a gold Henchman occupies the whole space on there! The trick to beat him is this - jump up, hit him and hang on the edge again. If you do this about four times, then he should go. Jump up on the platform and helicopter to the landing on the left. Run down the slope for three lums [14-16] and reach the chunky platform to the left. Another Henchman is in sight! The trick with this one is to jump on the lower part of the chunky platform and shoot him there. When he's shooting at you, either duck or jump onto the higher part of the platform. After he's killed, go along the left and you're home free!

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LUMS 17-20 (Body breaking ability required) - At the start, you should see a wooden bridge with the lums and an extra life underneath. Jump in the air, send your body down to there and land on the platform to get everything there.  
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{PART 2}

Just like the Echoing Caves again, this part lets you fly on kegs in the air! Before doing anything, go to your left and jump up to the lum on the platform

[1]. Then go down to the platform beneath it for another [2]. Get back up, jump for the keg, grab it and walk to the torch. (Do you think the designers could have added a Murphy stone here?) That should set you flying. The first straight is easy enough, with three lums [3-5] on your way. Then comes a dip down for two seconds, and a rise back up for four more lums [6-9] before the keg loses its power and you land at a Green Lum.

Go along to the two platforms in the air, go down between them and break the ~FIRST CAGE~. Jump back up and keep on going right, until you face another gold Henchman. Defeat him, and keep on going to the keg. Bring it to the torch and start flying again! Get the first lum near the start [10] and take the top path for two more [11-12]. You then face a straight with bombs and planks at the top and bottom with five lums inbetween [13-17]. Then rise to the top quickly for two more [18-19] before the keg loses power. Slide down the slime path to another platform and a Green Lum.

Climb up to another platform, and to the right of you is another gold Henchman to defeat. After that, cross platforms to the keg on the right, bring it to the torch and take off again. Along this route you should take a brief dip down and a rise up the path, going over a moving bomb, heading straight through three moving bombs, taking another dip down and a rise up towards a narrow straight before the keg loses power and you land on another platform. You should earn the last six lums while doing so [20-25]. Helicopter to the platform on the right and jump up to fight another Henchman. After he's gone, hang onto the edge of the platform he was standing on and break the ~SECOND CAGE~. Jump back up and go to the right to reach the exit.

You should soon see Ly, who tells you that Globox was found in the world of Bad Dreams. So without further ado, she gives you a new power - that to climb up between two walls. Soon you'll be back at the world map - go under the gap at the right, run up the steps, crawl under the space and climb between the two walls to reach the next level.

#### LEVEL 7 - Void of Bones

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Start by going right, crawl under the gap and climb up the walls, getting a lum [1] on the way up. You should then see a skull heading down the screen before vanishing into thin air. Shoot your fists at it to stop. Jump on the skull and keep going to the left, getting a lum on the platform [2]. Swing on the purple lum to the right towards the trampoline and use it to get the lum above it [3]. Jump back onto it and head up to the purple lum on the left, using your helicopter to the ladder on the far left of the screen. Climb up and go to the ladder to the right, reaching a nearby platform. Use the trampoline there to reach a gap between two walls - climb up it and get a lum on the way [4]. At the top you should meet a zombie chicken. Unlike the Henchmen and Hoodlums, they only take one hit before defeat! After that's gone, climb up the ladder and go to the top before using your helicopter to the left as far as you can. You should reach a long straight with three lums [5-7] and a trampoline to push you back up. At the top of the channel, helicopter back to the bottom of the ladder. Climb up, shoot the skull floating down and step on it to reach another ladder. Go up and shoot both skulls for stepping stones to the platform to the left. Use the trampoline, and you should see the ~FIRST CAGE~ in view. To get this one, you use the purple lum on the right to swing towards it and hit it with your fists. Repeat and it's open. Use the lum again to swing to a platform to the right, holding a lum [8]. Use the skulls to cross to the left, crawl under the gap and climb up the walls, getting a lum on the way [9] to reach another zombie chicken. Kill it off and go to the right. Shoot the skulls there to reach the ladder on the right. Climb to the top, then go left to the trampoline and use it to

reach another platform towards another lum [10]. Cross the skulls there and reach the platform to the right, towards another zombie chicken. Shoot it and jump on the trampoline to reach the switch - hit it! Then climb up the walls, getting another lum [11]. Go through the door and jump to the platform with the trampoline on it. Jump onto it towards a batch of three lums [12-14] to the left. Then swing to the purple lum on the right and use it to land on a platform in that direction. Cross the skulls to the left towards another platform and head to the ladder to your left. Shoot at the skull and use it to cross to another ladder. Repeat with another skull and ladder to your right and climb up towards the zombie chicken. Shoot it and go left until you see a trampoline that takes you up two walls. Climb up them once you're at your highest height and get the yellow lum [15] on the way up. You should reach a platform with a Green Lum.

Cross the skulls to the ladder on the right, climb up it and shoot the skulls so that they're almost vertical to each other. Use them to reach the platform above the ladder for another lum [16]. Then swing on the purple lum towards the left. Jump on the trampoline, climb up the walls, get another lum [17] and reach the top. Continue right and you should face a black ball of sorts. Shoot it to make it stop moving. If it has landed on a platform, pick it up and throw it to defeat it. Go to the ladder to the far right and climb up it. Shoot the skull, step on it, jump to the platform and climb the ladder above it. At the top, go to the left and jump on the trampoline to a platform on the right with another lum [18]. Jump on it again and go to the left, to another platform with a trampoline. Climb up the walls nearby, get the lum [19], and you should face two black balls. Get rid of them and continue to the right towards a ladder. Shoot the skull and jump up onto the platform to the right towards three lums [20-22]. Get back on the ladder and shoot the skull again. Jump onto it and use the skulls that follow to cross over to the left. Climb up the ladder and hit the skull, jump on it and cross to the right. Climb up another ladder and use the skull to go to the platform above you before going up another ladder. At the top, jump to the platform on the left and reach a smaller platform to the right, holding the ~SECOND CAGE~. Go back to the left, climb up the ladder, use the skulls to cross to the right, climb up the platforms to two zombie chickens to take out and then go to the left to another ladder. Swing on the purple lum towards a platform with a trampoline, and climb up it, getting a yellow lum on the way [23]. Once at the top, you have to drop back down to hit the switch. Then climb back up, get the zombie chicken and reach the door. Turn to the right, and helicopter to the purple lum before grabbing onto it. Swing so that you're underneath two close walls. Then climb up them to the top, and use the purple lum to reach the left for the final two lums [24-25] and an extra life. Drop down to reach the exit.

{Part 2}

Start by going to the left towards a lum on a platform [1]. Then go right and jump on the skull for a ride. Duck under the gap and climb up the walls. At the top, go left to a path with one lum [2] and the ~FIRST CAGE~. Go back right towards the top of the walls, and helicopter over the pointed bones as far as you can, getting two lums [3-4] on the way. You should land safely on a ladder. Climb to the top and helicopter as far right as you can from there, earning three lums [5-7] while doing so. There should be a gap to drop down to as soon as your helicopter loses its power. Crawl under the gap and climb the walls to the top. Get the lum in the air [8] and pick up the yellow sphere on the ground. Throw it onto the pedestal on the next platform and a door will open. Keep going right until you see a white lum in the air. Jump down to it and land on the skull underneath. Duck under the gap and climb the walls. Helicopter over the pointed bones to reach a platform with a zombie chicken. Kill it and go down the path with the red and yellow lums [9], but helicopter to the ladder underneath. Shoot the skulls and use them to reach the purple lum on the far right of the fifth one. Swing on it to another, taking you to

a narrow drop leading to a Green Lum.

Again, use the skulls to cross to the right and helicopter towards two lums [11-12] between two spiked bones. Go to the right and shoot the black ball before picking it up and throwing it anywhere. Go to the next platform to find and pick up a blue sphere. Toss it to the platforms on the left, and it should reach the blue pedestal. Go through the door and use the skulls to cross over the spikes and to a platform with another green lum.

Grab the ladder and use the skulls to reach another. Drop down the gap with two lums [13-14] and crawl under the gap. Use the skull to reach the ladder above you. Climb to the top, use another skull to reach the purple lum, swing on it and grab on the ladder. On there, shoot the zombie chicken and helicopter to the right to a lum on a platform [15]. Go back left to the ladder and go down the gap, highlighted by three lums [16-18]. Reach for the ladder on the right, and use the skulls to reach another ladder. Go down and ride on the skull, duck under a gap, stand back up for another lum [19], duck under another gap and climb up the two walls. Shoot the zombie chicken at the top, and jump for the next ladder getting another lum [20] while you're at it. Use the skull to cross to another ladder, and jump for the lum in the air before dropping down to a platform with a yellow pedestal. Go right, pick up the yellow sphere and go back, tossing it from platform to platform, to bring it to the pedestal. Go through the door and drop down the gap to another Green Lum.

Go up the steps and use the skull to cross to another ladder, getting a lum in the air [22] during the process. Go to the right, crawl under the gap, and fall into the pit for another lum [23]. Climb up the walls and run to the right of the platform before hanging onto the edge and breaking the ~SECOND CAGE~. Jump back up and go to the ladder on the right. Reach the top and helicopter as far right as you can to the last two lums [24-25] and a platform with the exit.

After leaving the level, climb up the ladder and go to the curtain to your left for the second boss! After he's defeated (and he tells you that Globox is elsewhere), go to the right to the next portal.

#### LEVEL 8 - Prickly Passage

{Part 1}

Here comes a cool part of the game- you ride on walking shells! You can use the Murfy stone here to know how it works if you want. So, let's go! Helicopter to the shell on the right to begin. The first straight holds two platforms to jump across, each with a lum in the air [1-2]. Speed up under the spiked sack and jump over the platform again. Go around the loop-the-loop for three more lums [3-5] and jump to another platform. Then jump up for the turf above the door to reach the ~CAGE~. Drop down for the Green Lum.

Helicopter to the second shell. Jump over to another platform and speed up under a sack and over a larger gap, getting another lum [6]. Speed up under another sac and onto a distant platform, jump over a smaller gap and cross platforms for another lum [7]. It shouldn't be too long until you reach two loop-the-loops on separate platforms one after another, getting three more lums each [8-13]. Cross platforms again, and once again jump for the turf above the door to climb up onto it and reach another lum [14]. Drop down for the Green Lum.

Go for another shell to the right. Speed up under another six batches of sacks and large gaps, two of which with lums [15-16]. Get the lum over a smaller gap

[17], go under another sac, and you'll reach another loop-the-loop. Jump over the gap, and jump for the turf above the door for the final three lums. Keep going right to the exit.

{Part 2}

Start by going left to a yellow lum [1], a blue lum (refer to note below) and the ~CAGE~. Then go right to swing on a purple lum to the first shell. Your first obstacle is a sack, but it's moving like a pendulum! Don't panic, speed under it and jump for the next platform, getting another lum [2]. You should face two more gaps like this, one of which with another lum [3]. Go over a smaller gap for another lum [4] and around the loop-the-loop for three [5-7]. Go along the straight with more moving sacks for three more lums [8-10] and jump for the grassy platform. Jump for the turf at the top for two lums [11-12] and drop for the Green Lum.

Helicopter to the turf, crawl under the moving sack and go right to the shell. Go under two sacks and over a large gap before going around a loop-the-loop with three lums [16-18]. Speed up under a sack, jump over a large gap, get a lum over a smaller gap and repeat [19-20]. Get another lum over another small gap [21] and jump onto another small platform, before speeding up over a larger one, speeding up under another sac and over another gap and keeping a similar fashion towards another turf. Jump for the platform above the door for a single lum [22]. Drop down for the exit.

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LUMS 23-25 (Flying ability required) - From the start, go left and get the blue lum. Go straight up towards one of the lums and follow two more in an arc formation. The three should be yours.  
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After the level's clear, climb down the ladder and when you're halfway down, helicopter to the left towards the first of Ly's Punch Challenges if you want to. Clear that and you get another multiplayer level. From the exit, go back to the ladder and head left a bit, for a return to riding Ssssam.

#### LEVEL 9 - Swamps of Begoniax 2

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This is slightly harder than the previous skiing level, so be careful! Start by swaying to the right and left for the first two lums [1-2]. Jump over the sandbank and grab the three lums while steering clear from the mines [3-5]. Go over the sandbank, get another lum while evading a moving mine and repeat with a pumpkin [6-7]. Go through the mines ahead and get the lums between them [8-10]. Take the corner and slalom through the mines for another pair of lums [11-12]. Jump over the sandbank and get the lums around the pumpkin [13-14]. Get the lum in the mines ahead [15], and follow the path of three at the end of that section [16-18]. Go over the sandbank again, and get the next pair of lums [19-20], holding right when necessary. Jump over the sandbanks ahead and go through the mines for the two lums [21-22]. Slalom past the pumpkin and through the mines for two more lums [23-24] and follow the pattern of jumping over the sandbanks and holding right, left and right to evade the mines and get two lums on each pass [25-30]. Get the two lums in a straight line [31-32] and hold right to dodge the mines, jump and do the same with the pumpkin. Go through the mines ahead for three lums from a gentle right to left direction [33-35]. Go through the pumpkins and get the lum near the mines [36]. Go over the sandbank and get the lum through the mines [37]. Get the free lum ahead [38] and repeat the process of jumping over sandbanks and going through the mines ahead. Go through the mines and around the pumpkin ahead, jump over the sandbank and go through the mines before jumping over another one. Hold left if you want to get the next four lums [39-42]. Go over the sandbanks and through the mines, and steer for the final few lums in a line [43-45] to

finish the level.

After that, climb down the ladder to the left and crawl under the small gap to the right. You should meet back up with the Teensies, whom let you free to the next world.

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WORLD 3 - MAGMACOSM

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Go to the right for the first level. Nuff said.

LEVEL 9 - River of Fire

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{Part 1}

You can use the Murfy stone at the start if you want, which tells you how to use the plums in the level. Regardless of what you do, climb on the wall for the first two lums [1-2]. On there, shoot the plum down. Then jump down onto it. Here's how you navigate them - shoot in the direction opposite to where you want to go. So if you want to go right, you shoot left, and vice versa. Start shooting left to start moving. Then jump over the mine to another lum [3]. Climb up another wall, shoot the plum and jump on it. Shoot left, duck under the bomb and jump off to another platform to the right. Shoot the bombs and bring the plum down to the lava. Jump on it, and use good timed punches to go past the lava waterfall. Jump on another platform, shoot another plum down and jump to it without getting singed by the lava fall. Shoot left to reach a platform with a green lum.

Go through the mines and jump for another lum [4] before climbing up the wall for another [5]. From the top, go left for the two lums in the air [6-7]. Then go back on the wall and break the ~FIRST CAGE~. Go back down, shoot the plum and jump on it. Go past the lava fall with care, and either turn around and shoot the bomb or jump over it. Keep on shooting left to reach a slope, leading to another plum to shoot down and ride. Start shooting left, and duck under the two bombs. Jump up to the roots hanging above and hang on them towards three lums [8-10] and shooting a zombie chicken on the way. Shoot the plum down from where you are and helicopter down to it. Go past the lava fall and duck or jump over the moving bomb before jumping off to another slope, leading to a red lum. Jump to the next platform for a Green Lum.

Shoot the bombs in the air and go to the next platform. Duck under the spiked "hat" that sets off forward upon arrival. Then shoot down the plum and ride it. Either jump over or blow up the bomb when necessary and let the plum drop a bit to the yellow lum at the end [11] before jumping to the walls. Jump up from the top, shoot and repeat to break the ~SECOND CAGE~. Cross walls and shoot down another plum before riding. Again, shoot or jump over the bomb and jump off at the end, going towards a path of three lums [12-14] down to another platform. Hang across the roots and jump down onto another platform. Shoot the bomb and cross walls to the final platform, getting the final lum [15] and reaching the exit.

{Part 2}

Shoot the plum down and ride it up the slope, under the bomb, down the slope and jump off to the first lum [1] and to a wall. Climb to the top and jump on the plum. Then it's a case of shooting left, ducking under bombs and jumping off onto another plum four times, until you land on a wall. You should get two yellow lums [2-3] and a red lum on the way down. Cross walls and climb up to reach another plum. Ride on it, duck under the mines, jump for the lum and

land on another plum, and repeat twice more [4-6]. Shoot left, go up the slope, duck under the bombs and helicopter for the two lums in the air [7-8] before grabbing the wall. Climb up, helicopter to the wall to the right and go to the top to launch charged shots at the ~CAGE~. Drop down to the platform beneath to get the Green Lum.

Jump on the wall to the right and land on the plum. Go right, duck under one mine and jump over another, go over the gap for a lum [10], land on another plum, jump over a mine, go over another gap for another lum [11], land on another plum and jump over the moving mine before heading across another gap to another plum. Go right, jump over a mine, get the lum in the air and repeat [12-13]. Go to the platform on the right to finish the section.

{Part 3}

Surprised, are you? Go on the plum and ride it down the slope, duck under the bombs and jump over the gap to land on another plum, getting two lums [1-2] on the way. Repeat twice, but there's one lum over the next two gaps [3-4] and one bomb to duck under on the second. Move right again, duck under one bomb and jump over another for another lum [5]. Reach the wall, climb up and hover over to a wall on the left, dodging a moving mine. Climb up to the top and jump for the lum [6] before swinging on the purple lum. That should take you to another to swing on, bringing you to another lum [7] and a wall to climb on. Reach the top and charge your shots left to break the ~CAGE~. Jump for the lum on the right [8] and swing on the purple lum, go over the mine and land on the plum. Shoot left and jump over a moving mine guarding over two lums [9-10]. Go over a still mine to reach the wall. Climb to the top and jump and swing onto the purple lums to the left. On the second one, go over a mine, and land on a plum. Be sure to shoot right this time to move left. Go over the moving mine and get the lum in the air [11], jump over the still mine and go over a gap with two mines before landing on a plum, getting the final lum [12] near the second one. Go left again and jump over three mines to reach an extra life and the exit.

After that, you meet up with Ly again. She gives you the power to fly with your helicopter for a limited time after getting a blue lum. You can go back to Prickly Passage to get the last few lums if you want, but if you're too eager to reach a new level, go right, use the blue lum to fly straight up, go to the left of the platform above for another blue lum to add extra time and fly straight up, reaching a level on a high left platform.

LEVEL 10 - The Underlands

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{Part 1}

Hit the switch on the left, and get the blue lum from it - you can fly throughout the whole of this section! Go straight up and get the lum at the top [1], hit the bomb blocking the way to the right, go the red lum and go down. Get the yellow lum near the lava at the bottom [2] and go right. Shoot the bombs blocking your way to reach the switch and flip it, giving you three lums in the gap underneath it [3-5]. Continue right and shoot the zombie chicken. Flip the switch further right for three bombs underneath the gap if you want to break them, but you need the switch after it for three lums underneath it [6-8]. Go straight up from there through the gap, go left and shoot the zombie chicken. Continue along the channel for two lums [9-10] until you reach another zombie chicken to shoot down. Go up along the channel, get the lum [11], shoot two zombie chickens and get another lum [12] before reaching a mine. Go under it and get the nearby lum [13]. Keep on going, and by the time you go down a downwards collection, go down to the left of the next mine in line. Get the lum down below [14], and go right, through the gap, through both mines and shooting a zombie chicken nearby. Go straight up, shoot

the bombs blocking your way and flip the switch to the left, giving you three lums [15-17] through a pack of mines. Get the red lum if required. Go back through the mines and get back down. Head right, and shoot the zombie chicken. Go up and shoot the zombie chicken guarding the ~FIRST CAGE~. Break it! Go up, around the moving mine and when you're right at the top, go right and shoot the three bombs in a line. Go down, and when you're at the junction for down and right, you can take the right to a gap with an extra life in it if you want. Regardless of what you do, take the downward path, go far left as you can for the red lum if you want, and keep going down until you reach the lava. Get the lum on the left [18] and then go right. Keep on going right, around the thistles in mid air and under another gap, until you reach a platform with a green lum. Finally!

Head right for your first dark lum encounter. Either fly around it when it speeds towards you, or use your fist to shoot it. Keep going down the channel to another, before facing a zombie chicken and getting a red lum if you need it. Fight another dark lum, and dodge the spiked hats nearby. Keep going right and land on a platform to fight a Henchman in a green shirt. He's similar to the red Henchmen, except that he fires two shots one after another. Kill him off and go right for the ~SECOND CAGE~. Fly up for another lum [19] before heading back left. On that platform where the green Henchman stood, go straight up, through the mines and shoot the bomb on the right. Go as far right as you can and go up for another lum [20]. Go back to the junction and shoot the one on the left to go in that direction. The first chamber you come across should have another lum in it [21], so get it! Then go back down and continue onward. Shoot down the two zombie chickens in your way and continue. The second chamber along from the previous lum has another [22]. Take the upward path to the left of it to get another lum [23] before destroying a set of five bombs one after another blocking your way. You should meet up with another zombie chicken before long, so shoot it down. Go down from there to another lum [24] and shoot the zombie chicken to its left. Keep going left to the exit, but don't touch it just yet! Instead, go over it and down through the gap. Go left as far as you can and hover up to the final lum [25]. Then go back to the exit.

{Part 2}

This part of the level requires good timing with the blue lums here. Remember that when the timer runs out, you'd fall to the ground no matter where you are. Start by getting the blue lum and go straight up to the first lum [1]. Go left for another blue lum and use that to go straight up to another lum [2]. Shoot the bombs on the right, get the blue lums between them and go down that channel to a path of two lums heading down [3-4]. Get the blue lum to keep floating and head left at the bottom to another green Henchman. Defeat him and use the blue lum on the left to go up and left to the ~FIRST CAGE~ - be sure to shoot it while in the air - and two lums on the ceiling [5-6]. Then go back to the platform and take the blue lum to the right. Go over or shoot the bomb and get the lum near it [7]. Go under the gap, get the blue lum and head up to flip the switch. Quickly head to the right to reach a platform with a black ball on it. Shoot it down and throw it to get rid of it. Get the blue lum nearby and go up near the ceiling for two lums close by [8-9]. Go through the door and jump for the blue lum. Go through the mines for two yellow lums and a blue lum [10-11], go through the bombs for another [12], get the blue lum if necessary and pass through more mines to reach three bombs blocking your way to a platform. Shoot them down and land on the platform to fight another green Henchman. Once he's gone, get the blue lum and head up to the ceiling around the platform for two more lums [13-14]. Then go back down, and use the blue lum to fly right, towards another dark lum. Shoot it or dodge it, go straight up for a yellow lum and a blue lum [15] and go right to another lum [16] and another blue lum. Go through the gap and head straight up to flip the switch. Go to the platform to the right and get rid of two black balls. Get the blue



lum to the left of the platform and go up along the ceiling to get three lums close together [17-19]. Head through the door to get the Green Lum.

Take the blue lums and go up the rightmost channel to reach the ~SECOND CAGE~. Go down and go up the left channel. Head straight up to a lum [20], get the blue lum and reach another yellow lum to the left [21]. Tackle the zombie chickens to reach another blue lum and keep going left until you reach a platform. Shoot down the black ball and throw it, and get the blue lum to go left to two dark lums one after another. Get the blue lum, fight another dark lum and continue left through the minefield ahead, getting the final nine lums through it [22-30], with two instances of shooting a gap through a wall of bombs. The very next platform you will come across will hold the exit.

At the world map, climb up the chain and jump over to another on the right. Then go right onto a platform for the next level.

#### LEVEL 11 - Boulder Brink

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{Part 1}

Start by going right, jumping on three smaller platforms to a longer platform with two yellow lums above it [1-2]. Jump for the roots at the top and hang on them towards three more small platforms. Helicopter to the third lum [3] and get the pair along the longer platform [4-5], ducking/jumping when the red shell comes towards you. Repeat the previous sentence but with two shells to dodge on the next long platform [6-8]. Jump on three smaller platforms again, and then swing onto the purple lum towards a bunch of rocky platforms with the Green Lum.

Go down and right to a long platform and get four lums along it [9-12], jump back up and climb up the platforms as high as you can go, getting a lum [13] near it. Go along the left of the long one at the top and hang onto it before using your fists to hit the ~CAGE~. Swing on the purple lum to the slime slide to the left, head onto the two small platforms, and jump up for the purple lum before swinging onto it and two more. Before long you should get another lum in the air [14] before grabbing more roots and swinging left to another slime slide. Jump onto the smaller platforms and reach the longer platform, getting two lums [15-16] and dodging two red shells. Head left to another slime slide, land on two smaller platforms and jump for the purple lum before swinging on it. You should reach a platform with a red shell and a green Henchman. Jump over the red shell first, as well as any shots from the latter, and kill him off. Keep going left to another Henchman, get rid of him, get the lum near the exit [17] and you're through!

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LUMS 18-20 (Body breaking ability required) - At the start, go left to a wooden bridge. Send your body onto it to break it. Once down, go left and climb up the platforms to get the lums and an extra life.  
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{Part 2}

Hit the switch to open the door. Then reach a long unstable platform with two lums [1-2] and two red shells on it. Head to the stone platform on the right, and send a charged shot to the switch to open that door. Go along two smaller platforms, and run right on the longer platform, getting two lums [3-4] and dodging two red shells. At the right end of it, shoot the switch before the platform breaks! Then go through the door onto two smaller platforms before reaching a stone platform. A red shell should come near you - duck or jump. Keep going and there will be another one to dodge. Hang on the roots and drop to the small platform. Then jump for another bunch of roots and hang to the longer platform. Get the two lums on there [5-6], jump over two red shells,

and jump and shoot on the switch. Go through the door across three smaller platforms - on the second there's a ~CAGE~ to break, so get it before continuing onward. Then swing on two purple lums to a slime slide, and at the top of it jump up towards a stone platform with three lums on it [7-9]. Drop down, get the extra life, grab the roots and hang onto them to a smaller platform. Repeat the previous two instructions. Jump to another platform and hang on the roots again, making your way to another small platform. Reach the next set of roots and drop to a long platform with two lums [10-11] and two red shells to dodge. Climb up the stairway of small platforms for three lums [12-14], and hang onto the rock sticking out on the left. Go on the small platform with a single lum on it [15] and hang on the roots nearby towards a stone platform with three lums on it [16-18]. Go on the smaller platform for another lum [19], and wait for it to fall down onto the slime slide underneath. That should take you to a pair of platforms and from there you should jump to a purple lum on the right, getting a yellow lum on the way there [20]. Swing to the right for another lum [21] and jump right towards a Green Lum.

Dodge the pair of red shells, and swing on the purple lum to a stone platform. Be very quick at this stage - run to the right edge and jump and helicopter to the stone platform. While you do that, a Henchman drops down and prepares to fire. You know the score from here - jump up, hit him, and hang back on the platform. After he's gone, go to the platform on the right and climb under the gap for another lum [22]. Jump to the next platform and climb under another gap. At the other side, jump down three slime slides with a lum after the first two [23-24]. After that you should reach three smaller platforms with the final lum on them [25]. Jump to a fourth higher smaller platform and then helicopter to hang on a stone platform, with another green Henchman underneath. Again, jump up, shoot him and hang back down. After he's gone, go on the smaller platform and shoot the switch. Quickly helicopter through the door to another platform, which will take you to a stone ledge with two red shells to jump/duck, with a switch opening a door behind it. Go through it and defeat another green Hunchman before reaching the exit.

At the world map, go down the chain to the right and drop down. Go left and shoot the switch - that should trigger a door to go through on the right, leading to another boss! After its defeat, you see Ly again, who gives you the power to break the ground with your body! You can go back to Haunted Dreams and get the lums at Vertigo Wastes (and clear the bonus level there if you got all the lums over there - it's to the left of Jano's Nest if you have to get there) and/or return to Boulder Brink for the remaining lums if you want. No matter what you do, hit the switch to open the door and leave. Go left to the wooden bridge and break it. Then once underneath it, head right to the next level.

#### LEVEL 12 - Wretched Ruins

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Start by breaking the bridge to the right and drop down for two lums [1-2]. Head right to face a large guard of sorts. To get rid of him, break the bridge he walks on, and leave him to walk down the gap. :) Continue right, go over the moving mine for a lum [3] and jump over a gap on the right to another [4]. Break the bridge to send another guard falling. Go right, go over the moving mine and you should see a switch beneath you. Don't use your fists - you'll just fall down the pit and lose a life. Instead, send your body onto it and land safely to the left. Then go right, through the door and go over the mine. Get the lum in the air [5] and reach for another platform. Then you should see some platforms with chained balls on them - that means they won't be around for long after you step on them. Cross them and go over the moving mines to a stone platform. Hang on the bar and go right, going over the moving mines.

Drop down to a platform with a moving mine near it and go in the direction of the lum to the left [6] to reach an extra life, a moving platform and the ~FIRST CAGE~ to break. Two charged shots will do the trick. Go back on the stone platform, and continue right. Go over the mine for a lum [7] and break the bridge before dropping down for two more lums [8-9] and a Green Lum.

Two mines at different heights go around this next gap. Wait for the high one to come and duck under it before landing on the chained platform and going over the low one to the next platform. Break the bridge and let the guard fall in the gap. Go right, jump on the trampoline and climb up to the top of the chain for a lum [10]. Go and cross two more chains to the left - holding a lum each [11-12] - to reach the ~SECOND CAGE~. Again, two charged shots will work. Go back to the chain you jumped on and go for the platform on the high right. Hit the switch and drop down. Go right, through the door and... uh-oh, there's a guard there but there's no bridge to break and send it down into! Instead, jump up to the chain to the left of it and helicopter over it. Then cross a bunch of platforms and moving mines for two more lums [13-14]. Send your body on the switch and go right to a lum [15] before landing on the platform and going through the door. Break the bridge to the right and go down the gap for three lums [16-18]. A platform should take you back up. Ride it to its highest height and hit the switch on the left. Then go right, under three moving mines and through the door. Get the lum on the platform, break the bridge and wait for the guard to go down it. Go right again and send your body on the switch. Then go right, go over the mine for the final lum [20] and go through the door for the exit.

{Part 2}

Go right and break the bridge then head left, but... that triggers a boulder coming down towards you! (I never thought UbiSoft would get influences from Crash Bandicoot... :P) Keep going left, break the bridge and go right. Get the lum [1] and go over the mine. Break another bridge and head left. Get another lum [2], go over the mine and deal with another bridge to go right. Blow up the bomb above the mine and go over it before dealing with another bridge and going left. Get another lum [3], go over the mine and break yet another bridge to go right. Blow up the bomb above the mine and demolish another bridge to head left. Get the lum [4], go over the mine and break another bridge to head right. Blow up another bomb, break another bridge to go left and do the same process down below except you go right after going down. Go over the mine, get the string of three lums [5-7] and jump for the extra life and the chain. Climb up it and helicopter to the lowest platform you can see on the right before breaking the ~CAGE~. Head back to the chain, climb to the top and jump up onto two platforms, going over the moving mines. Head to the chain on the right and go for the lum to the right of it [8]. Go back on the chain and climb to the top. Jump right for another lum [9], climb up to the next platform, go over a moving mine and head for the chain on the left. Go to the top and jump to the trampoline on the right. Use that to reach a platform with a moving mine and go on the chain above it. Reach the top of it and go to another on the right. Then jump down to the lum on the right [10] and go back to the top of the chain. Then go on the trampoline on the left to take you to another chain. Go on the platform to the right and go over the moving mine for another lum [11]. Go back on the chain and go to a higher platform on the left to another [12]. Then climb to the top and go on the trampoline on the right to head to a platform on the left. Go over the moving mine and go on another trampoline, which takes you up to another lum [13] and a purple lum to swing onto. That should take you to a Green Lum.

Hit the switch and go through the door. Break the bridge and go down for a lum [14]. Go left to trigger another boulder chase! Go over the mine near the bridge and break it to fall to another lum [15] and go right. Shoot the bomb over one mine, go over it, and go straight over another before breaking a

bridge and going down to another lum [16] with a path leading to the left. Blow up a bomb above a mine, go over it and repeat, and break the bridge to go to another lum [17] and go right. Do the same here, but after getting the lum from falling through the bridge [18] go left. Jump over three mines one after another and break another bridge to get another lum [19] and go right. Go over a mine and hit the switch before breaking another bridge to go to the left. Go over another mine, through the door and break another bridge to go right. Go over the mine and get the final lum over the gap [20], with the exit on the other side.

After you leave the level, climb up the chain to the right and go to the one next to it. Jump off it near the bottom to a platform on the right, to the next level.

#### LEVEL 13 - Wicked Flow

{Part 1}

Get the lum in the air [1] and ride on the platform. Hit the two thistles that hang down in front of you. Get the nearby lum [2], hit two more thistles and blow up the bomb. Hit another thistle and another bomb. Get the lum in the air [3] and duck under the gap. Then get the three lums over the bombs [4-6] and go over the thistle before ducking below the gap. Get the lum [7] and jump over the dark lum. Hit another thistle and get the lum near it [8]. Jump and hit the next thistle before getting the lum near that too [9]. Hit the next thistle and jump over the dark lum. Duck under the next gap and hit another thistle. Go under another gap and climb up on the top of the roots to reach the ~FIRST CAGE~. Get the two lums in the air [10-11] and land on the roots underneath. Hit the zombie chicken and jump right to the stone surface. Get the Green Lum.

Ride on the platform and hang on the vines above. Shoot three zombie chickens one after another. Drop down onto another platform to ride on. Get the lum in the air [12] and jump over another dark lum. Jump and hit the thistle in the air, and hang on the vines towards the right before it reappears. Hit the dark lum from a safe distance. Hang right, shoot the thistle and drop onto the platform. Shoot the zombie chicken, jump over the dark lum and repeat twice. You should face more dark lums coming - jump over the first, duck under the second, ignore the third, jump for the lum in the air [13] while going over the fourth, jump over the fifth and duck under the sixth. Get the lum in the air [14]. More dark lums are coming - ignore the first, try and hit the second, jump over the third and duck under the fourth. Jump for the lum [15] and either dodge or fight the three dark lums close together. Duck under another dark lum. Jump off the platform and get the extra life on another before riding it. Jump and blow up the bomb, and hang on the roots, where three lums lie across it [16-18]. Go left, hit the thistle and go on the edge of the roots to hit the ~SECOND CAGE~. Turn around, hit the thistle again and go right. Go on the rightmost platform to ride it. Duck under the thistle, jump over the dark lum and hit five thistles in a row. Duck under the gap and get the lum in the air [19]. Jump over the dark lum, go right onto the stone surface underneath and fight another green Henchman. Jump over the gap for the final lum [20] and reach the exit.

{Part 2}

Start by going left and swing on the purple lum to a platform with three lums [1-3] and a ~CAGE~. Go back to the start. Jump on the platform with the lum on it [4] to ride it. This kind of platform is different - before it reaches the end of its path its tail starts to burn, meaning that it'll vanish underneath your feet and you'll fall down, whether you're over a platform or a pool of lava. The ride takes you to a bomb to blow up first of all. It should take you

up to another lum [5] before burning into ashes. Go onto another platform, marked by another lum [6] and hit the bomb. Duck under the mine, get the lum near it [7] and jump over another mine. Duck under a pair of which, before jumping for the lum in the air [8] and landing on a stone platform, taking down a zombie chicken on it. Go on the next platform and ignore the dark lum. Duck under three mines for another lum [9], hit the thistle and hit the dark lum if you can. Jump onto the next platform, marked by another lum [10]. Duck under two mines, get on another platform with another lum [11], duck under two mines, get the lum near them [12], jump over another mine and go on the next platform. Hit the bomb, jump to another platform and get the lum above the mine [13] before reaching yet another platform. Ride on two more platforms, jumping over a mine each. On the next platform you land on, jump over a column of mines and helicopter to the stone surface to the right to reach the Green Lum.

Ride onto the platform to the right, jump over two spiked hats and swing on the purple lum to another platform. Jump over the mine to land on another one. Repeat. Get the extra life before going on another platform. Go over the mine before ending up on another one. Cross platforms twice. Jump over the column of mines and hit the thistle. Repeat. Jump for the lum [14] and the roots to hang onto. Hit the zombie chicken and hang right before dropping down onto another platform. That should take you to two purple lums, bringing you to a platform with the final lum [15]. Jump over the spiked hat onto the stone platform and the exit is nigh.

{Part 3}

This is the hardest part, hands down. Go on the platform, which takes you up to a bunch of vines to hang on. Blow up the bomb near you. Hang over the moving mine, hit the thistle and blow up another bomb. Go on the roots among the wall and climb to the top for two lums [1-2]. Go down and go on the small stone platform. Climb onto more roots and go to the top for two more lums [3-4]. Go to the right and hit and throw the two black balls near you. In the gap between them both, drop down to two more lums [5-6] and an extra life. Go right and ride on the platform. Duck under one batch of mines, jump over another, leave the third one alone and jump over the fourth bunch to another platform. Hit the bombs, duck under the mines, hit the thistle, duck under the sole mine and get the lum in the air [7]. Duck under the dark lum and cross platforms. Jump over another dark lum, get the lum in the air [8] and cross platforms again. Duck under another dark lum, go on another platform, jump over another and swing on the purple lum. Get the two lums in the air [9-10] and swing to the roots, where two lums are seen on them [12]. Hang to the right and drop on the platform. Duck under the mines, crawl onto the next platform, and repeat. Jump up for the roots again and go over the moving mines while hanging right. Drop on the platform, jump over the spiked hat and swing on the purple lum towards the roots. Climb up them and hang on the roots to the left to reach two lums [13-14] and the ~CAGE~. Go back on the climbable roots, and swing on three purple lums to the right, dodging two dark lums, before reaching the final lum [15] and a stone surface. Jump over the spiked hats and reach the exit. What, no Green Lum?

If you got all the lums in the world, you can access Mega Havoc 3. After leaving the level, go left onto the chain and climb up to the top. Go left to it. If you'd rather try it later, go right to the Teensies, who will let you through to the final world!

Before you enter the world, you face a little dialogue scene with Rayman and Ly, showing that Razorbeard and the Dark Lum are found there and Globox is in need of rescuing. So, you know what this means - more levels to bypass! Go right for the first level.

#### LEVEL 14 - Creeping Chaos

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##### {Part 1}

Before you do anything, helicopter to the left towards a pair of chains with five lums on them [1-5]. Go to the top of the second one to reach the ~FIRST CAGE~. After getting it, go back to the start. Climb up the webs and move right. But as fate shows it, when there's webs there's spiders! Aiee!!! And they chase you as long as you stay on their web! Go right, get the lum [6], go down a bit while keeping on moving right and get another lum [7]. Cross webs. Get the lum [8], go up a bit, keep going right and cross webs. Get the lum [9], either hit or dodge the dark lum and cross webs again. Go up for the lum [10], dodge the dark lum and cross to another web, getting the lum in the air [11]. Get the lum on the web [12], go down a bit and at the end, jump over the mines, get the red lum on the chained platform, jump over a dark lum, go on another platform and helicopter to a stone surface on the other side. Hang on the left edge to break the ~SECOND CAGE~ and jump back up for the Green Lum.

Climb on the webs again and get the lum [13]. But another spider chase starts here! Go right, get another lum [14], go down and cross webs while getting a lum in the air [15]. Get the lum nearby [16] and go down to reach another [17]. Cross webs, hitting the bomb as you do so. Go up a bit, get the lum [18] and you'll soon cross webs again, getting a lum in the air [19]. Get the two lums on the web [20-21] and cross webs, hitting the bomb as you go to it. Get the lum on the web and cross webs, hitting another bomb, and repeat [22-23]. Get the lum to the right [24], go up and get the lum in the air [25] while crossing webs. Go along the web for two more lums [26-27], dodge the dark lum and get the lum in the air [28] while crossing webs. Go down, hit the bomb over the mines and go over them to reach a chained platform. Cross over three of those platforms and go over three dark lums, with the final two lums inbetween them [29-30]. Then go on the stone platform to reach the exit.

##### {Part 2}

Go on the chain to the right, and climb up for the first lum [1]. At the top, go to the web on the left. Oh no, not another spider! Right, get the three lums around the web [2-4] and at the rightmost part of it jump to the ~FIRST CAGE~ before breaking it. Helicopter to the web on the right, get the lum at the bottom of it [5] and go up to another [6]. But go to the left immediately because another spider's in wait! Helicopter in that direction to reach another web. Get the lum near you [7], cross to the web on the left, go around the spider to get the lum at the top [8] and go left again, making sure you don't hit the moving mine. Get the lum near you again [9] and go around the spider. Then go to the stone surface on the right for a red lum if you need it and a Green Lum.

Head right and climb on the chain. Jump for the web on the left and go around it while dodging the spider to get three more lums [10-12]. Cross webs to the left and get the three lums on it [13-15] while dodging the spider. Go up, cross webs to the right and get the two lums on it [16-17] while evading a spider before going to the right and breaking the ~SECOND CAGE~. Go back on the web and carefully take the route up. Get the lum on the right of the spider [18] and go around it before crossing webs to the left. Get the three lums on it [19-21] while climbing to the top, and on there, go right to hang onto a chain. Climb up it and go over the moving mine to reach a web to the

right. Get the two lums on it [22-23] while dodging the spider, reach the top and go on the stone platform to the left. Jump over the moving mine and get the red lum if you need it. Go to the web on the left and get the four lums on it [24-27] while going around the spider. Go to the top of the web and go right to hang on a smaller chain. Then jump onto the web on the right, get the two lums on it [28-29] and reach the top before going to the left to reach a stone platform. Jump over the moving mine to get the final lum [30], go under the spiked hat and go to the stone surface to the left. The exit is right there!

After you leave the level, climb down the web and go to the left for the next boss. Then you meet back up with Ly, who grants you a new power - the Super Fist. It allows you to charge your fist to hit wooden roadblocks. After you leave, drop down and head to the right for the next level.

#### LEVEL 15 - The Mettleworks

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Go on the balloon to the right to get the first lum [1]. Land on the platform and charge your fist at the door. Then go on the balloon to go up to another lum [2] and another platform. Go on the grease covered platform to the left, and slide off it in the same direction to reach the grate on the left. Climb to the top and get the lum [3]. Use the balloons ahead to jump over the mines and reach a platform with a single lum [4]. Use the balloon to go up to the purple lum and swing to the grease platform on the left. Take the balloons on the left to go over a bomb and get another lum [5], then swing on the purple lum to the right. Go on the balloon to go over the lava trough and land on the platform. Get the lum nearby [6]. Charge your fist at the door and go down to another lum [7] and the ~FIRST CAGE~. Go on the purple lum to the left and use it to reach the balloons. Go over the bomb and then go for the grease platform on the right. Get the lum on it [8]. Then use the balloon to reach the far right of the screen, where a lum resides [9]. Drop down to the purple lum near the first cage and go back up to the grease platform. This time, use the balloon to reach the grater above it. Climb up and get the lum on the right [10], then go on the moving platform to the left. Duck under one set of mines, get the lum [11] and jump over another. Charge your fist at the door and jump on the balloon to reach another platform. Charge another fist at the door, get the lum [12] and break two more doors. Then go on the balloons to reach another grease platform. Follow a trail of them to reach the balloon to the left with a lum above it [13], and go right. Follow another trail of those platforms to reach another lum [14] and grab the Green Lum at the right.

Climb on the grate and head left over the mine and on the balloon. Go straight up on the balloon, reaching a long grease platform with three lums on it [15-17]. Go left and hang on another grate. Get the lum above the balloon [18] and jump on it to another, taking you over a pair of mines on another grate. Climb down to reach a platform with a single lum [19]. Then go up to the top and jump on the balloon there, getting the lum above it [20] and reaching another grease platform. Go to the right and charge your fist at the door. Head right, jump on the balloon and go up. Go left to the lum [21] and go on the balloons left, then up, then right, going over mines where necessary and getting the two lums along it [22-23]. At the end, get the lum on the stone platform [24]. Go up the grate and swing on the purple lum. Take the left to your first encounter with a Henchman in a blue suit. He sends out a ball and chain at you, so keep your distance from it or jump up and helicopter over it. Then you hit him as usual. After he's gone, go left and head under the balloon for another lum [25] and the ~SECOND CAGE~. Jump back up and go on the balloon, get the lum above it [26] and ride a trail of balloons up and right, going over more bombs and reaching a long platform with the final four lums [27-30] and the exit.

{Part 2}

Start by going left and up the grate. Get the lum on the platform [1] and break the ~FIRST CAGE~. Go down and get the lum [2] near the electric rod. Hit the red button on it to turn the force field on it off. Jump over it onto a moving platform. Hit another red button, duck under the mine, hit another red button and go over the rod before going onto a purple lum. Swing to the lum above the balloon [3]. Hit the switch before bouncing on the balloon over the rod, and repeat before landing on another moving platform. Hit another button and go over the rod, get the lum [4] and duck under the mine. Hit another button, climb on the grater and go over the rod to get another lum [5] and land on a column of two balloons. The first one should be easy to bounce on, but by the time you reach the second balloon, helicopter down to get the button with pinpoint accuracy. Then go over the rod and swing on another purple lum. Jump for the lum [6] and a grease platform. On there, jump over the two mines - the first with a lum on top of it [7] - before going onto the platform to head right. Get the lum on the way [8] and hit another button to turn off another rod. Go over it onto another balloon and go right. Get the lum in the air [9] and swing on the purple lum. Go off, hit another button and land on the balloon to go over it. Get the lum in the air [10] and use the balloon to reach a moving platform. Hit the switch, go over the rod, get the lum on another moving platform [11], hit another switch and go over to another platform. Jump towards the extra life, hit the switch and bounce on the balloon. Go over it to land on another one. Head right to a yellow lum [12] and the Green Lum.

Go across two platforms down and left to reach a small isle with three lums packed close together [13-15]. Then go back up. Go on the grate and jump to another, going over a mine and reaching a lum [16]. Go to the bottom of the grate and charge your fist to reach another button. Climb back up, get the lum above the mine [16], cross to another grate and go over the rod and the lava trough for another [18]. Grab on the grate. Go to the bottom and hit the switch. Climb back up and go over the rod to a grease platform. Go over the mine and go to the stone platform on the right, where another lum [19] and another blue Henchman resides. There's no room to run away this time - you have to make do with jumping over the chain. After he's gone, hang to the right of the platform and break the ~SECOND CAGE~. Jump back up and go on the moving platform. Hit another red button and go over the rod to another platform. Get the lum [20]. Hit another switch to go over another rod before going on another platform, and repeat. Charge your fist at the door on the right, jump over the mine to get the lum [21] and bounce on the balloon over another. Swing on a purple lum and get the red lum. Hit the button and use the balloon to go over the rod. Slide on the platform and jump to another to reach another lum [22]. Then go over the lava trough and go on a stone platform. Get the lum in the air [23] and go down to a platform with another blue Henchman. Again, there's no room to dodge him, so jump and helicopter his shots. After he's gone, helicopter to a platform on the low left, go on the grate and go to the platform on the left to get four lums on it [24-27]. Go back to where you fought the Henchman. Jump on the balloon and reach the moving platform with the lum above it [28]. Hit the button to go over a rod, and repeat with another. Charge your fist on the door. Face left, and hit another button to turn off another force field. Get the lum above and jump for the platform to the right. Get the lum and land on a platform with the exit. But you can't get to it yet - take down the blue Henchman first! Remember - jump his shots and hit him back when he's not attacking.

After you leave the level, climb on the webs to the right. Keep going in that direction for a break from all that platform jumping.



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Similar to the Magma Mayhem level in Haunted Dreams, but this is much harder. It helps if you don't get all the lums on the first do if you want to guard your health and your speed around the track. Here's what a lap around the course should look like. Start by going forward and get the lum on its own [1]. Go around the corner, go around the rolling stone and you should see a fork with two lums on the left and one on the right [2-4]. Go past another stone, get the lum on its own [5], go around the u-turn and get the two lums on their respective corners [6-7]. Go forward for another lone lum [8], head right and go up the straight for two lums there [9-10]. Go past the stone, get the lum near it [11] and there should be a fork with a lum either side [12-13], with another lum when the path reforms [14]. Dodge the lava puddle, get the lone lum [15] and head right to a lum near a corner [16]. Go around it and get the two lums along the path [17-18] before heading right again. Get the lone lum [19] and go through two forks with a lum at either side [20-23] but with a bouncing stone inbetween them and a pair of trampolines on the left. Ahead should be two more forks, each with two lums on the left and right [24-31]. Get the lone lum near the corner [32] and go right towards another [33]. A large straight with split paths around lava puddles can be seen here, holding eight lums [34-41]. When the path rejoins, get the lone lum [42] and go around the corner for a path of four lums [43-46]. Through the field of lava puddles and bouncing balls there should be three lums scattered around [47-49]. Go on the two trampolines and go left to a path of four lums [50-53]. Go right again and head through the rolling stones, around to the right, and to the final two lums near the finish line [54-55].

Once that's over, climb up the web to the right, and at the top cross left to another. Go right onto the chain and the next level's in plain sight.

#### LEVEL 17 - Razor Slide

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{Part 1}

You start off with a nice slideshow showing that Rayman's been spotted in the strongholds. ^\_^ After that, the work begins. Start by charging your fist at the door, and go onto the greasy platform. Go over the moving mine for a lum [1] and go over another to the right of the platform to reach a slope. Go down it, over the mine and go across three ball-and-chain platforms with a mine inbetween them - one still, one moving - to reach another slope. Jump and grab the purple lum to swing on a platform with three lums [2-4] and access to the ~FIRST CAGE~. After that's done, go down on a hard right, getting three lums on the way down [5-7]. Go left on the slope, duck under the pack of three mines and go over the moving mine to another platform. Get the lum on it, jump over the gap while going over another moving mine and repeat [8-9]. Then get the lum above the moving mine [10] and go over to three ball-and-chain platforms with a moving mine between them all. Go on the slope to the left, duck under two mines, get the lum above the platform near the end of the slope [11] and go on a hard left to a string of three lums [12-14] and a Green Lum.

Charge your fist at another door and go on two ball-and-chain platforms to the right, going over a mine and getting a lum [15] near another grease platform. Duck under the mine and cross the gap while going over a moving one. Repeat. You should then reach a platform with a lum on it [16]. Cross the gap and the mine to another platform, and repeat. Go over another gap and mine for a lum [17] before facing a blue Henchman encounter. Again, there's no room to run so jump over his chain. After he's gone climb up to the top of the grate on the right, and charge your fist to the left to break the ~SECOND CAGE~. Climb down and drop down to three lums [18-20]. Duck under two mines to the left and jump

for the purple lum. Swing on it to the other side, land on the platform, go under the mine and get the lum to the left of it [21]. Go on the ball-and-chain platform and head left to another lum [22] and another grease platform. Duck under the mine and get the lum near it [23]., then go over the mine to another lum [24] and three ball-and-chain platforms to cross over, with a moving mine and a still mine between them. After jumping off the third, helicopter left over the moving mine and get the final lum [25] before reaching the platform with the exit.

{Part 2}

Start by going left to a lum on a platform [1]. Then go back to the start and go over the gap with the mine in it, onto a slide. At the end, jump for the lum in the air [2] and swing on the purple lum. Then hit the switch and helicopter through the door for a lum [3]. You should land on a long grease platform. Jump over one mine, get the lum [4], duck under another mine and go on the grate. At the top, get the lum right above you [5] and swing on the purple lum to the left. Go for the collective of three lums to the left [6-8] and swing back to the grate. Get the lum on the right [9] and swing on the purple lum there. Again, hit the switch and helicopter through the door. You should land on a slide - duck under a mine, get a lum [10], jump over another mine, get another lum [11] and go on the grate. Take the platform path to the left and use them to reach two lums [12-13] and access to the ~FIRST CAGE~. Go back to the grate, get the lum on the right [14] and swing on the purple lum near it. Get the lum to the right of it [15] and swing on another purple lum. Jump off, hit the switch and helicopter through the door for another lum [16]. Get the Green Lum nearby.

Go up the platform, and cross three small grease platforms - the second one with a lum on it [17] - and get the lum in the air [18]. Then swing on the purple lum. Get the extra life if needed, swing on another purple lum, and hit the switch on the right before hanging back onto one of the lums near you. Once you're back on the second of those, helicopter to the lum [19] and go through the door to another slide. Go over the arc of mines at the bottom to reach another lum [20], face left and hit the bomb at the bottom of that arc. Go under the mines and drop to a lum [21] and access to the ~SECOND CAGE~. Go back under the mines and head right. Duck under the mine, get the lum in the air [22] and swing on the purple lum to get a lum on the right [23] and to reach the grate. Go to the top, get the lum on the left [24] and cross two more platforms on the left direction to reach two more lums [25-26]. Go back to the grate. Go on the grease platform and head over three gaps with a mine inbetween them, the first crossing having a lum after it [27]. Then get the lum in the air [28] and swing on the purple lum. Hit the switch and helicopter through the door to another lum [29] and a safe landing. Climb up the stairway of grease platforms - with the final lum inbetween them [30] - to reach the exit.

If you have everything by now, you can access Mega Havoc 4, which can be seen to the right of The Mettleworks and down the webs. But if you rather want to get this over with, then the Teensies will be nearby, letting you through to the final boss! After he's gone, you completed the game! Give yourself a pat on the back. :)

~Part B - Bonus Levels~

WORLD 1 BONUS - Mega Havoc 1

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Start by jumping on the trampoline to a moving platform. Jump and hit the bomb, duck under the next set, get the first lum [1], hit another bomb and jump over another shelled one. Get the lum inbetween the next pair [2] and

jump on the trampolines to reach a net before the platform gets burnt. Climb to the top and get the lum on the left [3]. Use a nearby purple lum to swing to your right and get the lum [4] before landing on another trampoline. Go to the right for another purple lum, swing on it and reach another moving platform with a nearby lum [5]. Quickly jump off onto the net, get the yellow lum at the top left [6] and go to the bunch of moving platforms on the right, getting another lum [7] and jumping over another shelled bomb. On the third, swing onto the purple lum, get the lum in the air [8], hang on the edge of the next platform for another [9] and jump back up for the Green Lum.

Get the lum above the trampoline [10], hit the bomb in the air and traverse the purple lums towards a net, getting another lum [11] on the way. Get the lum on the net [12], go down to the platform and jump to a platform on the left. It takes you to a yellow lum [13], an extra life and another platform that takes you to the purple lums before the net. Go back down, get the lum in the air [14] and use the nearby trampoline to go over another bomb and jump on a moving platform, with the process repeating twice and getting two lums [15-16] on the way. The fourth platform in line takes you down to a bunch of trampolines - use them to get another lum [17] and destroy two bombs. Jump to the moving platform, shoot another bomb and duck under the spiked bomb, and continue the process of jumping over, ducking under and/or destroying bombs, with a platform change in the middle, to reach the platform at the end, getting the final three lums [18-20] and reaching the exit.

#### WORLD 2 BONUS - Mega Havoc 2

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Pick up the keg and bring it to the torch to start flying. Go over the pointed sticks and dip under the stone platform for two lums [1-2], then go through a bunch of bombs for two more yellow lums [3-4] and an extra life. As soon as you let go of the keg, swing across the purple lums to get another lum [5] and a way to a bunch of roots to hang onto. Hang to the small platform with the lum on it [6]. Then jump to another batch of roots, hang right to another platform and repeat. Quickly shoot the bomb on the next platform, jump on it and go over to the slime slide, getting a lum in the air while doing so [7]. Use the slide to reach another bunch of roots to take you to two platforms to step up on. Jump for the lum above [8] and go to the slime slide nearby. At the bottom of it, use the purple lum to fly over the mines and get the lum [9]. Head right and, if you got there fast enough, swing onto the purple lum. Use that to take you to another blue lum and fly over the mines, getting the lum to the top right of the last one in the path [10]. Hang onto the purple lum after it, jump down on a stone platform to another lum [11] and go to the one next to it for the Green Lum.

Go on the slime slide and swing on the purple lum to the right of it. Repeat. Get the lum in the air [12] and slide down on another slide. Jump for the lum nearby [13] and go down another slide, before swinging on a batch of purple lums, getting a yellow lum between the second and third one [14]. Head onto the small platforms, getting the lum above the second one [15] and go down two slime slides one after another. At the end of the second you should grab another lum [16] and a blue lum to fly with. Shoot the one bomb in the pack of mines, fly through the gap, go near the purple lum for another yellow lum [17] and swing onto it. Head to the slime slide on the right and go down it for another lum [18]. That should take you up to some roots to hang onto and drop down to a platform. Repeat. Then cross platforms, jump for the lum [19] and swing on the purple lum next to it. Head right to a stone ledge with the final lum [20] and the exit behind it.

#### WORLD 3 BONUS - Mega Havoc 3

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Get the blue lum in the air and use it to go over the mines, hit the plum into the lava and go straight up to the lum [1]. Go on the plum, shoot left to go right and jump over two mines, the second holding a lum above it [2]. Get the lum in the air and hang on the wall. Get the lum on the small platform [4] and progress onto three more of those platforms with a lum near them [5] before going on another plum. Go right, get the lum above the pair of mines [6], get the blue lum, go over the mines, get the extra life, get another blue lum and get the two lums close to the lava stream [7-8]. Shoot the plum down and ride it to the right. Duck under the mine and get the lum on its right [9] before jumping over three mines one after another and going over a moving mine. Get the lum in the air [10] and get the Green Lum near it.

Grab the blue lum and go over the mines. Get the lum near them [11], shoot the bomb and go through the gap. Get the blue lum to fill your gauge, fly straight up to another lum [12], shoot the bomb and go through the gap to another lum [13]. Get the bomb at the bottom of the row of mines, fly through the gap and get another blue lum. Go through the moving mines for another lum [14] and get another blue lum. Go through more mines and get the lum [15] near the small platforms. Cross them to reach the plum. Duck under the mines and get the lum in the air [16] while going over to four small platforms with two mines hovering above them. Crawl under them, get a lum [17] and jump for another near the blue lum [18], using that to hit a bomb over a mine, fly over it, go down and get the lum there [19] and hit the bomb to go through the gap. Get the final lum [20] near the stone platform and reach the exit.

#### WORLD 4 BONUS - Mega Havoc 4

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Cross the gap at the start and crawl under the mine to get the lum [1], but that triggers a boulder chase! Here we go again... :P Jump over three mines ahead of you one by one, go over the bombs or blow them up with your fists, go between two more mines for a lum [2], hit the bomb to cross the gap and keep running. Soon, a boulder should come to you from the right, so climb up onto the chain and go to the top, getting a lum [3] and not taking any damage. Go back down, go under the mines and sooner or later another boulder should come from the right. Climb up the chain to the right to dodge it. Then go back down, go right and stand under the blue lum to trigger another boulder chase. Then get it, and use it to fly over the mines. Then go through a straight between them, get the lum [4] and land on the platform at the top right. Crawl under the mine and another chase is triggered. Head down the gap, go over the mine, get the lum [5], blow up the bomb and drop down again. Crawl under the mine and head right towards a chain to climb up to. Go to the top and go right. Get the lum [6], break the bridge and get the blue lum, but be sure to fly immediately. Get the lum down the channel [7], go under the wall and head upwards on its right hand side towards the chain. Go to the top and go right for the Green Lum.

Go along the path and get the lum over the bridge [8]. Then break it, but don't go down just yet. Instead, land safely, and helicopter over to the chain underneath it. Cross onto another on the right, and reach a bridge on a landing to your right. Again, land safely before using your helicopter down the gap to reach a lum [9] and a chain. Go right onto a platform and then onto another chain, climb up and then go on the platform to the right. That triggers several boulders to fall onto a landing underneath the mines and chains ahead of you, so be careful. The safest way to cross is by going through the mines and grabbing the chains on the other side, but you'll lose two hit points at the least. Either way, you'll get two lums while crossing [10-11]. Go on the platform and head right, but... sooner or later, a chase will occur again. Get the blue lum, get the lum near it [12], and fly over

three mines. Get another blue lum, get the lum near it [13] and go over six mines, You should reach another lum [14] and a high platform to stand on. Jump over both mines ahead of you and climb on the chain for another lum [15], and keep moving ahead, but another chase will occur. Go back on the chain and wait for it to come back. Then go right and climb on the wall for another lum [16]. Go right again and that triggers two boulders going near a landing underneath you. Get the blue lum on the right and fly under the mines to reach the final three lums [17-19] while going above the boulders. The exit is nigh.

After you get all the lums, you get access to a level with the 1000th lum in it! To get there, start at the Heart of the Ancients. Go left, down the chain, left again, up the web and the challenge should be in sight.

#### FINAL LEVEL - Lum Challenge

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Swing onto the purple lum at the start, onto a slide to the right. Go down it to a blue lum and go up and right. Quickly break down the door, and swing onto the lum before the timer runs out. Go off it onto a path of three ball-and-chain platforms, and land on a punching platform. Charge a punch on the button to go up and over the mine onto a grease platform. Go under the pair of moving sacks, and jump off it before swinging onto a purple lum. Go onto two ball-and-chain platforms; on the second one, you have to be quick with charging your fists onto the door and jumping off onto another punching platform. Use it to go up to the bombs and blow them up. Then use it again to go over onto a ball and chain platform. Cross onto two more and reach for the purple lum before they break. Then go on another platform. Charge your fists, and when you start going down, hit the door and go through onto another one. Use that to reach the punching platform. Charge your fist on the button to go up, then quickly do it again while up to break down the door. Go up on the platform again and swing on the purple lum to the right. Land on the ball-and-chain platform and get the blue lum nearby. Use that to go through the moving sacks at the top and the mines and lava troughs at the bottom to reach another ball-and-chain platform. Swing onto a purple lum on its right, and go on another platform. Hit the bomb and jump off to the right to a slide. Duck under the sacks while sliding. Then jump for the purple lum and swing onto it to a punching platform. Use it to go up to a ball-and-chain platform, and go right to a grease platform. Go onto the platform next to it for the #1000TH LUM# and continue to the exit.

All 1000 lums are yours! Congratulations!

~Part C - Ly's Punch Challenges~

#### CHALLENGE 1 - Ly's Punch Challenge 1

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This is located in Haunted Dreams. From Prickly Passage, you climb halfway down the ladder and helicopter to the left to it.

Start by running up the steps, and charge a punch onto the red button on the lift ahead of you. That should take you to a path of balloons to cross to the next lift. Charge your punch again to take you to a single balloon with a red lum if you need it. That should take you to another lift, bringing you to two weighted platforms, a balloon and two more weighted platforms. Reach the lift and charge your fist again to reach a balloon to the left to reach another weighted platform and another balloon to take you to another lift, with a red lum on the way. Use it to go to a balloon, taking you two two lifts to ride on, which will rise towards a path of balloons to the left and unstable platforms to the right. Use the lift at the end to go to an upward path of

balloons, holding two red lums and an extra life. At the top balloon, helicopter to the left to reach the exit. Your reward for all that effort? It's an extra multiplayer level.

## CHALLENGE 2 - Ly's Punch Challenge 2

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This is located in the Pirate Stronghold. From the Heart of the Ancients, go left and climb up to the top of the chain. It should be on the right.

You need to be on your toes for this one. Start by going left and use the lift to go up. Get the red lum, grab a purple lum, swing on it to a balloon and repeat. Get the red lum above the balloon if needed. You should reach another lift to a balloon, then a path of four ball-and-chain platforms, and to another balloon, with a red lum if you need it. Then, swing on the purple lum to the left to another platform. Get the red lum if required, and swing on the purple lum. Go on the balloon, step on the ball-and-chain platform, and repeat. Go on another balloon, get the red lum if required and swing on the purple lum to the right. Use the lift to reach another, which can be punched on to reach a ball-and-chain platform and another punching platform. Go up on it and ride 3 balloons to another purple lum, getting a red lum on the way. Go on the ball-and-chain platform, go on the balloon and swing on another purple lum to the left. Go on the balloon to reach another red lum and a way to a ball-and-chain platform. Then go on another balloon to a purple lum. Go up two punching platforms to a red lum and a balloon to jump on. Then swing on a purple lum to another balloon, punch on the platform when you land on it and go on the ball-and-chain platform to reach the exit. Another extra multiplayer level is yours!

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## 6 - BOSSES

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### BOSS 1 - Garish Gears

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Pick up the barrel to the left, and carry it to the right. If a bomb comes to you, throw the barrel up with the A button, press B to shoot the bomb with your fists, and stay still to catch the barrel. Once you're at the edge of the platform, throw it at the gears to knock one off. Repeat twice.

### BOSS 2 - Jano's Nest

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Helicopter on a ledge to the right to meet with Jano, a cyclops in a top hat. :P Shoot over the two horizontal fireballs he sends at you. Then he'll send out a skull towards you. Shoot it and step on it. Repeat the process until you reach a stone platform.

Then, he'll start sending out diagonal attacks. They could be harder to jump over than the horizontal fireballs, but it's still possible to avoid them - by either ducking or jumping - without taking damage. He'll then shoot skulls in a diagonal direction too, so jump up and shoot them before stepping on them. Repeat before reaching the second stone platform.

There, he will not only perform the attacks in phase 2, but he will go behind you and shoot from there too! After that, he will send a skull in the air. Jump up and shoot at it, then ride on it to the third and final stone platform. Be sure to avoid the fireball shower on the way there! Once you're

on there, the boss is defeated!

### BOSS 3 - Den of Rocky

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This boss starts with sending his fists down to the ground and allowing fire to shoot up underneath you. Take a look at where the smoke rises from the ground when he hits it - that tells you to stay well clear from it if you want to avoid taking any damage. After a few pounds, a blue lum should show up, so get it and fly up so that you're level with his head, and shoot it. He will then charge along the ground, so duck under him.

The second phase is the same as the previous one, but two fire sprouts are launched simultaneously upon every pound. After that's done, get the blue lum and hit him on the head. He will then rush among the ground three times - duck the first time, jump over him second, and duck again for the third and final rush.

The third phase is much harder - three fire sprouts are sent in unison as he pounds down! Then, get the blue lum that shows up and hit him on the head again to defeat him!

### BOSS 4 - Scaleman's Keep

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This boss has more hitpoints than any other in the game, but don't let that scare you. He starts by rolling towards you, so jump over him when he comes near you. When he shows himself back up to his normal form, hit him to make him shrink. That causes him to run across the arena, so jump over him and send your body onto him to make him lose a hit point and get back to his normal height.

He then curls up again and bounces across the arena. So run under him when he comes near you. Punch him to shrink him again, and jump and send your body onto him before he grows back to normal size.

He rolls up again and takes to the air before heading down to wherever you're standing, so run from his shadow. After three attempts, he will show himself again. So shrink him and send your body on him.

He will send a red lum above him before rolling back on the ground faster than in phase one. Jump over him, get the red lum if you need it and wait for him to show his normal size. Hit him and send your body on him. Word of caution - he starts running faster, so be quick!

He then curls up and bounces around the arena. This phase isn't that much different from phase two. Then when he shows himself again, hit him and send your body on him. Five hits down, one to go.

He does the same sky bomb attack in phase 3, but this time, he starts coming down faster. Again, dodge his shadow. Then he'll show himself again. Hit him and send your body on him to defeat the boss!

If you struggle, then maybe you should take phon tom's alternative strategy - "hitting him in the corner when he turns is the easiest way because he stands still for a moment there". Good luck.

### BOSS 5 - Heart of the Ancients

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{Part 1}

You read it right - it's a two part boss! Razorbeard is seen inside his robot, ready to duel against you! Robot... isn't that the Grolgoth from Rayman 2? Answers on a postcard, please. :P

The first phase shows the robot giving off some low and high shots. Jump over the low ones and duck under the highs. Then it'll open a hatch on its stomach and you simply punch the golden mine he sends out back at him. One hit point gone already. He'll jump up in the air, and some mines will fall to the ground. It helps to find a gap within them to dodge them. Go to the right of the screen and the robot will re-appear on the left.

The second phase is similar to last time, but he also sends out missiles - jump over them! The bomb it launches is higher in the air this time, so jump and hit it. Again, more bombs fall, so find a gap in them. However, there's more of them this time so it can be a bit harder. Then, make your way to the left of the screen for the bot to reappear on the right.

The third phase has more of the missile attacks than the shots, and the bomb to hit is even higher. After another hit is taken, he'll go back up and a bomb will reach you from the right. This time it's increasing in size, so chase it off by charging your fist at it. Then go to the right of the screen and the robot will be back on the left.

More shots and missiles to dodge, similar to phase three, and then he sends out the same bomb that attacked you inbetween its previous two attacks. Charge your fist at it to send it back to it. Then he'll go back up. Two of the same kind of bombs come to you, one from either side - charge your fist at them one by one, then wait at the left until the robot comes back on the right.

A similar attack to phase four comes here, before he launches another of those mines to charge your fist into. The first part is clear!

{Part 2}

This is a trickier part of the boss - you're on a flying shell, and you use this to move around with. One scratch of damage and you're dead. Darn.

This boss sends missiles out towards you. Let them chase you, and when they start beeping at their fastest, move up and out of the way, allowing it to slam into the robot instead. It'll fall into the water, and leave the scene. Go through the three fireballs coming from the left, and then the robot should reappear on the left. The same phase occurs in phase two, but with the attacks of the robot from the left, the storm of fireballs from the right and the reappearing of the robot on the right too.

Another missile is sent, and you lure it to the robot. Then, it'll go down. This time you face fireballs from both directions - go through them all and be ready for phase four.

Send the missile to it again, and here comes the tricky part - going through the mines that fall from the sky. Which can be harder because the flying missile has no brakes. :|

The final hit to inflict is also a toughie - two missiles are sent out at once! Be sure to send one of them to the robot. Then, the battle's over and the war has won! Now, sit back, relax and enjoy the ending.



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As with most FAQ writers, I can accept certain types of email from those that mail me from here. So here's an Email policy if you want to contact me in any way.

I will accept the following -

- \*Alternative Strategies. Very handy if you can't quite get the grasp of what I've written.
- \*Questions that haven't been answered in my guide. I'll be happy to help. Just as long as you check the version number of this guide first and make sure I understand you. If I forget you, then email me nicely and I'll get to you ASAP.
- \*Emails only in HTML or Text format - easier to read :P
- \*Contributions for the Multiplayer part of the game. Funnily enough, I can't experience the multiplayer rounds without someone else who has a GBA with this game and a link cable, so strategies for there will help for those that do have the chance of playing on them. ^\_^
- \*Contributions for the bonus levels. Yes, I know that when you hook the game up to "Rayman 3: Hoodlum Havoc" for the GameCube you get another level for every 100 lums you get, but I don't have a GCN. -- If you have any contributions for those levels, feel free to send them in.

However, I will not accept the following -

- \*Questions already answered in my guide. You surely haven't read through it, haven't you?
- \*Nonsense emails. You can tell I don't want to marry a man in Turkey right now. --
- \*Emails with bad language. Come on, Rayman 3 is a family game! :P
- \*Chain letters. Like I've had enough already...
- \*Emails with executable files. I'm worried if they have viruses inside them or something.
- \*Spam (repeated messages). Don't you have a life?

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8 - Acceptance Policy  
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This FAQ is up or will be up at the following sites -

<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://www.gbaworld.net>  
<http://www.gbacheats.co.uk>  
<http://www.ign.com>  
<http://www.cheathappens.com>

Unless you're the staff at GameSpot, who can use this walkthrough on their site at their own leisure, please email me if you want the FAQ to be up on your own web space. Thank you.

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9 - Credits/Acknowledgements  
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I would like to take this time to thank everyone and everything that made this walkthrough possible.

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- Vinny Mainolfi, for running GBACheats and accepting this page
- The staff of IGN, for making the FAQs page on their site
- Chris O'Rorke, for running cheathappens.com and accepting the page
- Phon Tom, for his alternative Scaleman's Keep strategy
- And, of course, my family for letting me get this game :P

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