

Rayman Advance FAQ/Walkthrough

by Hyncer

Updated to v1.5 on Apr 20, 2002

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

Rayman Advance

FAQ/Walkthrough

Version 1.5

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hyncer now presents to you...

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Notice: I know that the updates have no been major because I recently received my Game Boy Advance (look below) and I just updated a little and submitted immediantly just to show you guys that i'm still here! I'm not dead!

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IMPORTANT NOTICE: Yes, it's been ages since updating took place. I lent my Gameboy Advance along with Rayman to a fellow student and I was stupid to notice that it was two days before the end of the first semester. Ever since then, we had our classes changed and I never saw him since. That's stupid...

But...

I got I.S.S (In-School Suspension) and met the little guy there, and so I got it back! (I know Suspension isn't really a good thing but hey, I GOT MY GAME BOY ADVANCE BACK!)

So now updating will be back! I will start updating about once every two weeks or so and I'll try to get this Rayman Walkthrough over 300k!

NOW LETS GET STARTED!

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1)

S T O R Y

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Instruction Manual Story

This Story came word by word from the Instruction Manual.

Hi folks!

You want to know what's going on? Let me tell you the story of Rayman...

In Rayman's world, nature and people live together in peace. The Great Protoon provides and maintains the harmony and balance in the world.

Sorry Folks, this apparently can't last. Do you want to play or what?

Some fateful day, the evil Mr. Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it! The Electoons who used to gravitate around it lose their natural stability and scatter all over the world! Troublesome, isn't it? And untidy, too!

In the now-unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find! The disappearance of the Great Protoon also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any

way.

They definitely need a hero to save them now, don't you think?

Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from it's mysterious kidnapper and reassemble them all to restore the world's harmony.

But will the bad guys let him do it? After all, Rayman doesn't have arms or legs, but don't panic, neither do the bad guys.

Game Boy Advance's Story

This Story came word by word when you start a new file.

Let me fill you in...
On what is going on here.
Once the valley...
Was quiet and peaceful.
The protoon kept things in balance.
And life was good.
But it didn't last.
Mr Dark stole the Protoon
And scattered the Electoons
Betilla tried to stop him
But she was not strong enough
The electoons were scattered
All over the world
And hostile characters...
Locked the Electoons away!
Betilla needs a champion!
The electoons need a savior!
The valley needs a hero!
And the hero is...
Rayman!
Free the electoons, Rayman
And bring back the protoon
But beware of Mr Dark...
He'll be watching for you.

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2)

C O N T R O L S / A C T I O N S

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Permanent Abilities:

LEFT/RIGHT: Moves Rayman left and right...

UP: Looks up to see whats above you.

DOWN: Ducks to the ground to avoid bullets, etc...

DOWN + RIGHT: Crawl, use this to go in places you cannot fit. Beware though, you can not punch while crawling.

FUNNY FACE: Make the funny face by pressing the R button. It really has no use, but it works with one enemy. The Livingstone-Tall (look in the Enemies Section) is afraid of this technique. Use it and he'll freak out and run away. Corny, indeed. This action will be removed when you get the running ability.

JUMP: Press the A button to jump. Complicated, I know, not. You'll need this to jump gaps, reach ledges, and more. You'll be using this a lot.

PUNCH: This is the first power that Betilla the Fairy will give you. Press B to punch. Holding B will charge up your punch and your punch will go further. Use this to kill enemies, and more.

HANG: This is the second ability Betilla the Fairy will give you. To use it, jump up to a ledge and if you can't reach it but your awfully close, try jumping on the side of it (either side) and you'll hang on it. Jump from there and you'll be able to get on. Very useful.

GRABBING: This is the third ability Betilla the Fairy will give you. This is extremely useful. To use it, find a floating pink "O". Sometimes it's red or orange, but mostly pink. Press the B button to punch at it, if it hit's it, you'll start hanging on it and swinging, until you make a jump. Sometimes you'll have to make a jump to another "O" and start swinging from O to O.

HELICOPTER: This is the fourth ability Betilla the Fairy gives you. This is one of the most useful abilities in the game. Press A to jump, than press A again in the Air. Your hair will start spinning around like a helicopter and you'll be able to hover above the ground for a short period of time. Use this to reach out of reach ledges.

RUN: An extremely useful ability. Gee, I wonder what it does? Anyways, to run, while walking, hold R. Rayman will start running! While running, you'll be able to outrun anything following you, and when you jump, you'll go further, than you can use your helicopter to reach those super far out of reach ledges. When you get this ability you will not be able to use the Funny Face anymore... darn.

Non-Permanent Abilities:

SUPER HELICOPTER: You get this in a few levels. A Musician will give you a potion that will give you unlimited Helicopter power. Use the same controls for the ordinary Helicopter ability, but press A while your using it to go higher. So really, your like a helicopter now.

MAGIC SEED: You get this in one of the first levels. Tarayzan (or somethin like that) will give you the Magic Seed. Use R while standing still to plant a giant plant that you can jump on and reach higher ledges. You can use this unlimited times, but it's only good for that level.

FIREFLY: You get this at Eat at Joes (one of the most hardest levels in the game). It'll be pitch black, but with the Firefly Joe gives you, you'll see a small light around Rayman. Since your holding the Firefly, when you punch, the light moves were your fist goes so you see the path ahead of you.

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World 1: Dream Forest

Levels: Pink Plant Woods, Anguish Lagoon, Swamps of Forgetfulness, and Mosquito's Nest

Abilities: Punching, Hanging, and Grappling

Characters: Tarayzan, Betilla the Fairy

Enemies: Livingstone [Small], Livingstone [Large], Hunter, Tentakel, Antitoon, Pirhana

Boss(es): First Mosquito, Second Mosquito

Description: This is the first world you will be in. Both types of Livingstones are very very common in this world. Antitoons and Hunters also show up commonly. There is a miniboss, Mosquito, and a boss, another Mosquito. The first Mosquito will help you with the following stage while the second Mosquito is just a pure bugger that you'll wanna kill. (Pure bugger, get it? Hahahaha.... bad stand-up comic). You will receive a whopping three abilities, the Punching, your only attack, the Hanging, grasping on ledges, and grappling, the grabbing on pink rings ability.

World 2: Band Land

Levels: Bongo Hills, Allegro Presto, Gong Heights, and Mr. Sax's Hullabaloo

Abilities: Helicopter

Characters: Betilla the Fairy

Enemies: Antitoon, Cricket, Eyes, Fish-note, Timbel, and Red Monster

Boss(es): Mr. Sax

Description: This is one of the most annoying worlds in the game. The world is packed with instrument platforms, enemies, and levels. The antitoon once again will be showing up a lot and will annoy you. Most enemies on this world you can't hurt, like Red Monster, Timbel, and Eyes. The boss is Mr. Sax, a giant instrument, who you'll need to look in the boss section to know how to beat him. You will also encounter the useful Helicopter ability. Used all the time by the more lazy type of players.

World 3: Blue Mountains

Levels: Twilight Gulch, The Hard Rocks, and Mr. Stone's Peaks

Abilities: Running

Characters: Musician, Betilla the Fairy

Enemies: Stonedog, Stoneman, Antitoon, Bird, and Eyes

Boss(es): Mr. Stone

Description: This world ain't all that bad. Electoons are very well hidden in this world, but otherwise, the going-through of it is not hard at all. It has unhurttable enemies, Bird and Eyes, and some Stone enemies as well, Stonedog and Stoneman. And of course, the annoying, yet weak, Antitoon! There is only three levels and one new ability: Running. This is very useful along with the helicopter ability, getting to places won't take long at all. The boss of the world is Mr. Stone, he is one of the hardest bosses in the game, but it won't take long once you get the hang of Rayman's movements and abilities.

World 4: Picture City

Levels: Eraser Plains, Pencil Pentathlon, and Space Mamas Crater

Abilities: None

Characters: None

Enemies: Pirate 1, Hunter, Antitoon, Pirate 2, and Pirate 3

Boss(es): Opera Momma, Space Momma

Description: Argh, if you look above, I said Band Land was one of the most annoying worlds. Well I have news for you my friend, this is 'the' most annoying world in the game. This is where players are usually stuck. With three levels, they each have the annoyingness power of two each (which rounds up to six levels). Of course it isn't six levels, but it 'feels' like six levels. Many annoying enemies are here like Hunter, Pirate 1, Pirate 2, Pirate 3, and with no surprise... ANTI TOON! This world has a miniboss, Opera Momma, also with the ultimate Space Momma. Space Momma is the toughest boss to most people, and with a miniboss, annoying/tough boss, long and hard levels, smart and tough enemies, and confusing puzzles to solve, this world does not at all come easy. You also don't learn any abilities or meet any characters, which makes the world even more frustrating.

World 5: The Caves of Skops

Levels: Crystal Palace, Eat at Joe's, and Mr. Skops Stalactites

Abilities: None

Characters: Joe the Extra

Enemies: Hunter, Antitoon, Birds, Shark, and Spider

Boss(es): Mr. Skops

Description: This is also a very annoying world, it's mostly in caves with spikes and passages with secrets to reveal. You will meet Joe the Extra who will help you in one dark level. Annoying enemies are like Hunter, Bird, Shark, Spider, and dang... Antitoon again. Three levels in this world, each about the hardness of two each. This comes close to match up with Picture City, but due to the single boss, it came in second. The boss is Mr. Skops, the annoying giant Lobster/Crab who wants you dead. It is very tough to find out how to beat him without a guide. So don't forget to look in the boss section for details.

World 6: Candy Chateau

Levels: Mr. Dark's Dare

Abilities: None

Characters: None

Enemies: Bomber, Clown, Waterboy, Antitoon, and Evil Rayman

Boss(es): Mr. Dark, Mr. Dark Form 2, Mr. Dark Form 3, and Mr. Dark Form 4

Description: This world comes with a single level. Four new tough enemies (one the same, of course, the Antitoon), no abilities, no new characters, but wow, four bosses! You won't be able to access this world by beating The Caves of Skops, it is needed that you collect all the Electoons... in the game! This is the most frustrating part in the game. But after you unlock Candy Chateau, the fun will come back to you.

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4)

C H A R A C T E R S

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Main Characters

Rayman: The hero of the game, you control him. He has no legs, and no arms, but don't underestimate him. His only attack is the punch, you will gain the ability in the first world. Once you receive the ability, you can beat some baddies.

Betilla the Fairy: She tried to stop Mr. Dark from getting the Great Protoon, but failed. She will appear along your quest giving you special abilities (check out the controls section) that are needed to complete the game.

Mr. Dark: The evil guy who stole the Great Protoon. Your job is to defeat him and return the Great Protoon to it's rightful place. Exactly why he hides his face, well, apparently, if Rayman knew actullay how ugly he was, he wouldn't even think about saving the world.

The Magican: You'll find a hat in some levels, go up to it with 10 tings and it'll turn into a magican and he'll give you a task to compete in, if you succeed, you'll receive a 1-Up. Usually the tasks are to collect all the tings in the bonus level.

Photographer: This is similar to a checkpoint. You'll meet him in every level, he'll take a picture of you. If you die later on, you'll return to the spot were he took a picture of you.

Side Characters

Tarayzan: In the beginning of the Swamps of Forgetfulness, you'll see Tarayzan behind a bush and his clothes up in a tree above him. Return his clothes to him and he'll give you a Magic Seed to show his thanks.

Musician: The musician lost his guitar, when you find it, return it to him and he'll give you some potion that will give Rayman the Super Helicopter.

Joe: At Eat at Joe's, before entering the level, Joe will give you a Firefly to make your way through the dark level.

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5)

W A L K T H R O U G H

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World 1: Dream Forest

Pink Plant Woods

Stage 1: First of all, jump on the ledge and get that ting. Than jump on the stone hand on the left for another ting. From there, start heading right and you'll see a weird looking plant. Get the ting next to it, jump on the plant, and it'll start falling down to the right. You'll collect 3 tings while going

down. Jump off the plant and onto land. Jump up on the ledge than jump again and grab on the vine. Start climbing up. When you reach the very top, jump to the left and grab on the vine there. Jump left again for another vine. Than jump from the last vine to the ledge to the left for a 1-Up trophy.

Start making your way jumping back through the vines, climb down back onto the ledge, than start continuing right again. Jump up, get the ting, and land on the next platform. Than do it again for another ting. Start making your way right, jump on the stone hand, jump on the ledge, than onto the next ledge, than jump on the last ledge and you'll see a sign with a exclamation mark on it. Go up to it which means the end of the stage.

NOTE: I will not post on were every single ting is now. That was just because that stage was like so short since it was the first stage of the first level and all. So for now on, get the tings yourself.

Stage 2: Starting off, jump right on the little platform in the middle of the water. Jump again on the platform to the right of that. Make your way up than jump on the next platform. Jump onto land than keep going right. Beware of the small enemy. Since you do not have the punching ability yet, jump over it and keep going. Jump onto the next platform, there is another small enemy here. Avoid it, than jump once again on the next platform. Than jump again on the next platform.

Start making your way up the ground and jump over the next enemy. Jump up and grab onto the vine ahead. Than jump to the right. Be careful on dodging that enemy while doing this. Climb the small little green and blue vine and start climbing up. Than jump onto the next platform were the P is for more health. Drop down onto the platform. Jump onto the nex platform than onto the next. Than jump onto land. Start heading right, an enemy will appear out of nowhere. Jump over it, than jump onto the next land and you'll see the Picture Taker. Walk behind the cardboard wall with the little place were Rayman's face can fit, and get your picture taken.

After that, jump up and start climbing the vine for some tings. Climb back down than jump onto the next land. Beware of the tall enemy, jump onto the floating platform above immediantly. Than jump to the right and grab on the vine. Fish's will start popping up and going towards the sky. Jump at the right time to avoid damage. Grab onto the next vine. Climb up a little if needed, than jump onto the next vine. Jump yet again onto the next vine. Jump onto the next platform. Make your way right, jump up and collect the tings in the air, and you'll see the sign when you land.

Stage 3: Start heading right to meet Betilla the Fairy. She'll give you the Punching Ability! FINALLY! Press B to use it. Start heading right and you'll meet a dead end. See the blue tomato above? Jump up and punch it, it'll fall down. Jump on the tomato than onto the platform above. You'll see the next exit. That was short...

Stage 4: Head right ignoring the first tomato. Punch the second tomato into the water. Jump on the tomato and duck. You'll start traveling to the golden glove. Jump back up to land and continue right. Jump over the water gap and punch the enemy ahead of you. Keep heading right and jump over to the next platform. You'll see a midget enemy, punch it, than jump onto the next platform. Punch the next enemy and jump onto the next land. Get that golden fist in the air on the way. Jump up and grab onto the vine.

Start climbing up, fish will be popping up here. You'll see an enemy, power up your punch and punch it. Jump onto the vine to the left, climb if needed, than jump onto the higher platform. Head right and jump onto the next platform. Keep heading right and jump onto the lone platform. Hit the midgit on the right (I like that name, hehe) and jump on that platform. Punch the tall enemy on the right and keep heading right. Drop onto the platform below. Continue heading right and drop onto the next platform. Than jump on the next. Than yet again, on the next. Climb the small little vine up than jump onto the next platform.

Continue heading right for a 1-Up trophy. 3 enemies will than come up from behind. 2 tall ones and... midgit! Kill them, than go back left. Drop down to the place near the vine. Drop again to the platform below and you'll see an enemy shooting bullets. Dodge them, than punch him to death (sometimes hitting him in the gun won't damage him, so jump up and try hitting him in the head instead). Than go to the finish.

LEVEL CLEAR!

SAVE GAME

NOTE: Whenever I have this, it means go to a spot on the map were there's a hat which means save (there should be one open by now) and save. It's a reminder. Just incase you run out of batteries, or whatever.

Level 2: Anguish Lagoon

Stage 1: Start heading right. Hit the midgit on the platform. Than jump on the platform. Punch the tomato and it'll start swinging back and forth like a swing. Jump on the tomato (timing) and you'll start swinging. When you swing near a platform on the right, jump on it and you'll see another swinging tomato. Time your jump on it, wait for it to swing you to the right. Jump on the floating platform, jump on the next floating platform, than jump onto the platform on the left. Start heading left.

Bullets might be coming towards you (they're kind of like moving hammers) duck to dodge them, and keep heading left. Jump on the little ledge, than jump on the floating platform, than jump onto the platform on the left. Start heading left and you'll see the guy who shot the bullets. Jump up and punch him in the face. Behind him is the sign.

Stage 2: Head left and jump down. You'll start falling collecting tings along the way. If you land on the tomato on the top, you'll swing to get more tings. But than start dropping, at the bottom, you'll meet a small Moskito. Check out the boss section for a 'detailed' fight on Moskito. If your too lazy to go there, i'll just say how to defeat him here.

Moskito will try to peg you. He'll than start zooming across the screen. When you have a chance, punch him. 5 shots will take him out. Than moskito will fly you across water.

I can't really help you on this part. But i'll try the best I can do. While riding him, immediantly go to the bottom. You'll snag a 1-Up. Keep going right, start heading towards the right of the screen. When you pass the spikes, immediantly go back and get the P in it for more health. Keep heading right, soon, spikes will be on the ceiling. Dodge the spikes and keep going. Stay low now, avoid the 3 small enemies. Punch midgit and avoid the spike. Keep going.

Now start dodging bullets, so this means you'll meet up with a bullet shooter again. You'll finally see him, punch him, if you don't kill him, you'll go through him and lose one life. Well it isn't that bad, isn't it? Moskito will go raging fast now. Now there's no more enemies, but you'll encounter spikes. You'll be collecting tings. He finally stops near the sign. Fly moskito to the sign to finish the stage.

Stage 3: Start heading right and you'll meet Betilla the Fairy. Walk up to her. She will grant you the hanging ability. Obviously, you'll need to use it around here somewhere. Head right, jump up and hang on the ledge up there. Jump from there to get a lot of tings on that platform, than jump on the platform to the right were there's a sign.

LEVEL CLEAR!

SAVE GAME

Level 3: The Swamps of Forgetfullness

Stage 1: Turn left and you'll see Tarayzan. He's naked and behind a flower. He's pointing up toward a tree. His clothes is hanging from it. Jump up and punch the clothes to make it fall down. He'll change quickly and jump out. He'll give you the Magic Seed. Use the R button to make plants grow. Plant one immediantly (water is rising as we speak) than jump on it. Jump onto the platform on the right.

Plant another one on the platform your on, jump on it, than jump on the floating platform on the left, than onto the platform on the left. Grow another one, you'll see a swinging tomato. When it comes at you, jump on it. When it swings to the right, jump on the platform there. Plant a seed, than jump on it. You'll see a bullet shooter, ignore him. The water is rising and fast. Plant a seed in the middle right near him and jump on it. Than jump on the platform to the right.

You'll meet a dead end, not, plant a seed and jump on it. There will be a platform above you. Jump on it, continue left. Dead end, well, plant another seed. And jump on the small ledge on the left. Plant another seed, jump on the really small floating platform and quickly jump on the large one of the right. The small one will fall when you step on it. Jump on the platform on the right for a 1-Up trophy. Plant a seed there and jump on it. Jump on the swining tomato when it comes near. Swing on the platform to the left, plant a seed on it, and jump on the other swinging tomato.

When it swings to the ledge on the right, jump on it. Jump on the platform on the left. Kill the enemy there, than jump on the next platform above you. Start heading right and you'll see the sign.

Stage 2: Jump up and get the golden fist. You'll see very small platforms with tall enemies on them. Jump up and hit the tomato. It'll fall on the enemies head and their head is a tomato now. You can jump on their heads now. Jump on it's head, than you'll see another tall enemy. Hit the next tomato, keep doing this to travel along their heads. Jump on the platform on the right.

Jump up and hang on the ledge on the right. Than jump on it. Start heading right and you'll see another tall guy. Use the tomato gto get him. Jump on his head,

below, there are a lot of small enemies. So we don't wanna go there. When he starts walking right and a moving floating platform comes toward you, jump on it. When it heads right, you'll be collecting some tings, than jump on the platform on the right.

Head right, and punch the tomato, it'll start bouncing. Jump on the tomato, below the tomato are a 2 small enemies. When they jump up, punch them. Than head right, jump on the small platform than quickly jump on the large one. There will be a swinging tomato, jump on it. When it swings right, jump on the platform and start heading right. You'll see the sign.

Stage 3: Jump on the tomato you see here (don't punch it down) and jump up and start climbing the vine. At the top, there will be a lot of tings when you drop. So jump off and collect all the tings. When you land, start heading right. You'll see spikes. This calls for tomato man! Punch it and punch it right. Quickly jump on it and you'll be wavin down the mountain. Whoohoo! When you land, you'll be in water. The tomato will start moving right along the water.

Jump over bullets that head towards you, it'll finally reach a platform. Jump on it and you'll see the guy who shot the bullets. Punch him in the face. Start heading right and you'll see the sign.

LEVEL CLEAR!

SAVE GAME

Level 4: Moskitos Nest

Stage 1: Start by heading right. Punch the tomato and it will fall in the water. Jump on the tomato and it will start heading right. Now up ahead, you won't see swinging tomatoes... but... swinging SPIKES! Jump over them to dodge them. There will be more up ahead. So keep dodging all of them. When you reach land, jump on it. You'll see swinging spikes on land too, so do the same thing and jump over it. You'll see a tiny enemy, jump over it. There'll be more swinging spikes, so start jumping over them.

Eventually, you'll reach a water path, dead end. Jump up and punch the tomato in the water. Jump on the tomato and it will start cruising you across the water. Instead of swinging spikes this time, it's falling spikes. So dodge them. There will be fishes up ahead going up out of the water, so jump in between them to safety. After the fish, jump up on the platform above and take a picture for a checkpoint.

Head right and you'll see a tomato, punch it down, punch it again and jump on it. You'll eventually bounce in the water. So once again, you'll start cruising across the water. Jump up and punch the small enemy on the really tiny platform. Jump on the tiny platform and look up. You'll see a guy shooting bullets. Jump up and kill him. Jump on the platform he was on and avoid the small enemies.

Up ahead you'll see a tomato. Punch it, punch it again and jump on it. You'll start bouncing down a hill going really fast. You'll than start bouncing slower and you'll be in the middle of land. Go right and jump over the two water gaps. You'll than see a tall enemy. Jump up and hit it were it's head supposed to be and it'll fall unconscious. Jump over it. Jump on the floating platform and it will bring you up.

Jump on the second platform up and head right. Avoid the small enemy and you'll see the sign, the end of the stage.

Stage 2: Head right and jump on the moving platform. When it brings you right, punch that tall enemy and jump on the platform it was on. Jump on the next moving platform. This part takes timing, maybe some practice will do, jump on the next moving platform while your on a moving platform already with some timing and get the golden fist. When it brings you right and you see a ting, that means there's land under the ting. Jump down and than jump on the next moving platform.

It'll bring you right, jump on the floating platform than onto the next moving platform. Than jump on the next floating platform. The floating platform will start moving right. Jump onto the next platform, turn left, and jump onto the higher platform up there. Dodge the spike ball, and jump on the platform above it. Take a picture, than go right and jump on the moving platform. Do this part quick, there's a couple small platforms ahead, when you go on them, they start to fall. So jump one by one really quick to land.

Avoid the spike balls ahead by crawling under them. After the last one, jump on the flowers you might recognize from level 1. They'll start to fall, jump on the next one than on the next one than jump on land. Start heading right and jump on the swinging tomato. When it brings you right, jump on the small platform than quickly jump on the large platform but avoid the swinging spikes. Jump on the next one than on the next one. There is a lot of spike balls and large platforms ahead, so just keep dodging the spike balls and jumping on the platforms.

The last platform is small, jump on it than jump on land. Jump up on the next platform and start heading right avoid the swinging spikes. Kill the guy who's shooting bullets and you'll see the end of the stage.

Stage 3: You'll have to do this level fast, a HUMUNGOUS spike ball is after you. Head right quickly and jump on the small platform. Quickly jump on the next small platform than on the cliff. Jump on the next platform and punch the small enemy. The next platform has a small enemy too, you can either dodge them or punch them. Start going down the little hill and avoid the spike balls. You'll see a swinging spike on the bottom, jump over the spike ball and keep going right. Jump on the ledge above you than on the next ledge.

Do this part quick, punch the small enemy than jump on the platform and the same with the platform after that. Jump on the vine and onto the next platform. Most of the way from here is jumping from platform to platform. When you see a vine, jump on it. Jump onto the next vine than onto the next. Than to the next and next. Climb down the last one and you'll see a sign. End of the stage.

Stage 4: Start heading right and dodge the fish. Jump on the small platform than onto the next platform. Jump onto the next two small platforms than onto land. Avoid the spike ball, and follow were the tings lead. Jump and collect all the tings down. Start heading right and dodge the fish here. Jump on the really tiny platform with a ting on it and onto land. Keep heading right and drop down to the sign.

Stage 5: This is a fight with Moskito, check out the boss section for a detailed view on this fight.

You'll meet Betilla the Fairy after your battle with Moskito. She will grant you

the power to grab things. Check out the controls section on how to use it. Go left and jump on the little cliff. Grab on the pink floating O than swing to the next one than the next one. Than jump onto the platform for the end of the stage, and the world.

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W O R L D C L E A R ! ! !

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SAVE GAME

World 2: Band Land

Level 1: Bongo Hills

Stage 1: Head right and stand on the platform. It'll go down, wait on it and it'll go back up. Wait until the enemy down there has his back turned to you, jump so the platform goes down again, Walk off and punch the enemy. Continue right and jump on the drum like platform. There's another one above it, so jump on both of them than on the area to the right. Continue right and punch the enemy up ahead. Jump on the cloud platform.

It'll fall fast, get ready to to jump, after 2 seconds, jump a little to the right and you'll land on the next cloud platform. It'll float right, duck to avoid the spike ball up above. Stand back up and jump on the next cloud platform. It will go up, jump on the platform to the right. Drop down the right side of it and you'll land on another platform that goes down. Walk right and you'll land on a weird platform made of 3 drums. Quickly jump onto the next platform.

This goes down too, and you'll see another weird platform. Jump on it, than jump on the platform to the right. Jump on the cloud and it'll start to fall. Jump a little to the left and you'll land on another cloud. When it reaches the wall, jump up and hang on it. Jump on the platform and walk left. You'll see a ting in midair, jump on it and it'll startmaking a path down. Carefully start falling a little right and you'll land on a temporary cloud platform.

After it dissapears, you'll land on a platform below. This part may take some practice or you can master it quickly. Jump to the left on the two weird platforms, than jump on the next temporary cloud platform. Than jump onto the next than the next than on the next platform. Be careful when jumping the clouds, their are enemies floating above, so make short jumps were you dont jump too high. After you make it on the platform, jump up and hit the small enemy on the next platform. Than jump up, hang on to it, than jump on it.

Turn right when your on the platform, you'll see another one with another small enemy. Do the same thing. Turn left and yet another platform. Keep doing this. When you reach the platform, there will be a cloud to the left. Jump on it, It will start bringing you left. There will be another cloud ahead, but a spike in the middle of your cloud and that cloud. Jump over the spike and land on the cloud. It'll start bringing you left. You'll see land, jump over the spike and onto land.

Start going left non stop to avoid the small enemies that fall. And walk up to the sign.

Stage 2: All right, this place is just plain annoying. Jump on the platform on the right and it will start going up instead of down. Put Rayman on the left of it to go left and right to go right. Center to go straight up. Start by going straight up. Than left, than right. Go straight up, and go sharp left or else you'll be squished to doom. When you are going up the sharp left place, jump on the platform to the right when you pass it. Take a picture so you don't have to worry about starting from the beginning.

Go right from the photographer and jump on the cloud platform above. It'll be a bouncy cloud. Power bounce yourself up to the platform above on the right. Start going right and go on the other platform that rockets up. This one goes faster. Stay on the right to avoid the spikes on the left than sharp turn left to avoid the spikes on the right. Start by going straight up through two gaps. Than start sharp turning left without stopping. You'll be in the right place if you have to dodge spikes.

As soon as you get past this part, jump on the right and get your picture taken. Jump onto the temporary platform above and keep jumping on the platforms until you reach the platform on the right. Start going right and punch the enemy to death. Jump over the platform to the right and get the 1-Up trophy. Jump back to the left and up the clouds some more. Than jump onto the platform on the left.

Jump left until you reach the rocket moving platform. Go straight up dodging the small enemies. Than jump on the platform to the left to reach the end of the stage.

Stage 3: When you start out there will be a pair of eyes on the platform in front of you and it will shoot lightning at you. Jump over it and jump on it's platform. The rest ahead is pretty much the same thing. So jump over some lightning and jump on platforms and keep going. When you reach the glowing fist, get it, than jump on the platform in front. Than you'll see floating platforms, start jumping one by one.

Start hopping the platforms with eyes on it. You'll be jumping a lot of platforms ahead, so this level is pretty much just hopping platforms. Very easy. When you reach the end, drop down a long way till you land. Start going left now. Start jumping some more platforms. Collect the power up, and keep jumping. There's a glowing fist, get it, and still keep going. Jump up the cloud platforms. Trampoline off the top cloud platform up on the platform above.

Start heading left even more. Get the glowing fist, and keep going. Dont stop walking to avoid the eyes shooting lightning all over the place. Start jumping the platforms here avoiding the small enemies. When you reach a fork in the road... kind of like that, but either going up or down, go down, and you'll see the sign down there.

Stage 4: Jump on the twirling thing and it will start moving. Jump on the platforms on it that are away from the spikes. Keep doing this until it stops. Wait till the platform your on twirls to the top, than make a big leap to the upper ledge on the right. Get your picture taken, and keep heading right.

Jump on the next moving platform, and do the same thing. Avoiding the spikes. When it stops, drop on the sign to the right.

Amazingly, there's 5 stages in this level. So let's get on with it...

Stage 5: Okay, some people e-mailed me saying I can't beat this boss! This isn't a boss guys. LoL, their just guys you can't kill and are very huge, look like bosses, boss music, but he ain't a boss.

Start out by jumping on the moving cloud. Go up, jump on the 2 temporary clouds above you than finally jump on the permanent cloud above those 2. Start jump on the clouds to the right around the big boy. Than fall down to the right. You'll land on a moving cloud. It'll bring you to the right, jump over and duck under spikes that come in your way. Than jump on the platform the cloud comes to.

Start jumping over the spikes by jumpin on the temporary clouds. Land on the other side and continue right. Wait for a cloud to come down here, than jump on it. It will bring you up, get the Power Up here and continue left. Drop down and you'll land on the cloud. It'll start hovering to the big boy himself. Duck to get past him, than jump onto the platform on the left.

Start jumping platforms to the left and start walking left to see the sign.

LEVEL CLEAR!

SAVE GAME

Level 2: Allegro Presto

Stage 1: Move right. You'll be on slippery ground. You'll see an arrow made out of tings, get all the tings and start sliding right. You'll go down a little slope, jump to jump the gap with spikes on the bottom and continue sliding. Jump another slope, and keep going. You'll start going really fast. Duck to avoid the spike above you. Right after that, jump to jump over yet another gap.

Start sliding some more, you'll start going up causing you to go slower. Run right and jump to gap. You'll reach a turn. After going right, you'll meet a dead end, turn around, than start going down left. A new path. Duck twice to avoid spikes, than jump the gap. (you don't have to jump, but it makes sure that you get past.) Duck to avoid the next spike and continue left. It's kind of a repeating thing here, duck under the spike and jump over the gap.

You'll start going up, when you meet the top, you'll start going down. Duck to avoid the spikes, if somehow, you start to go slower, start crawling under the spikes. You'll meet another dead end. So turn right down and continue down there. Go down the slope and jump over gaps and duck under spikes. Jump the next gap and go up the steep hill. You'll see a temporary cloud, jump on it than jump on the platform to the right.

You'll see an electoon, ignore it if you want to come back for it later. Drop down the hole to the right and you'll land on land below. Start going left and you'll start going fast. This is a trick, crawl left and when you see the drop, drop not far, but just below. If you go fast to the left, you'll end up in a spike bonanza! Start heading right to reach the end of the stage.

Stage 2: Darn, I wrote this stage but I accidentally deleted it. It was a tiring stage too. So this will be short. I'm very tired and it seems to be very tiring

writing the same thing that you have already written. So this will be short.
(Not like very short, just short).

Okay, start heading right. You'll get a little sparkling thing and you'll hear a beep. Go back and you'll see a trumpet. This is what happened. It will blow you. You'll start sliding really fast along the ground. You'll meet another trumpet. It will blow up, jump, jump again, another trumpet, jump, jump, another, etc... when you reach the top, you'll start going down a steep slope so you'll go very fast. Start running to pick up speed. Jump the ultimate gap and hope to reach the other side. When you do, keep heading right and take a picture from the photographer.

Move right again and drop down the gap to the right. Don't go up. Crawl to the left below the platform and drop down. Walk to the right and drop down again. Crawl to the left and you'll start sliding down. When you reach the bottom, drop to the left and start crawling to the right. When you land on the platform below, start walking up the steep platform to the right. When you reach the top, drop down to the right. Two trumpets will stand right and the left of you. Punch the right one and let the left one blow you up to the right.

When you reach the top of the right hill, fall down. You'll land on a bouncy cloud, bounce to the left onto the next one, then slide down the steep hill to the left towards the exit sign.

Stage 3: When you start out, jump on the drum like platforms on the right. Jump one by one to the top. Slide across this platform and jump on top of the platform above you. You'll be able to jump on another platform to the right. Slide right and you'll see another platform looking exactly like the one your on. Jump on it and you'll see another identical looking platform, jump on that then onto the next four identical platforms. You'll then land on a squiggly sliding platform and you'll start going down and getting faster. Use a large jump to jump over one platform and onto a steep one. Start walking up it.

When you reach the top, jump off to the right. Stay to the right to snatch a golden fist. When you land don't move at all. You'll be on a small platform with a photographer on it. Slightly walk to the left a little and get a picture. Then walk right and jump onto the next platform. Collect the sparkle and go back left. You'll see a rotating object will appear above you. Jump on it then onto the next one above. Make your way to the top and jump on the platform to the right.

Avoid the eye lightning and drop down. Touch the faerie and you'll become small. Start walking right through the small path that you couldn't go through in your large form. When you reach the other side, touch the faerie on that side to become big again. Jump up the platform to the right (there will be an electroon here but i'm not explaining that because that will be in the electroons section) then drop onto the platform below.

Drop down again and step on the temporary cloud. When you fall, you'll land on a safe platform. Start heading right jumping on sliding platforms. Be careful not to go too fast or else you'll fall down. Jump on the non sliding platform and you'll see sliding platforms on the right with small enemies. Before jumping on the first one, step to the right and fall down. You'll land on a hidden platform below.

Carefully walk to the right edge of the platform to get a sparkle, a moving cloud will appear. Jump on it and collect the power up, now you'll have six health balls, just in case you were low. Now use the next moving cloud to go up to the platform again. Timing takes place here, jump on the right when the small

enemy is below the platform than jump on the next one. Do not stop or you'll slide to doom.

Keep jumping until you reach a platform with health on it. Jump on the next steep platform and you'll slide down very fast. Leave this part to the game. You'll slide really fast collecting tings, when you reach the part where the ride ends, do this carefully, jump on the next platform than quickly jump again onto the next platform. Keep jumping to reach the end. You'll be packed against a non sliding platform, jump on it quickly to end your sliding career.

Jump from one platform to the next, all having one ting on each. Jump on the next steep platform, DO NOT GO FAST! Try slowing your self down by walking left and you'll stop at the bottom. If you went fast, you'd fall to your end. Jump onto the next platform on the right than onto the next. Jump on the temporary cloud and you'll see a statue moving a blue long platform that you can jump on. Don't stare at him too long, quickly jump on the blue platform he is holding.

Jump on the two temporary clouds above and jump onto the sliding platform above. Jump onto the next one above collecting the sparkle, which will cause a temporary cloud to appear on the left. Jump on the cloud and there will be a sparkle on it. Jump back on the platform which you came from and you'll see a stage clear sign appeared.

Stage 4: Right when you start, you'll see a note going toward you. It has a pretty sharp stem too... jump over it and start sliding to the right. Jump over the gap and jump to the platform above. This part is pretty dangerous, if you go to fast, you'll crash into a note and be sent down into the spikes. So start going slow, wait for the note to approach you than jump over it. Than onto the next platform.

Start walking up the hill and jump over the note. Jump over the next gap and start walking up the hill to the right. Jump over the note and start heading right. Slide and duck under the spikes and you'll start going down. You'll be going very fast, duck under the next spikes and jump over the gap. Go up this hill and start heading right. Duck under the next wave of spikes than drop down.

You'll start sliding down to the left. Duck under the next spikes and you'll start sliding down fast. Jump the next gap and start walking up the hill to the left. Jump over the next platform and start sliding left. Jump over the next gap and and walk up the hill. Duck under the next green spike. Since your going up a hill, you might not be sliding, so crawl under it if you don't have speed. Walk left and duck under the next wave of spikes.

Walk left and you'll be sliding down a hill. Duck to avoid any spikes you pass by. You'll start sliding up a hill, walk up it and don't forget to duck and crawl under the green spikes. Continue walking left and drop down to the next slope. Duck immediantly when you start going down to avoid the spikes. You'll start sliding up, duck under to avoid the spikes. Slow down to get a picture from the photographer.

Keep heading right and jump over the note. Jump to the right and hang onto the platform on the right. A note will be under you, but don't worry, it won't reach you. Jump up and continue right along the platform you were hanging on. Jump over the next note and start moving right some more. Jump to the next platform. Always stay on the top platforms, not the second row or third row of platforms. Usually notes don't hang around here.

Jump over the next platform, start moving along the second row until you can see the top platform again, jump on it and jump over the note. Keep heading right

and you'll start going fast. When you go up a ramp like platform, do a huge jump and you'll land on a platform to the right. Jump right away to avoid the note. Keep heading right and drop to the non sliding platform below. Jump over the note to the right and continue right.

Jump onto the next platform and start heading right. You'll see Mr. Sax! He'll launch a note at you. Punch him, he'll start making a run for it. Chase him, though it won't be a long chase because you'll find the end of the stage sign right behind him.

Stage 5: You'll find Betilla the Fairy. She will grant you the Helicopter ability. Very very useful. Pressing A twice will use it. Walk to the right for a dead end. You know what to do when you get a new ability. You got to use it nearby. Gee, what to do what to do. Jump up and helicopter to the right. You'll reach a platform and a stage clear sign. Jump over the stage clear sign and go to the right. Jump into the small fall to the right and you'll collect a 1-Up trophy while falling down.

Start heading left and jump onto the platform to the left. Jump onto the platforms above that to reach the platform you were on before again. Helicopter back to the sign for a stage clear.

LEVEL CLEAR!

SAVE GAME

Gong Heights

Stage 1: Start heading right and you'll see a statue from the one at the end of Stage 3 in Allegro Presto. This time he'll be holding one drum in each hand. He'll move his hands so the drums are together and he'll pull them apart. He'll keep doing this over and over again. Jump onto the drum closer to you when he spreads his arms, wait till he moves them next to each other than walk to the other one and wait for his arms to spread again. Jump onto the cloud platform (almost all the platforms in this level are clouds) and move right to see another statue.

Do the same thing, jump on the moving cloud when you walk on the second drum. When it brings you right, jump on the next drum the statue is holding. When the second drum brings you down, jump on the moving cloud to the right. It will go up and down. When it reaches it's lowest point, a cloud will be right there every single time you go down. So walk onto it and it will bring you right. When it reaches it right most point, there will be another cloud going up and down. Jump on that cloud.

When the cloud reaches it's highest point, jump onto the next cloud near the statue. It will appear to be a bouncing cloud. Bounce up to the drum and walk onto the next one. Jump to the cloud to the right. It will be another bouncy cloud, jump onto the next cloud and you will find out this row of clouds are all bouncy. Bounce your way to the last cloud. Bounce to the cloud below and drop off to find a photographer. We really need one after our bouncy adventure.

Bounce back up and bounce onto the drum to the right. Walk onto the next one. Jump onto the temporary cloud to the right and quickly jump onto the next one. Than to the next one than quickly and carefully jump onto the drum to the right. Walk onto the next one, and jump onto the next cloud. Which will also be bouncy.

I personally think UbiSoft should have renamed this level Gong Heights to Bouncy Heights. Bounce your way from the cloud your on to the drum above. It might take a mighty bounce to get up there. So if you time it right, jump while your cloud is on it's way up for a more higher jump.

After getting onto the drum, step onto the next one, than onto the next cloud on the right for yet another bouncy cloud. You'll need even a more higher jump to reach the drum which is very high above you. So make a powerful jump onto the drum. Step onto the next one and jump onto the cloud to the right. Finally you reach a cloud that isn't bouncy! Jump and helicopter to the right and try landing on the blue long snake like object the statue is holding. You have seen this in Allegro Presto before, so you'll know how to do it... unless your friend beat Allegro Presto for you. Therefore, your screwed.

Anyways, jump from the statue onto the platform on the right. You'll need to helicopter and hang to reach it. There will be small enemies hovering above you so be careful when jumping onto the drums. Step onto the next one than jump onto the rotating object on the right. Jump on it and jump onto the drum from the right from there. Step onto the next one, and step onto the next rotating platform. Jump onto the next one, than onto the next pair of drums. Step onto the next one than jump onto the next rotating platform. When you rotate this time, duck so you'll go under the object above you. If you stay standing, you'll bump into it and fall down far far below.

Jump and helicopter to the next pair of drums on the right. Step onto the next one than onto the next rotating platform. It might take some practice to helicopter onto the next blue long platform that the statue is holding (hey, I don't know what to call it!). From there, jump onto the cloud platform above and reach the end of the stage.

Stage 2: Punch the small enemy ahead and get the glowing fist. By the way, this weird force follows you, I have no idea what it is, but if it takes you too long to get through some of the obstacles of this stage, it will catch up. Look to the left and instead of walking left, the screen will be moving right, so you'll have to move kind of quick. Jump and helicopter of the spikes collecting the tings. Do the same thing when you meet the next pair of spikes.

Keep moving right and hover over the green spike. Hover over the next green spike than the next green spike. Keep moving right, jump onto the next cloud platform and punch the small enemy on it. Jump onto the next and the next. Destroy the small enemy on this platform. Jump onto the next platform. Watch out for the eyes below shooting lightning at you. Jump onto the next platform, punch the small enemy on this platform. Jump onto the next, than onto the next. Punch the small enemy on here, jump on the next tiny platform. Than jump onto the next solid platform.

Move right and drop down collecting the tings while dropping. Collecting a golden fist along the way. When you land, you'll find out you landed on a temporary platform. Quickly jump onto the next temporary cloud on the right. Than onto the next on the right. Jump up on the next one on the right and the one above that. On the one above that than the one above that. Walk left to the stage clear sign. Be careful of the eyes shooting lightning at you on this temporary cloud jumping part. They hit you, you fall, you scream, you die. It's that simple.

Oh wait, that's the end of the level? Only two stages? Hey, you shouldn't be complaining.

LEVEL CLEAR!

SAVE GAME

Mr Sax's Hullabaloo

Stage 1: Start walking right and slide down the hill. Jump and you'll touch those faeries that change your size. Keep running right when you touch it because you'll be small and be able to go through the small area. When you reach the end of the area, you'll see another faerie. Touch it to become big again, than jump immediantly and helicopter to reach a high platform, hang on it and jump on top of it. Move right and jump over the spikes. Jump over the next spikes, the next, and the next. You'll start sliding down a hill and bump into a dead end.

Not quite, jump onto the small platforms above. Make your way up. Oh, and watch out for the eye. When you reach the top, start sliding down the bumpy hill. Jump onto the solid platform, jump onto the drum to the left and quickly jump onto the next one. Keep hopping the drums to the left to reach a solid platform. Don't fall or else you'll go into the spikes. You can still live when you hit the spikes, Rayman will be flashing because he is hurt. Move left quickly and you can jump onto the platform to the left. For those lazy people who are too lazy to jump =).

Jump and hover to the platform on the left. It will go down and back up. You don't want to go down, believe me, going down goes right through the spikes. So quickly jump to the next one. Jump onto the platform to the left and make your way left. Jump on the platform with the eyes on it and jump onto the next one. Drop down left and continue left. Look up and you'll see a power up. If your low on health, jump up and get it. Continue left, jump your way left on the platforms and onto the temporary cloud. Quickly jump onto the next temporary cloud.

Jump onto the next one and onto the platform on the left. Get rid of the small enemy on it. Jump onto the temporary cloud on the left and let it dissapear so you'll drop. When you reach the bottom, you'll see a photographer. Take your picture, and continue right. Jump over the spikes over to the sliding platforms on the right. Slide right, and jump when the slide starts going up. So you'll jump onto the next platform. You'll continue sliding down a long bumpy hill. Jump over the green and yellow spikes ahead, and start jumping over green spikes on your way down.

Start sliding left, duck on your way down to duck under spikes. Go full speed ahead, when you meet the ledge were you fall into a huge pack of spikes, jump like you never jumped before and helicopter as far as you can to the left to reach a far away platform. Make your way up the steep hill. Drop down at the end and start sliding down the steep hill. Duck to duck under yellow spikes, you'll also touch a faerie which will make you small along the way. Keep sliding down the bumpy hill, at the end you'll touch another faerie and a power up.

Right after the power up, drop down to the platform below. Punch the smal enemy on the platform to the right, than jump on it. Jump onto the next platform on the right, punch the enemy on the next platform than jump onto the next. Jump onto the next and it willhave a faerie on it. Do not become small, start dropping down platforms to the left instead. At the bottom, jump onto the drum like platform on the left. Jump onto the next and onto land. Destroy the enemy on it, than jump onto the drum like structure you saw from Bongo Hills. Start moving left jumping drum from drum.

When you reach land, destroy the small enemy on it than you'll see a statue with drums. Jump onto the drum and step onto the next one. Jump onto the next statue's drum and do the same thing. You'll have to do the same thing with the next statue. Jump onto the cloud land on the left and start making your way left. You'll reach a photographer, take a picture, go left, drop down and go right to continue. Destroy the fly like enemy here. He's very annoying becomes he dodges your punch by ducking, so make a powerful punch right next to him, than duck. The fist will want to go to rayman so it will slightly start going down and hit the fly. Keep doing this.

Continue right, destroy the small enemy and continue. Jump over the green spike and keep heading right. Destroy the small enemy and slide down the slidy platform on the right. You'll see a power ball below, to get it, hang on the cloud platform on the right. Continue right, destroy the small enemy and go right and you'll see a cymbal like enemy. Go between him and he'll start going right, he'll smash you on the way. Guess you'll have to take the damage, unless you jump to the right and land back in. That's the only way to avoid his deadly smash.

You'll reach the other side on the right, so disembark to the temporary cloud and quickly jump onto the land on the right. Continue right and you'll meet the stage end sign.

Stage 2: The Mr. Sax chase stage. You'll start out seeing a giant trumpet... you met him... in Allegro Presto! Punch his notes back at him. He'll jump behind you and start chasing you, quickly run to the right. Jump over the spikes and punch the notes along the way. Jump over the gap and jump over the next one. Collect the power ball nearby and keep going right. There are a lot of tings here so collect them and you might get a 1-Up. When you reach land again, jump over the next spike, punch the note, jump over the gap, than jump over the next spike, jump on the cloud platform than jump to the right and hover to snatch the golden fist.

Continue right hopping cloud platforms and over spikes. When you reach a dead end, jump and hover, collect the 1-Up and follow the tings down. You'll be in a battle arena with Mr Sax.

Read the boss section for information on this fight.

After beating Mr Sax, well, you beat the stage, level, and world!

LEVEL CLEAR!

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W O R L D C L E A R ! ! !

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SAVE GAME

World 3: Blue Mountains

Twilight Gultch

Stage 1: Start by going right. Keep walking until you get the glowing fist. After getting this, backtrack a little and jump onto the extremely small cliff. Jump up and helicopter collecting the tings, obviously, the tings are a path. When the helicopter hover ends, use your glowing fist punch immediantly and you'll grab the flying "o". Swing and jump off and punch the next "o". Finally, jump onto the ledge to the right.

Give Stoneman a punch, after he crumbles to pieces, collect the sparkle in front of you. Don't ask me what it does =). Head right and snatch the next glowing fist. Jump over the chasm, continue right, jump over the next chasm than the next. Jump up and collect the sparkle in the air. Oops, it caused a Lavaball to start rolling down. Dodge it, and continue right. Collect the Golden Fist and you'll see that Stoneman has been throwing these Lavaballs. Give him death with the golden punch.

Jump into the air and punch the moving pinko. When it moves right and your swinging to the right, hop off and punch the next pinko. Than jump onto the cliff. Start heading right to reach the end of the stage.

Stage 2: Head right and punch the stonedog. Collect the sparkle and start hopping the temporary clouds to the right. Careful with the other two stonedogs, they'll be hopping back and forth over the big gap. AFTER defeating them, continue right. Hop the next two temporary clouds and you'll see an arch of tings on the next platform. With a stonedog, kill the stonedog and collect the tings. Collecting the sparkle here will send another stonedog up to attack you, but collect it anyways =p.

Hop the next gap and continue right, kill the stonedog. After a long way right, you'll see spikes and a boulder, blow up the boulder. Continue right, hop all those temporary clouds and you'll reach the next piece of land... something's not right here... are you afraid your being followed? Turn around HOLY SMOKES IT'S MISTER STONE! We don't have to face him right now, just ignore him. But don't ignore him too much or else he'll hurt you.

Continue right, hope over the spike ball than the next spike ball. Jump onto the next boulder, don't destroy it, than hop over the next spike ball. Hop right and start swinging the pinkos. Whatever you do, DONT SWING BACK! Mr. Stone is there, so hop and hop and hop! After reaching the right, drop down, you'll hear a loud scream, wait, those sound like my bed sheets =p. Just kiddin...

Drop down and continue right. Get your picture taken, than hop on the bouncy cloud above. Get a power bouncy and bounce up to the cliff above. Hang on it than jump on it. Destroy the rock ahead and get the golden fist inside it. Destroy the next boulder for a small health. Destroy the last boulder for a glowing fist.

After stocking up, continue right drop down and follow the tings. Continue right and you'll see boulders blocking your path. And you can't jump over them because of the spikes above. Destroy the boulder ahead of you, than destroy the next two. When you destroy the last one, a surprise of a 1-up trophy is there! CHEERS!

Continue walking right, jump over the lavaball rolling down, at the top, drop down collecting the tings. Carefully make your way onto the temporary cloud and jump into the little cave with the photographer in it. Take your picture, and go behind the photographer. You'll hear a little sound. Go back onto the temporary

cloud, and stand on the VERY LEFT of the spikes so you don't get hurt. Jump and helicopter to the right over the spikes.

You'll land on a temporary cloud, quickly jump onto the pinko to the right. Swing onto the next pinko, and when you see a ting, jump on it than helicopter slowly so you know were you are landing. Jump over the spike ball and onto the small platform. You'll see bullets flying overhead, jump onto the platform to the right, than jump to the right and helicopter following the tings. Land on the small tiny platform.

Jump up the temporary clouds and make you way up to the cliff. Right when you get up there, you'll see a Hunter. Dodge his bullets and kill him. Than you'll see the stage clear sign.

LEVEL CLEAR!

SAVE GAME

The Hard Rocks

Stage 1: When starting, jump on the cloud to the right and it will start moving right. Duck to avoid the spikes, stand back up when the spikes are over. Punch the huge spike ball when you come to it, then jump on the cloud at the end. It will start bringing you up. You'll see a swinging spike ball. Jump at the correct time to dodge it. Above the spike ball there is a cloud, jump on it. When it moves right, punch the huge spike ball.

There will be another one directly ahead of the first one. After getting rid of em, you'll collect a spark and a line of small spike balls will appear ahead. Jump to the cloud below and duck to go under the spike balls. It will continue to go right, suddenly you collect another spark and spike balls will appear, it will not big a big line, so you can jump over it. Jump over it and land on your cloud.

You'll collect another spark, and more spike balls are ahead of you. You can't jump over these, so you'll see a ting below you, jump to the ting and you'll land on a cloud. Duck to go under the spike balls. This cloud will be moving slow, so a spike ball is ahead. Stand on the very left of the cloud and punch the spike ball when you are close to it. After punching it, move to the very right of the cloud so you'll avoid it.

After moving right a little bit, you'll start going up. Dodge the moving spike ball and helicopter over to the cloud on the right. Right when you land on it, it will move right very fast. You'll collect a spark immediantly, which causes a large spike ball to appear ahead of you. Punch it FAST and jump over the small spike ball ahead. Jump on the next cloud and you'll collet another spark. Punch the large spike ball fast.

Jump over the next small spike ball and land on the cloud below. After going right a little, jump on the cloud a little below you. Jump over the two small spike balls, than the next two, than the next two. You'll collect a spark that causes four small spike balls to appear to the right. Jump and helicopter over it. Drop down and take your picture.

There are two endings in this stage so i'll explain them both.

ENDING 1: Before taking your picture you'll see a stage clear sign to the right.

ENDING 2: To the left of the photographer, collect a spark to reveal a cloud. Jump on the cloud and it will start moving left. You'll collect sparks along the way, the first spark will launch one bird at you. Jump over it, the next spark will launch two birds at you, jump over them. The next one will launch three, get a good big jump over them. The next one will launch two birds. Than the next one after that will launch another two.

After the birds galore, you'll pass by a ting below you. Jump and collect the ting. Helicopter an follow the path of tings on a cloud. Grapple onto the pink ring to the left, swing left and grab onto the reddish orange ring on the left. These fall if you didn't know, so quickly swing left and jump and grab onto the next pink ring. Jump onto the next orange ring and than onto the next pink ring. Swing onto the platform on the left and collect the one up. A LOT of birds will execute the area from top to bottom, bottom to top, east to west and west to east! Dodge in every way possible! Than go to the stage clear sign.

Stage 2: Head right and drop down. Kill the Stonedog's and collect the small power up below. Continue right and hop to the platform on the right avoiding the moving small spike ball. Do the same thing again but land on the cloud to the right. This cloud will appear bouncy. Power bounce to the cliff above. Head right hopping over spikes on the ground. And dodge the spike ball in the air. Hop onto the platform on the right to get a ting. Drop down platforms collecting the goodies.

You'll reach moving clouds, jump on the first one when it comes down to you, than jump on the next than the next, when you reach the last one, jump onto the platform on the right. Crawl below and spikes and collect the glowing fist. After your pass the spikes, destroy the boulder ahead. This part is tricky, jump between spike balls and duck to avoid some and move fast, you'll have to dodge in every way possible.

Drop down and land on the temporary cloud below. Quickly walk to the left and take a picture from the photographer. Walk left onto the moving cloud. When it brings you down, drop to the platform on the right. Walk right and jump on the moving cloud. Jump over the small spike ball and to the platform on the right. Jump between the two clashing spike balls ahead, than the next two. The next two will be moving right to left. Jump in the center platform and quickly retreat to the right.

You will collect a spark that will cause a lavaball to come bouncing down. Jump over it, and continue right. Jump up and grab onto the platform above. Start moving left don't forget to dodge this lavaball as well. Jump to the next platform above avoiding the spike ball, dodge the next lavaball, than move right. Jump over the two small spike balls, and drop to the right onto the moving cloud.

Move onto the next moving cloud on the right, than onto the next two. Jump on the platform to the right, than grab the powerball on the next platform. Jump onto the next platform, jump up and punch the Hunter. Hop on the hunter's platform than onto the next. Start crawling under the spikes, you'll collect a spark. A bird will be coming at you. Crawl into that little space that goes down so it goes above you.

Continue crawling right, keep ducking to avoid the Hunter's bullet, than send him to hell =). Than go to the stage clear sign.

Stage 3: Head right and jump on the bouncing cloud. When a lavaball comes bouncing down, get a power bounce to dodge it. Continue right, go under the

moving spike ball and quickly jump onto the platform on the right. Continue right and you'll collect a spark. Two lavaballs will be coming up from behind you. QUickly walk to the right to avoid them. They'll be stuck in a little hill in the ground.

Head right and jump on the cloud above you. Another bouncing cloud eh... bounce to the left and helicopter over the spikes. Head left and jump over the spikes and onto the cloud. Another bouncy cloud, what a surprise... bounce to the left and helicopter over the spikes. Move under the moving spike ball and head left. Jump on the cloud and bounce to the platform on the left. Avoid the lavaball.

Continue left and jump on the cloud above. Bounce to the right and helicopter over the spikes. Jump over the next spikes and jump over the lavaball. Continue right and get the small powerup. Jump to the platform on the right avoiding the moving small spike ball. Continue right, jump on the temporary cloud above. Than jump on the next two on the left and jump to the left. Take a picture from the photographer.

Head left and jump over the big spike ball by jumping on the temporary clouds. After making your way around it, continue left and you'll see a temporary cloud above. Jump on it avoiding the small spike ball and quickly jump again up to the right. After landing on the platform, jump and helicopter to the next platform on the right. Jump onto the bouncy cloud on the left and bounce to the platform on the left.

Jump on the next cloud than onto the next platform on the left. From here, look up and jump and hang onto the cliff of the platform above you. Jump on the platform and jump on the cloud above the platform you are on. Obviously, it's bouncy. Bounce to the left and collect on the tings that formed an arrow. Temporary clouds will appear, start hopping them to the very top. Start walking right, after a while, you should see a drop. Jump over it than drop onto the next drop collecting the tings while you drop.

Start dropping on the temporary clouds below and make your way to the bottom. Walk right to find the stage clear sign.

LEVEL CLEAR!

SAVE GAME

Mr Stone's Peaks

Stage 1: Walk right and up to the boulder. It'll take a few hits to destroy it. When you destroy it, a guitar will pop out and into a Musicians hand in the background. He'll give you Super Helicopter Potion. Look in the controls section on how to use it. Walk right and collect the super helicopter potion, helicopter into the sky. Start following the trail of tings. It'll start going up and back down.

Keep following it and the trail will end. You'll be in the middle of platforms with Anti-Toons on them. Start hovering in the middle of them going up and down. When there are no more platforms with anti-toons on them, hover near the ground. You'll see spikes, follow the spikes up a hill than back down. Land on the little platform ahead to collect a small powerup. Continue helicoptering to the right.

Keep hovering at a safe distance between the spikes, When you pass by the next

hill of spikes, hover down and take a picture from the photographer. Continue right and you'll see two small spike balls clashing together. Jump between when the time is right and turn on your helicopter. Start hovering down when passing through the spikes, hover right and hover very fast up when the small spike ball is moved out of the way.

To the right you'll see a small spike ball moving in the formation of a square. Hover through when he's moving. Start dropping and move right. Start hovering right and between the thin spot of spikes. Start dropping and go right. Go up and right. Keep hovering through the thin passage through deadly spikes. You'll notice you collect a spark and two birds will be coming at you, dodge them. Head right and up, go right and down.

A spike will be moving left and right, when he's at the rightmost point, quickly helicopter through. Drop and take a picture from the photographer. Head right and start helicoptering up collecting the trail of tings. Follow the trail. Abandon the trail and head right, dodge the moving spike ball. This is the hard part. Hover right and you'll be dodging loads of spike balls. Dodge in every way possible. At the end you'll collect a spark, a bird will be coming at you. Hover over it and go to the stage end sign.

Stage 2: You'll start out on a small platform. There's water below you and it's sinking. And there's a big platform above coming down with two huge ropes and it's gonna squish you to doom! You'll still have the super helicopter, so start up the engine and start cutting the middle of the rope with Rayman's hair! You will have to balance yourself to cut both down in time. The platform will stop, start dropping slowly and the water will still be sinking. Start following the water.

When it is all sunk, you'll land on ground. Start walking right, you'll find the stage clear sign. That was fast...

Stage 3: Now in this level, the water is raising! Move right and jump on the cloud. It will start moving right. Before it goes through spikes, jump up and grab on the platform above. Look left, jump on the temporary cloud than on the platform to the left. Look right and do the same thing. Look left, jump, and helicopter over to the next platform. Start making your way up till there is no more clouds. From the left platform, jump up and grab on the platform directly above you. Helicopter up the next two platforms.

Jump on the temporary cloud and make your way up some more. Start helicoptering to get up, keep hopping till you see an Anti-Toon on a platform. Kill it than jump up to the top. Make your way left and you'll see more temporary clouds. Hop the first two and you'll see spark above. Jump up and collect it to make another cloud appear. Hop on it than start hopping all the clouds above. Jump on the platform to the left to get a power up ball. Getting it will cause another cloud to appear a little to the right.

Jump on the cloud and start hopping the other clouds quickly to the right. You'll land on a moving cloud, before it enters the next dome of spikes, jump up and grab onto the cliff above. Start making your way up once again like at the beginning. You'll have to destroy a boulder on one of these platforms to move on. After a while you should reach the top. Head right and hop the two temporary clouds. You'll see the stage clear sign.

Stage 4: Head right jumping up over the little hills. When you reach a dead end, look left, and jump on the platform there. Look right and you'll see a slippery

platform, jump on it and you'll start sliding. You'll see a little hole in the ground, don't slip into it, there's an anti-toon down there. Jump in there and defeat the antitoon really fast. Collect the glowing fist and continue sliding right.

Jump over the anti-toons along the way, grab the golden fist and continue sliding. Start walking right when you reach ground and you'll collect a spark. Dodge the lavaball that comes from behind you. Start walking right to the end. Drop down the trail of tings. When you land, head right some more. Jump up the platform to the right and you should see a temporary cloud to the right. Jump on it.

On the temporary cloud you should collect a spark. Which makes another temporary cloud appear in front of you. Jump on that too to collect another spark. Keep jumping all the temporary clouds to the top. Jump on the cloud above you, you will collect a spark on it that will launch two birds at you from the right. Duck to avoid them. Look left and jump on the next cloud. Than look right and jump onto the cliff a little up.

Start sliding right, duck to avoid the spikes above. Start crawling to go under the spikes. Collect the powerball by standing, than start crawling again. When you reach the end of the slippery ground you should reach a photographer. Take a picture, jump on the platform to the right and defeat the anti-toon. Collecting the spark on the platform will make an anti-toon float onto your platform. Destroy it.

On the platform ahead of you will be an anti-toon. Charge up a long good punch to get rid of it. Do it to the next few platforms and when you reach the end, you'll start sliding. Punch the big spike ball to make it swing around, slide through when you can. And jump to the platform ahead. Jump to the next one and punch the big spike ball. When you reach the end, drop avoiding the spikes. Head right and you'll collect a spark. Three birds will come from behind, jump over them. Head right and you'll collect another spark. Two birds will come behind, jump over them like usual. Get the 1-up trophy, and jump onto the platform above.

Make sure not to slide into the spikes, and jump on the next one to the right. Jump on the next one to the left and start sliding into the wall. Jump and kill the anti-toon. Jump onto the next two platforms. Head right and you'll collect a spark, this time not one, not two, not three, but FOUR birds will come from behind. If your lucky you'll be able to jump over them. If you think you can't, lose them by crawling under the spikes to the left, keep speed walking right, crawl under the next spikes and fall off.

Than you'll see the stage clear sign.

Stage 5: A battle with Mr. Stone! Read the boss section on a detailed information on this fight.

Stage 6: You'll start out near an edge of a cliff with Betilla the Fairy ahead! Walk up to her. She'll talk a little, than grant you the running ability! Look in the controls on info how to use this. Run right and jump, and helicopter to reach the other side. Were the stage clear sign is.

LEVEL CLEAR!

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SAVE GAME

World 4: Picture City

Eraser Plains

Stage 1: Head right and you'll see moving pencils. Hop onto the first one and jump onto the next one. Jump onto the next one than onto the platform to the right. Look right and you'll see moving pencils galore. This will take timing. Hop onto the first one before it even comes up. When it finally comes up, jog to the right while running on the pencils. At the last pencil jump up and land on the platform to the right. You'll see a moving pencil to the right, jump on it.

Jump onto the next pencil to the right, than onto the next one. Jump onto the next one. Instead of jumping onto the next one, be safe and run, jump, and helicopter to the platform after the next pencil. Go to the right edge of this platform and you'll see a pencil. But it's quite far away. Run, jump, and helicopter when it's in the middle and going down. Land on it, than walk right to the last pencil.

Look right and you'll see four spikeballs. While the pencil you are on is going up and down, load up your punch and get the front three down. The last spike ball is in the crammed in the middle of a narrow passage. Load up your punch and punch it, it won't move at all. It'll start bouncing though. Punch it again and it will start going down through the narrow passage. Jump, and helicopter onto the platform, it doesn't look safe, but if you helicopter right next to it you'll be standing on it.

Duck down and start crawling right. You will see your spike ball friend. You can crawl past him, it won't hurt you, it'll just cause Rayman to go slower. After making your way through the thin passage, walk right and take your picture from the photographer. Head right some more and jump on the pencil. On the next pencil, you'll see it pushes right into a spike. So do this carefully. On it's way down, make a small jump onto it than quickly jump onto the next pencil.

This is a safe pencil, but the next pencil pushes into another spike. So do the same thing. On this pencil, jump onto the next one. While on this, look right. You'll see a ball. When your pushed at the highest point, run, jump, and helicopter onto the ball. Than continue walking right. Look at the ground carefully because there are some hard to see spikes here. And if you have one health and run into them, you'll be very pissed off. So jump over the hard to see spikes and make your way to the stage clear sign.

Stage 2: When you start, you will see that this time you don't jump on pencils, but you'll have run under the pencils! When you see the first pack of pencils to the right, run through when their going up. Walk up the pencil and jump to the right. Walk right until you see the next pack of pencils. Do the same thing and run through when their going up. After getting past it, walk right and you'll see a new enemie is chasing you: Pirate 1. Look in the enemies section for info

about him.

Start running right, jump on the bouncy platform than onto the next bouncy platform. Grapple onto the pink ring and swing right. Jump from the ring onto the next bouncy platform and bounce over the pencil. Start walking right and you'll see erasers. The erasers make you bounce but not that high. So continue right until you see the next pack of pencils. Run through and jump to meet a dead end. The pirates will stop chasing you.

From here, look up and you'll see a ball. Jump up and punch it. Jump on the ball than onto the platform above. Jump up and hang on the eraser, jump on it than drop to the right. When you land, start walking right. Suddenly more Pirate 1's will be after you. Run to the right, jump over the pencils along the way than at the end, drop down onto the stage end sign.

Stage 3: Start heading right. Jump on top of the platform since you can only enter the lower part when your shrunk. Jump over the pirate and continue right. Walk right and jump over the next pirate. Continue right and jump on the platform and get the golden fist. Continue right until you reach the end of the platform, jump on the small platform to the right, drop down and hover into the small cove with the Fairy.

Turn small and jump through the small opening. Walk right and defeat the anti-toon. Charge up your punch and defeat the anti-toon that is circularing a platform with a Golden Fist on it. Hover on the platform and get the Golden Fist. Run, jump, and helicopter and touch the Fairy. You will be big again, than you'll land on bouncy ground and touch another fairy and you'll be small. Bounce right and jump up the platform.

Jump on the platform above, than start hopping on the balls up. Jump on the black platform above than slide down. Right when you start going up, jump to jump over the spikes. Land on the other side and continue sliding. You'll go down, up, than make a big jump and helicopter over to the platform on the other side. Slide down and you'll meet the slide's end. Jump through the small patch that you can fit in and head right.

Punch the Anti-Toon and jump on the platform to the left. Jump on the next platform above, than the next. Crawl under the three sharp pencils and punch the Anti-Toon. Drop down to the right than drop down to the left. Drop down to the right again than to the left. Walk right till you meet the platforms end. You'll see a fairy and it's quite far away since your small. You'll be pissed if you don't make the jump, so run, jump, touch the fairy.

When you touch it you'll go faster because your big again. You'll land on wooden ground. Head right and you'll see five spike balls lined up. Punch them rapidly until their out of your site. When you punch them away, look for an opening in the ceiling. Look up and hang on the platform up there. Jump on it than head right. Run under the big pack of sharp pencils. Walk right and you'll see that you can't fit through the small passage.

You'll have to be small, so go far in as you can until you can't anymore. Go back a little and punch the pirate. Backtrack a little after the sharp pencils, look right, than look up. You'll see a pink ring, jump up and swing on it to the right. Touch the fairy than go through the small passage. You will see that you can't reach the ledge way up there. So jump and you'll collect a spark that will cause a fairy to appear right were you are standing. When you are big, jump up to the exit stage sign.

Stage 4: Here you will battle Opera Momma. Look in the bosses section for a detailed information on this fight. And look in the enemies section under P and it will show how to defeat the two pirates you face before you actually face Opera Momma herself.

LEVEL CLEAR!

SAVE GAME

Pencil Pentathlon

Stage 1: You'll start out on a tiny platform. Jump onto the platform to the right, careful though because it is slippery. Jump on the next platform then the next. Face left then look up. You'll see a ledge, jump up and hang on it, then jump up. Start walking left and up the hill. You'll start sliding down, jump and you'll land on a bouncy platform. Face right and grab onto the pink ring.

Swing to the right and onto the platform there. Slide right and jump. Jump over the gap and onto the other side. Jump over the spikes then continue walking right. Jump over the next patch of spikes and you'll meet a thin passage. Duck and start crawling. Never stand or else you will crash right into the spike. After you cross the spikes, walk right, drop, and grapple onto the pink ring.

Swing right and swing right into the wall. Keep pushing into the wall while dropping and you'll drop into a passage. Walk right and jump up. Walk left and jump to the platform on the right. Duck to avoid the bullet shots. The punch the Hunter. Drop down and you'll land on a temporary cloud. When dropping down, get the mini power ball and walk right. Jump up on the platform on the right and crawl under the two pencils.

Take a picture from the photographer and you'll see a trail of tings to the right. Jump up and helicopter down the path and you'll land on a bouncy push pen. Bounce onto the next pen then on the next. Bounce to the last one. Drop to the left of the push pen and face right. When you reach the bottom of the pen you'll see a pink ring, grapple onto it and swing right. Jump on the metal platform and it will start bringing you up.

Jump right when it reaches the top and jump on the ball. Run right and jump and you'll reach a platform. Start walking right until you reach two sharp spikes. Jump over them then jump over the next one. Walk right and jump on the metal platform. While it's moving, jump on the next metal platform above. Jump on the next one then run and jump to the right. Start sliding down collecting the tings, jump when it launches a ramp, helicopter, and you'll make it to the other side.

Continue sliding then start walking up the pencils. When you reach the last pencil, from there, jump and grapple onto the pink ring. Drop straight down and grapple onto the pink ring below you. Swing right and drop down a little and grapple onto the pink ring down there. Grapple onto the next one then the next one. From there, swing onto the last platform to the right with the stage clear sign.

Stage 2: When you start something will drop to the right. See the potion? Look familiar? It's the Super Helicopter potion! Collect it and start super helicoptering up. Start helicoptering left and stay in balance so you won't bump into the spikes overhead. When you reach the left, hover straight up then drop

onto the platform to the right. Start walking right until you reach the end of the platform.

Drop down and start helicoptering. Look at the little wall to the right and watch until it ends. Hover beneath it and start helicoptering over the sharp spikes and sharp paintbrush tips, while watching out for the sharp spikes on the ceiling at the same time. Look on the ground until you see a safe spot to land into the middle of the spikes. Face right and look up. You'll see three moving pencils. Hover beneath them.

Continue hovering right and you'll see two balls and spikes below. Land on the top ball. This part may take some practice. Hover to the left of them and punch the top ball. You'll lose your helicopter, helicopter immediately to regain it before you drop into the spikes. The ball would have fallen down, so hover on the next ball and crawl through the passage. Right when you reach the other side start helicoptering. Helicopter to the right until you see a moving pencil, hover beneath it.

Continue right while your avoiding pencils on the top and bottom. When you pass them, you'll find pencils galore. Hover through the huge pack of pencils dodging them all. After making it through, take a picture from the photographer. After the photographer, jump to the right and bounce on the platform. Beware of the falling pencils, now while you are bouncing, hover to the right as fast as you can. You'll pass the land of falling pencils.

Walk right and fall down. You'll see a spark. Collect it and it'll make three antitoons appear! Mistake mistake! Defeat them all and walk right. Jump over the paint bucket and take a picture from the photographer. Above you'll see spikes on the left and right, so hover on the left part, than go to the right and continue going up, than go left and go up etc... keep doing this until you reach the top.

Walk right, drop down and get your helicopter and you'll do it all over again but your going down this time. When you reach the bottom, walk right and do it over again. When you reach the top walk right and collect the mini-power ball. Drop right onto the bouncy platform. Or you could just hover to the right. Watch out for the spikes on the ceiling though. Drop down to the platform on the right and continue hovering left. Drop right and crawl right.

Before crawling, make a sure an antitoon emerges from the small passage, defeat him than enter. When you reach the other side, hover up and dodge the spikes again. Collect the large powerball up here and hover right. Drop down and start hovering left. Wait for an anti-toon etc.. doing this all over again, crawl to the other side, than hover straight up the top. Start walking left to the sign.

Stage 3: You'll start out on a bouncy platform and you'll start bouncing up quickly. Bounce to the very top. Start bouncing right and you'll soon see some tings. Follow the tings path down into the lower parts of the bouncy platforms. When you reach the very bottom (which is very hard to do) bounce right. You'll see square shaped bouncy platforms, bounce up them to the right. And you'll see the photographer, take a picture.

Head right and slide down the black slide. You'll run right into a bouncy platform. While zooming through the air helicopter, punch at the right time to land on a bouncy platform and zoom through the air again. You'll land on more bouncy platforms, zoom through the air again to the next pair of bouncy platforms than onto land. Walk right and jump on the temporary clouds over the spikes. When you land on the last platform, a moving metal platform will appear to the left.

Jump on it and let it carry you up. When it's at it's top, look right and jump on the metal platform there. Than jump on the black slide. Slide down and jump. Don't land on the platform above, but drop down and land on the temporary clouds below. Hop the temporary clouds to the right, grapple onto the orange reddish ring and swing to the exit sign.

LEVEL CLEAR!

SAVE GAME

Space Mama's Crater

Stage 1: Start by running right. Run up the metal ramp thing and onto the eraser. Keep running right and you'll bounce to the right on a cliff. Bounce on the eraser up here and helicopter to the right to the next cliff. Jump to the next platform avoiding the next spike than face left. Jump on the platform there than face right. Jump on the moving metal platform and let it carry you up.

Face right and grapple onto the moving pink ring. Swing right and onto the temporary cloud. From there, quickly jump up to the right onto the pencil eraser. Bounce to the right and grapple onto the moving pink ring. Swing right and onto the eraser. Jump up and onto the moving pencil. Jump up to the platform on the right and start crawling through the small passage. At the end, face left and jump up on the platform to the left.

Defeat the antitoon on it and start crawling left. At the end, face right and jump up onto the next platform. Defeat the antitoon on it and stand on the metal ramp thing. Face left and jump up and destroy the next antitoon on it. Jump up on it and crawl left. At the end, face right, look up and jump on the platform up there. Jump right onto the bouncy platform. Bounce to the right and onto the moving metal platform.

When it's at it's rightest point, jump on the eraser and bounce and grapple onto the pink ring. Drop and grapple onto the next one, than drop again and grapple onto the next one. Swing right and grapple onto the next pink ring. Swing onto the eraser and drop down to the right. Grapple onto the first pink ring you see. Swing to the right and grapple onto the pink ring there. Swing to the right and onto the eraser.

Drop down to the right abd grapple onto the pink ring to the right along the way. Swing to the right and onto the platform. Take a picture from the photographer. Look right and you'll see nothing but spikes on the ground, so run, jump, and helicopter over the spikes. When you land on the temporary cloud, immediantly hop off it and grapple onto the pink ring to the right. Swing to the right and onto the platform to the right.

Jump over and ignore the bouncy platform and jump on the think black platform to the right. Jump and helicopter to the right and onto the next platform. Jump and helicopter to the next, than to the next. Jump on the moving metal platform to the right. Let it carry you up than jump on the moving metal platform on the left. When you reach the left, jump up and go on the next moving platform.

Jump on the next one that moves left to right above you than let it carry you left. Jump on the platform to the left and walk left. Drop down and continue left. You'll see an arrow made out of tings pointing down, jump over the gap and walk right. Collect the spark at the end which will make a pink ring appear to

the left. Jump up and grapple onto it. Swing to the left and grapple onto the next pink ring.

Swing to the left and grapple onto the next pink ring a little above. Swing from here to a ring directly above you. Swing onto the next one. Swing left and jump up and grapple onto the pink ring here. Swing left and jump on the platform here. Walk left and you will collect a spark that will make the stage end sign appear. If you want you can jump over the sign and collect all the tings there before exiting.

Stage 2: Walk right until you see a spike ball. Punch it down and punch it away to the right. Punch it to the right until you meet another spike ball. Punch it down and start punching them both to the right until they fall down a cliff. When your at the end of the platform, look up. Grapple onto the pink ring here. Swing onto the metal platform above. It will start moving left. When it reaches the end, run, jump, and helicopter to the left and grapple onto the pink ring up there.

Swing to the left and grapple onto the next pink ring. Than swing left and jump on the metal platform. It will start moving, when it reaches it's top point, jump on the next platform to the left. It will start moving as well. Look right and when you reach the top you'll see a red-orange ring. Punch the spike ball so it falls, than grapple onto it.

Swing to the right and over the spike ball, than grapple onto the next orange-reddish ring, start swinging to the right until you reach a platform. Take a picture from the photographer, than walk right and you'll see a temporary cloud. Jump on it than quickly jump on the next one. Jump onto the platform below and walk right. Stop before you bump into the spikes, than jump up and hover onto the moving metal platform to the right.

Let it carry you right than jump on the next moving metal platform. From there, jump right and onto the black platform to the right. Slide down until you bump into a metal figure in the ground. You'll see two paths, up and down. Go up and get the glowing fist. Jump to the platform on the right and you'll slide down on a black slide. You'll be in a bouncy place, collect the gold and glowing fist here. Bounce on top of the highest bouncy mountain and face right.

Bounce and helicopter to the right. Slide down here and slide up the other side. Drop down and you'll land on one of two pink platforms. Drop in between them and you'll land on another platform below. Walk right to the sign.

Stage 3: Walk right to the end of the wooden platform you are on. Wait for a moving metal platform to dock near you. Jump on it and move right. Jump on the bouncy platform to the right. From here, bounce on the moving metal platform that will come up near you to the right. Jump on it than go prone. After passing the platform above you, stand up and jump to the platform on the right. Jump on the moving platform on the left and let it carry you up.

It will go up and down, when you reach the top, jump on the platform to the left and let it carry you left. Go prone to go under the spikes. After you pass the spikes, stand up and jump on the bouncy platform on the left. Bounce to the left and onto the medal platform. Go prone under the spikes, stand up when you pass them and immediantly jump up over the spike. Jump on the eraser on the left and bounce up on the wooden platform above.

Take a picture from the photographer and walk right. Drop down on the temporary cloud and jump over the spike on the right and onto the next temporary cloud.

Helicopter over the next two spikes and land on the next temporary cloud, than jump up and helicopter over the next THREE clouds to the next temporary cloud, from there, jump up on the pink platform to the right. Jump on the metal platform to the right.

It will start moving down when you lay foot on it. Drop down to the right of the metal platform and drop onto the next platform. Go prone so you can go under to spikes, after two spikes, stand up. Jump on the platform above. Face right and jump on the eraser. Bounce onto the next platform on the right. When it goes down, stand on the right of the platform. When you pass the spike on the left, walk to the left of the platform to pass the spike on the right.

Drop to the right and get a picture from the photographer. Grab the glowing fist and the mini-powerball on the left. Jump and helicopter over the two spikes and land on the other side. Drop down on the left and onto the metal platform. Drop to the right again and you'll land on another metal platform. Drop to the right and you'll land on a moving platform. Duck to avoid the first spike, stand to get a powerball and duck again to avoid the next spike.

After that spike, punch the two balls ahead of you quickly and go prone to go under the spikes quickly. After that, jump up and onto the metal platform above. Jump to the right and take a picture from the photographer. Walk right and jump on the metal platform, it will start moving right. Jump over the spikes and land on the metal platform again.

Jump over the next spikes and go prone to go under the two spikes. Jump to the right and land on the next metal platform. When it moves right, jump immediantly over the spikes. Duck to go under the next two spikes overhead, jump over the next spikes, duck under the lone spikes, jump over the next spikes and to the stage end sign.

Stage 4: Here you'll face Space Mama. Read the boss section for a detailed strategy on this fight.

SPOILER DONT LOOK AHEAD IF YOU REALLY NEED TO Mr. Dark will now kidnap Betilla the Fairy.

LEVEL CLEAR!

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W O R L D C L E A R ! ! !

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SAVE GAME

World 5: The Caves of Skops

Crystal Palace

Stage 1:

The walkthrough will continue...

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6)

B O S S G U I D E

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Note: Some of these Health numbers might be wrong. I will give you credit if you point that out to me.

First Fight with Moskito

Health: 5
Weakness: Head
Difficulty: Very Easy
Location: Anguish Lagoon
Attacks: Pegging, Dash

This guy is simple. To damage him, jump up and punch him in his face. He will become dizzy and sway back and forth. Than he'll use one of those two attacks on you, to avoid the peg, right when he's about to use it on you, either walk away easily, or duck to the ground. To avoid his dash, jump up right when he's about to smash into you. A good way to defeat Moskito is when he's going dizzy, wait for him to get out of his dizziness. When he shows that evil face again, immediantly jump up and punch him before he can move. And repeat until Moskito faces his doom.

Second Fight with Moskito

Health: 12
Weakness: Head
Difficulty: Easy
Location: Moskito's Nest
Attacks: Pegging, Spike Ball, Dash

Very similar to the first Moskito, this guy has more than twice as health. Instead of corny attacks like the first Moskito, this guy drops spike balls on you. He'll start out with small spike balls, than he's gonna move on to the big boys league and drop huge spike balls. The spike balls bounce, so run under them when their in the air. Dash and pegging, do the same dodge as the first Moskito, you can also use the dizziness trick like on the first Moskito to get rid of Moskito easily.

Mr. Sax

Health: 10
Weakness: His own notes
Difficulty: Medium

Location: Mr Saxs Hullabaloo

Attacks: Note Explosion, Note Bomb, Regular Bouncing Note, Feet Stomp

This guys hard when you don't know what to do. This guy will start off with large notes and spread into smaller ones. Dodge these. He'll than start launching small notes that bounce towards you. Punch these back at him to damage him. When he jumps way into the air, walk to the opposite side of the screen were he jumped from and stay there. He'll land were you used to be. He'll repeat this. After a while, he'll start launching exploding notes. They explode on the ground, so jump when it explodes to avoid the impact. Keep damaging him than soon he'll launch two exploding notes that explode in the air! Avoid the small notes galore, than later he'll launch three! It gets harder every time. Once you get the hang of it, only a few notes to punch back at him and Mr Sax will be defeated.

Mr. Stone

Health: 8

Weakness: Stone Tower

Difficulty: Hard

Location: Mr Stones Peaks

Attacks: Rock Throw, Rock Explosion, Dash, High Double Shoot, Low Double Shoot

Dodge the rocks that come toward you. When he holds a rock, punch the rock in his hand. It'll fall out of his hand. Jump on the rock and jump and punch the smily face tower in the middle. When he starts going towards you, jump on the rock and over him. Once in a while, he'll than start launching multiple rocks. Dodge them, and do the same thing. He'll than launch rocks that explode on the ground. Jump to avoid the explosion.

He'll start going crazy and going all out of you. Avoid as best as possible, he'll charge at you without holding a rock, jump on the cloud behind you and jump over him. Repeat all of this until he is dead.

Opera Momma

Health: 6

Weakness: Head

Difficulty: Hard

Location: Eraser Plains

Attacks: Knife Throw, Knife Bounce, Knife Drop

Dodge the knives and jump on top of the knives. Bounce off them and punch Opera Mama's face in the air. You'll have to dodge a lot here, so once you battle her once, you'll get the idea on how to beat her. Keep practicing dodging and you'll eventually get the idea. Mainly to defeat her, bounce on the knives and punch her face in midair. She'll also launch four knives twirling in mid-air, and one at a time they zoom at you, so run to avoid these. Another time when you bounce on the three knives, after she pounds down on the ground, they'll start twirling in their place, and go near the ground.

They'll zoom left and right so jump and helicopter to avoid these.

Space Mama

Health: 12
Weakness: Head
Difficulty: Very Hard
Location: Space Mamas Crater
Attacks: Laser Shooter, Missile Bombs, Spin Swipe

Da Mama is back and she's tougher than ever. Duck down to avoid the laser she shoots out. Just like the first Mama, punch her in the head to damage her. This battle is very similar to the first mama, you'll be needing to dodge a lot. When Space Mama hides behind the washing machine, start punching the washing machine. Keep this up and Space Mama will retreat from behind the Washing Machine.

Start avoiding her lasers again, and just keep punching her helmet. Eventually, Space Mama will be defeated.

Mr. Skops

Health: 8
Weakness: His own attacks
Difficulty: Hard
Location: Mr Skops Stalactites
Attacks: Claw Throw, Blue Beam

You'll begin on a bridge. Stand on the very left platform and jump over his attacks. When your platform starts falling, jump up and helicopter toward the cloud. When he is done with you for now, he'll start moving right. Jump up and head right. Jump on the first platform you see. There will be 2 others and he'll be on the cliff. The first one will fall down, than the second, than the one your on. Before yours falls, run, jump, and glider and hang onto the ledge he's on. He'll start heading right, follow him towards a sign.

Now you'll be in an arena face to face with Mr. Skops. When he launches his blue attacks at you. Punch them back at his face. When he launches his claw at you, jump over it. Simple really, the beam follows your punch when it goes through it, so jump, punch through the beam and punch his face, the beam will follow your arms movement and go into Mr Skops face and it'll damage him.

Mr. Black

Health: 24 (4 different forms)
Difficulty: Intense
Location: Mr Darks Dare

1st Form

Health: 0
Weakness: None
Attacks: Flame Chase, Flame Throw

Mr Black will remove your punching ability. He'll launch two flames at your sides and they'll start flaming up. Stay between them. They move in the same direction so stay between them. The flames will eventually stop in it's place and Mr Dark will launch two flames at you. Run between them at the right time. The flames will start moving again. Do this and dodge the two flames Mr Dark Launches at you again.

Now this time, Mr Dark will launch the two flames while the two flames at your sides are still moving! So get your timing right and break through. The flames will stop. Mr Dark start making the two flames at your side get closer and closer together. Stand in the center as best as you can, when there is only little space left to close in, an electroon will get your punch ability and bring it to you. When the electroon drops it on you, the flames stop and you will bring out the 2nd Form.

2nd Form

Health: 8

Weakness: Head

Attacks: Claw Toss

A Head of Mr Skops and a Body of Mr Stone. The same old claw toss is pathetically easy to dodge. While he is using the attack, jump up and punch him in the head. If you try to punch him in the head while he's just standing there, he'll block it with one of his claws. So keep jumping while he is tossing his claw, punch him in the face, land, and jump one more time to avoid the claw behind you. Keep doing this 8 times until doomed.

3rd Form

Health: 8

Weakness: Head

Attacks: Double Laser

Not one, but two space mamas against you at the same time. Their lasers will crossfire and it is very hard to dodge. So hears the deal, go to the left one and hit it in the head. The right one won't shoot for some reason, just keep punching the left one until doomed. If you don't want to take the cheap way out, stay in the middle and dodge like a pro. Punch the right one at a good time and keep dodging their lasers. Repeat until defeated.

4th Form

Health: 8

Weakness: Head

Attacks: Smash

The final enemy of the game. It's Moskito, as a head, but something strange as a body. Now you'll shrink for this battle, when he jumps, RUN! Avoid Moskito's smash, when you go flying into the air, give him a nice good punch while your up there. So just keep doing this really and Moskito's doomed...

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7)

I T E M S

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1-Up Trophies: Their very well hidden. These will give you a Rayman another life. (not a continue, but a life). If you find a secret area and you go keep going through that secret area, you think your on a trail of an electroon but it appears to be a one up. You will hate 1-up trophies when you find them instead

of an electoon.

Tings: Extremely common. These are small little blue balls. You can't miss em. Collect 100 of these for a 1-Up. These are out in the open, so you won't have any trouble finding any. If you beat the game without seeing a single ting, I feel sorry for you.

Small Power Balls: These extremely small health balls will pathetically restore one health.

Health Ball: These small health balls will restore you to full health but it's not like the Power Ball. If you have 2/4 health, it'll only restore you to 4. Not 6. If you have 2/6 though, it'll restore to you 6. But it won't add two more onto your original amount at 2/4.

Power Ball: These will fill up your health to six. If you have four health balls, it'll make it so you have 6 now. These are also very well hidden, not as well hidden as the 1-Up trophies or Electoons, but their still well hidden. If you have low health, you'll be glad you found one of these.

Golden Fist: These will increase the power of your punch. Useful for taking out those annoying guys that take more than one hit.

Glowing Fist: These will increase the speed of your punch. Good for catching fast or hard to aim enemies.

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8)

E N E M I E S

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Here are a list of enemies in the game, their locations, and how to defeat them in ABC order.

A

Anti-Toon

Location(s): Dream Forest, Band Land, Blue Mountains, Picture City, The Cave of Skops, Candy Chateau
Identity: Small blue round enemy. Notice I call them small enemies in the FAQ.
Attacks: Bite
Description: These guys are the only enemy in the game that appears in every single world. They'll get annoying after a while.
Weakness: While they are jumping in the air and biting, you can punch them than. Or you can get a big long punch, than duck to the ground so the punch will come back low and hit the Anti-Toon.

B

Bird

Location(s): Blue Mountains, Cave of Skops

Identity: Actullay, these guys look like spikes. My friend told me they were called birds, don't tell me how he knew that. I don't know either.

Attacks: Spiking (if that's a word)

Description: You can't defeat these guys, you'll just have to dodge them.

Usually they appear by collecting a spark. Watch out...

Weakness: You can't defeat Bird.

Bomber

Location(s): Candy Chateau

Identity: He looks like a clown.

Attacks: Bombs

Description: You can find these guys in Candy Chateau. Run away from his bombs as they will deal some damage (obviously).

Weakness: Punch him, very easy to defeat.

C

Clown

Location(s): Candy Chateau

Identity: He looks like a clown (actullay, he IS a clown).

Attacks: Sends impact to the ground.

Description: If you fail to punch him fast enough, Clown will send impact to the ground. Jump up to avoid the impact.

Weakness: Punch him continuously before he gets the chance to smash you off your feet.

Cricket

Location(s): Band Land

Identity: They are green guys that fly.

Attacks: Punch

Description: In Band Land, you'll find these guys. They will take a few hits to kill. Also, when they're in the air, it'll be hard to get them down.

Weakness: Keep this guy on the ground! If you get them in the air it will just make it harder for you. This guy can dodge your punch very well. He will duck to the ground. So like the Antitoon, get a long good punch, duck to the ground so your fist comes down and it will hit Cricket. Repeat.

D

No enemies start with the letter 'D'.

E

Evil Rayman

Location(s): Candy Chateau

Identity: Looks like Rayman, but he has no eyeballs which makes him look evil. And he looks darker.

Attacks: Touch (instant death)

Description: Ahh you have to outrun this guy. Touches you, it's instant death.

Weakness: You cannot defeat Evil Rayman.

Eyes

Location(s): Band Land, Blue Mountains

Identity: You'll find these guys in the walls. Their just a pair of eyes really.

Attacks: Lightning

Description: You'll find these guys only in two worlds, Band Land and Blue Mountains, but just because their in two worlds, doesn't mean there are a few eyes. There are a LOT.

Weakness: You cannot defeat Eyes.

F

Fish-Note

Location(s): Band Land

Identity: These are the guys that you punch back at Mr. Sax.

Attacks: Bounce Hit (hey, I don't know what to call it!)

Description: You should never ever get hurt by one of these guys. An army of 100 of these guys wouldn't give you fear. Yes, their harmless crap.

Weakness: You can't defeat them, but you can punch them back the other way.

G

No enemies start with the letter 'G'.

H

Hunter

Location(s): Dream Forest, Picture City, Cave of Skops

Identity: These guys hold guns, you'll see these guys a lot, you can't miss em.

Attacks: Gun that shoots bullets that turn into hammers

Description: These guys are very easy. The hammers can get annoying sometimes though. When firing, they can go forever, so it'll go a long way. You'll see their bullets five minutes before you actullay see him.

Weakness: Punch him while he's reloading his gun. If he try hitting him while he's shooting, it won't damage him.

I

No enemies start with the letter 'I'.

J

No enemies start with the letter 'J'.

K

No enemies start with the letter 'K'.

L

Livingstone - Tall

Location(s): Dream Forest

Identity: These are tall green face guys with a hat on. Their the tall ones, not the short ones.

Attacks: Walk into you (the most horrible attack! Psych =))

Description: These guys are so pathetic. They don't dodge your attacks, they don't do any attacks, and their so pathetic. Look at the weaknesses to see how more pathetic they are.

Weakness: Punch these guys... they won't dodge it, they won't care, their so easy. Or you could make the funny face and they'll run at the site of the face. That's just retarded...

Livingstone - Small

Location(s): Dream Forest

Identity: These guys look a lot like the Tall Livingstone but their smaller. I call them midgits in the FAQ.

Attacks: Walk into you

Description: These guys are a little better then the tall livingstone because they know how to dodge.

Weakness: Like the Anti-Toon, get a long good punch, than duck.

M

No enemies start with the letter 'M'.

N

No enemies start with the letter 'N'.

O

No enemies start with the letter 'O'.

P

Pirate 1

Location(s): Picture City

Identity: These guys ride spoons and chase you.

Attacks: Spoon Crash

Description: You could punch these guys which would stall them for a second, than they'll get back up and chase you again. Or you could run as fast as you can to outrun them.

Weakness: Like I said, punch them to stall them for a second.

Pirate 2

Location(s): Picture City

Identity: Before Opera Momma, you face this guy.

Attacks: Razor Boomerang

Description: I defeat this guy in seconds I don't even know what attacks he uses.

Weakness: Walk really close to him and rapidly punch to defeat him.

Pirate 3

Location(s): Picture City

Identity: After defeating Pirate 2, you'll face Pirate 3

Attacks: Bomb, Kung Fu Kick

Description: This guy is kind of tough, first you can dodge his bombs by moving right and left, and when you punch him out of his hiding spot, he'll come out and use his knife swipe to attack you.

Weakness: First, when he launches bombs, dodge them and jump up and punch the place were the bombs are coming out of two times, when he's out, like Pirate 2, go up to him and punch him rapidly.

Pirhana

Location(s): Dream Forest

Identity: These guys just pop out of the water and go straight up. Of course, they look like Pirhanas.

Attacks: Bump...

Description: They pop up over and over again. You can dodge them, most likely they won't hurt you at all.

Weakness: You can't defeat them, but you can stall the popping up sequence.

Punch one of them and they'll just stay there in midair, blink a few times than go back into the water. Which gives you time to cut through with your tomato.

Q

No enemies start with the letter 'Q'.

R

Red Monster

Location(s): Band Land

Identity: These guys clutch two gigantic axe balls, they are very big, and people might mistake them for a boss.

Attacks: Axe Clash, Axe Hit

Description: There are only three in the entire game. In one stage in the whole game. You will have to jump on clouds over him, yes, that's how big they are.

Weakness: You can't defeat them. You'll just have to dodge them and make your way over them.

S

Shark

Location(s): The Caves of Skops

Identity: They look like a shark. Self explanatory.

Attacks: Shark Bite

Description: So annoying! You'll find these on the last stage of Eat at Joes. They attack you a lot, so when they break out of the water, JUMP!

Weakness: I don't know if you can kill them. They just dive again too fast...

Spider

Location(s): The Caves of Skops

Identity: They look like a spider

Attacks: Homing Spike, Spider Chase (ahhh!!!)

Description: These guys are very fast, my advice is to ignore them at all times.

Weakness: Punch them before they get the chance to homing spike you.

Stonedog

Location(s): Blue Mountains

Identity: They look like dogs made out of stone.

Attacks: Dog Bite

Description: Too easy, usually they attack in groups. So watch out.

Weakness: Just punch them all really, one punch should take them out. If you get a very weak punch out of them, it'll take two.

Stoneman

Location(s): Blue Mountains

Identity: These mini-Mr. Stone guys toss stones at you.

Attacks: Stone Throw

Description: Dodge the stone just like with Mr. Stone. These guys are common in the Blue Mountains.

Weakness: Punch them a few times to take them out. You'll have to punch him when he's loading up another stone to throw at you.

T

Tentakel

Location(s): Dream Forest

Identity: There is only one in the entire game. it's eye is at the bottom and it has a lips like thing on the top of him/her.

Attacks: Bump (yikes!)

Description: There is only one of these in the game, Livingstone's come out of the Tentakel's mouth in front of it to defend it when it's fainted.

Weakness: Jump up and punch it in the lips like head and it will faint down.

Before fainting it will burp out a livingstone. He will than get back up. Hit him in the lips six times and he'll faint for good.

Timbel

Location(s): Band Land

Identity: Their huge cymbals.

Attacks: Cymbal Clash

Description: You must step on them for them to transport you across a long chasm. He will hurt you along the way, so you'll need to jump out, helicopter to stay in the air for a while, he clashes, you helicopter back and your safe.

Weakness: You cannot defeat Timbel.

U

No enemies start with the letter 'U'.

V

No enemies start with the letter 'V'.

W

Waterboy

Location(s): Candy Chateau

Identity: These guys have one eye that has a robotic eye. Otherwise, he looks like a regular human. And there's only one in the entire game.

Attacks: Waterball Throw

Description: He throws these very fast, so dodge them with all your might. Since there's only one in the entire game, you won't have to worry too much about these guys.

Weakness: You gotta get to him when he's not throwing any waterballs, and punch him. Easy enough eh?

X

No enemies start with the letter 'X'.

Y

No enemies start with the letter 'Y'.

Z

No enemies start with the letter 'Z'.

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9)

M A G I C A N L O C A T I O N S

=====
So what is a Magican you ask? You might have never runned into one, because their very well hidden. These are just hats that sit there, when you walk up to it, it will turn into a Magician. If you have 10 tings, Rayman will pay him and he'll put you through a challenge were you have to collect a certain amount of tings in a certain amount of time in a bonus stage. If you manage to collect them all, you will receive a 1-Up trophy.

I will give description on each challenge. So if you can't find this one ting, this is the place to look.

This list is NOT complete. As I can't find all the magicans due to the fact that they are very hard to find. If you know were a magican is that is not listed here, e-mail me it and i'll give you credit.

=====
Dream Forest
=====

Pink Plant Woods

Magican 1

Location: At the start of the second stage, look behind you. You should see those flowers that fall. Jump on it than quickly jump onto the vine a little up right of you. Start climbing up and jump on the platform to the right to find the magician.

Time to Complete in: 40 Seconds

Amount of Tings to Collect: 10

Difficulty: Easy

My Record: 17:35

Description: Start walking right to find falling platforms above you. Jump on the one above you than jump on the one to the right. Jump on the next one to the right. You should see three tings. When it starts to fall you'll collect the ting below you. When you get it, jump to the right and you should be able to get the next ting. If you have the helicopter ability, you should be able to get all three. If you don't have the helicopter ability, you'll have to fall and go back up again.

Now go back to the center platform and this time jump to the falling platform on the left. Jump onto the next one to the left and you should be able to do the same thing. Ting under you, and two to the left. So far you have six tings. Go back to the center, jump to the right and jump to the one a little left up. When your on this new platform, jump to the left and you'll collect a ting, and you'll also land on another platform, than jump to the left to get the other ting.

Climb back up to the center, right, left, than start hopping to the right. Collect the ting, than jump off the new platform to the right to collect the very last ting.

My Record Guide: To get this time you'll need all the abilities. Right when you start, zoom to the right, you'll have to keep the R button pressed this whole time. Jump on the first platform, immediantly hop onto the next one to the right, collect the ting while you are falling and get the other two by hovering. While falling, go to the left, when you land, wait for the center platform to appear again and hop to the left and do the same thing.

Now when the center appears again, hop on it, jump on the right and onto the top platform, jump to the left getting the ting in the air, hop and snag the ting to the left. This is the tough part. While you are still in the air collecting the ting, helicopter to the right hoping you land on the platform to the very right. Than you can collect the last two tings from there.

Magican 2

Location: When you reach the stage end sign of Stage 3, back off and jump to the platform above the platform were the stage sign is. Stand on the very left of the platform and you'll see a tomato. Punch it down. Now somehow punch it down a little right down through platforms until it lands in water. Jump on the tomato and look right. It'll start moving right to a hidden platform below the stage clear sign platform, it'll contain the Magican.

Time to Complete in: 60 Seconds

Amount of Tings to Collect: 13

Difficulty: Easy - Medium

My Record: 23.37

Description: Start by going right. Hop up to the platform above. Get the ting than hop onto the little statue head on the right for another. Hop back onto the platform to the left than hop onto the platform above. Jump to the platform on the left from another ting. Drop off to the left of the platform and you'll land on a hand with a ting. Hop down and go back hopping platforms back to the platform you dropped from.

Hop to the hand on the left than look right. Hop onto the platform there for a ting. You should have five tings right now. Hop the next platform, on the next one there should be a ting. Get it than hop onto the next platform than onto the

hand. Look left and hop onto the platform, hop on the next to get a ting. Hop onto the next platform than on the next than onto the next. Jump onto the hand to the left for a ting, than look right. Hop onto the next platform than to the next right next to you.

Jump onto the next than onto the hand for a ting. Hop onto the next platform than onto the next. Jump on the hand to the left for a ting. You should have 11 tings at the moment. Hop onto the platform directly above you, than onto the one to the next. Jump to the one on the right than onto the next one. Jump onto the hand than look left, jump onto the platform there than onto the next. Jump onto the last platform on the left for a ting.

My Record Guide: As always, have all the abilities. Run to the right and jump up on the platform for a ting. Quickly jump on the hand and get the ting. Jump back and helicopter to reach the platform above. Get the next ting and fall below the platform. Snag the ting and quickly jump back up, hang on the platform than jump on it. Quickly jump on the hand to the left. Jump on the platform to the right to get a ting.

The next platform has nothing on it, so it is useless. Run, jump, helicopter OVER the platform and hang onto the platform after it and jump on it for a ting. So the idea here to helicopter over useless platforms. Jump and helicopter over to the hand. Look left and helicopter over to the platform with a ting. Skip the next platform and land on the one after that. To the left you'll see a hand. Get the ting on it.

Look right and you'll see two platforms lined up. Run onto the first one and run onto the second one. You can run without jumping and you wont fall. Jump and helicopter to the hand. Look left, run and jump onto the platforms, get the ting to the very left on the hand. Look right, jump on the platform than onto the one above it. Quickly hop to the platform on the left than onto the right.

Run jump and helicopter over to the hand, hop onto the platform to the left than jump onto the next one. Jump onto the last one to get the last ting.

The Swamps of Forgetfullness

Magician 3

Location: In Stage 2, when you first ride the tomato down the long hill, near halway you'll see a floating platform to the right. Instead of continuing your surf down the mountains, jump on the platform. From there jump on the next platform to the right and go right. You'll see the magician.

Time to Complete in: 60 Seconds
Amount of Tings to Collect: 12
Difficulty: Very Hard
My Record: 26.23

Description: To me, this is one of the hardest Magician quests in the game. Start out by jumping on the swinging tomato above you. Swing to the left for a ting. While your still on the left, get a charged up punch and punch the idle tomato to the right. When it starts moving, wait till you swing to the right, than jump on it. While on this, you'll find nothing on this level. So jump up to the next tomato.

Swing to the left and get the ting. Punch the idle tomato above you and jump on it. Punch the next idle tomato and hop on it. Swing to the right for a ting. Jump on the moving tomato above and swing to the left for a ting. Punch the idle tomato and jump on it. Swing to the right and get the ting. Punch the next idle tomato, swing to the left and get the next ting. You should have six tings by now.

Punch the idle tomato above you and jump on it. Now when you swing left and right here, you should collect four tings. That should have brang you up to ten tings. Punch the next idle tomato, jump on it, than swing to the right. The last two tings are right there. So jump, abandon the tomato you were on and snag the two tings.

My Record Guide: There really isn't nothing i can help you with here. All I can help you with is to have the helicopter ability it helps. So just hop the tomatoes really fast.

Moskito's Nest

Magician 4

Location: On the way to get Electoon #2 (look in Electoons section), you should see the Magician Hat along the way.

Time to Complete in: 90 Seconds

Amount of Tings to Collect: 17

Difficuly: Hard

My Record: 31.14

Description: My record isn't that good because I keep messing up. First of all, head right and jump on the floating platform. Collect the ting on it than jump on the next floating platform above. Jump on the next one and collect the next ting on it. Jump on the next platform, than the next. On the next one there should be a ting on it.

Jump on the swinging tomato and swing to the left. Hop on the platform than jump on the next one and get the ting on it. Jump on the next, than on the next. Get the ting on the next one, than jump on the swinging tomato. Swing to the right and hop onto the platform there. Hop onto the next one and get the ting on it.

Hop on the next, than on the next. Jump again, than again. Jump on the swinging tomato and jump up and collect the ting above. Land on the tomato and swing to the left again. Jump on the platform, than hop on the one above. Hop on the next one, than snag the ting on the next one. Jump over the next one and onto the platform over to the right and get the ting on there.

Jump back on the platform you jumped over, than jump on the next platform above. Get the ting on it, than jump on the next platform. Jump over the next platform than onto the platform on the very left. Get the ting on it, than jump back onto the platform you skipped. Get the ting on that one, than jump to the next platform above.

Jump on the next platform, than jump on the next. Get the ting on it than jump on the next one. Jump on the next, turn left, than jump on the next. Hop to the next one than get the ting on it. Jump on the platform above, than onto the next than on the next. Jump to the right and get the ting on there. Face left and jump on the next platform.

Jump on the next than on the next. Get the ting, than jump on the last one to get the final ting.

My Record Guide: Run right and quickly hop on the platform there. Get the ting on it than start jumping platforms up. Keep hopping until you reach the last one. You should have three tings, run right and jump and helicopter over to the platform way over to the left. Taking the tomato is too slow, we're gonna take the fast way out. Get the ting than quickly start hopping up. Jump on the tomato when it comes to the left, run, jump, and helicopter to the right and land on the platform to the right with a ting on it.

Start hopping up quickly again, jump and get the ting. Land on the tomato, than run, jump, and helicopter over to the other side. Hop up quickly and from here, do the stuff in the guide. After the hopping over stuff, and when you take a one way hopping path, jump over useless platforms to beat the bonus level easily.

=====
Band Land
=====

Bongo Hills

Magican 5

Location:

Time to Complete in:

Amount of Tings to Collect:

Difficulty:

My Record:

Description:

My Record Guide:

The rest of the Magician Guide will be coming soon.

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10)

C O D E S / S E C R E T S

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ORIGINAL CODES

Unlimited Continues: When you have 1 continue left and your at the continue screen, press UP, DOWN, RIGHT, LEFT, and START and you will continue but you'll see that you haven't lost a continue.

(Code founded by Jacob)

Restore Health: Pause anywhere and anytime during gameplay and press shoulder L, DOWN, LEFT, UP, DOWN on the D-pad, than shoulder R. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see that Rayman's health is back to full.

(Code founded by MetalGearXavier spiderman4355@yahoo.com)

Restart GBA: If you accidentally selected a file, you know you can't go back because there is no BACK button. So while at the map screen, press A + B + START + SELECT at the same time to resart back to the title screen.

(Code founded by Me)

Invincibility: Pause anywhere and anytime during gameplay and press RIGHT, UP, RIGHT, LEFT, RIGHT, SHOULDER R. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see that Rayman will not get damaged when running into enemies.

(Code founded by NeoPV)

99 Lives: Pause anywhere and anytime during gamplay and press LEFT, RIGHT, DOWN, RIGHT, LEFT, SHOULDER R. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see that Rayman's lives have turned to 99.

(Code founded by NeoPV)

Level Select: Pause anywhere and anytime during gameplay and press UP, LEFT, RIGHT, DOWN, RIGHT, SHOULDER L. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see that all Levels are now accessible at the game map screen.

(Code founded by NeoPV)

All Powers: Pause anywhere and anytime during gameplay and press DOWN, LEFT, RIGHT, LEFT, UP, SHOULDER L. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see you have all the abilities.

(Code founded by NeoPV)

All Items: Pause anywhere and anytime during gameplay and press SHOULDER R, UP, LEFT, RIGHT, LEFT, SHOULDER L. You will hear a little ding if you have typed it in correctly. Return to the game and you'll see you have all the abilites.

(Code founded by NeoPV)

All Electoons: Go to the map screen. Now move Rayman on the level that you want to get all the Electoons on. Instead of pressing "A" to play, press Select, B, and Shoulder R together twice. The level will turn into a big purple happy face! As in that you collected all the Electoons in that level!

(Code founded by DiSsMaStEr badboyjr13@hotmail.com)

CHEATS

No Evil Rayman: In Candy Chateau Stage 2 when Evil Rayman follows you, he follows you when you collect the spark in front of you when you start. Back off a little bit, run, jump, and helicopter over the spark. You can go through the level with no Evil Rayman now!

(Code founded by Me)

NOTE: I deleted the Gameshark because they weren't proven true.

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11)

E L E C T O O N S

Dream Forest

Pink Plant Woods

(1)-Stage 2-After the photographer climb all the way up the first vine and look to the left. (You will need to acquire the Punch ability first)

(2)-Stage 2-On the second vine go down to where your across from the tomato. Knock it down and jump on it. Ride it over to the right and get the Electoon. (You need the Punch ability)

(3)-Stage 2-At the beginning of the stage go to the left and get on the flower and make the jump to the vine. Go up the vine then get off on the platform with the Magician. Then grab onto the rings and then helicopter to the right (after the last ring) then you'll land on a tree. Simply jump off the tree and it will be there. (You'll need the Grappling and Helicopter abilities)

(4)-Stage 3-When you get to the second tomato you need to knock it across the water and onto the tall green enemy's head. Just jump on the tomato and jump off and collect the powerup that would normally be out of reach. continue to the right. And then you should see it.

(5)-Stage 3-At the first vine about 1/3 of the way up look to the right and you should see it. Simply throw your fist (wind it up) and get it.

(6)-Stage 3-At the end of the level before the sign you should see it.

Anguish Lagoon

(1)-Stage 1-Ride the first swinging tomato to the left and get on the platform. Then helicopter (and jump) to the right and make it to the next platform. Jump back to the left and knock down the tomato. Jump on the tomato and grapple on to the ring and swing to the platform on the left. The Electoon Cage is there. (Helicopter and Grappling abilities are needed)

(2)-Stage 1-After getting (1) Simply fall and land on a tree and jump off of it and voila! (Just get (1) and fall!)

(3)-Stage 1-When you come upon the first falling flower just ride it on down. Then when you land you should find it.

(4)-Stage 1-After you reach the land after the two flowers jump to the right and get a ting, then a big flower should catch you. Go back to the land and get the Electroon.

(5)-Stage 1-Its right before the end of the stage.

(6)-Stage 2- While riding the Moskito you will see two platforms one (the top one) will be empty. You'll have to fake going under this platform to make the cage appear. After his jerk back up (it might take practice) and get it.

Swamps of Forgetfulness

(1)-Stage 1-After the first enemy (it has a gun) the Electoon Cage is on the ledge above it.

(2)-Stage 2-Just jump on the hand and you'll see it fall.

(3)-Stage 2-When you get to the land area where there are to teethed jumping enemies knock down the plum into the water and ride it until you can't see the land anymore and go back. You should see it once you get back on land.

(4)-Stage 3-Jump on the tomato and then climb up to the top of the vine. Then jump off to the right. When you land you'll see it.

(5)-Stage 3-Climb back up the vine and follow the tings (you'll need to helicopter) you'll land on a big flower and then you need to jump on the swinging plum. After that you jump on a small flower and jump to the next flower (helicopter) and to the platform after the second flower (helicopter). The Electoon is on the platform.

(6)-Stage 3-While your where (5) is jump to the swinging plum. Then get to a point where you have to jump. Jump and get the first 3 tings (don't helicopter) hold the D-Pad to the right. Get the next to tings (or pass them) and then helicopter while still holding right. You should land on a falling flower eventually. Then just make it up onto the swinging plum. Then just make it

across to a land platform (its large) and the Electoon Cage should be there.
Just jump off the right edge to land on the sign!

Moskito's Nest

(1)-Stage 1-At the beginning of the stage jump over the sign and onto a small tree (to the left). Then from there jump onto the larger tree. Then just jump off and voila!

(2)-Stage 1-After the photographer knock down the tomato and ride it down the hill. Jump off of the tomato (still on the hill) when you see the vine (its about halfway) then climb up the vine and go left. After quite a ways you'll see a giant gap! Jump out into it and some rings will appear. Simply go from ring to ring until you get to some land. Then just go left a ways and you'll see the Electoon Cage.

(3)-Stage 1-When you reach the small flower (right after the lip thing) ride it up and when you see the vine on your right jump on it and climb down. The Electoons'll be waitin' on ya!

(4)-Stage 2-Jump on the tree to your left then jump to the other tree (smaller) above it. Then get back to the ground and walk right until you see it.

(5)-Stage 2-After the second photographer jump on the vine to the right and get the P. Then go back down to the photographer. You should see two small flowers. Jump on them and grab onto the vine. Jump to one side, knock the tomato off, helicopter, and then land on the tomato. Ride it to the left until you come upon the cage.

(6)-Stage 3-Near the end of the stage there'll be a very small platform with a tomato above it. Knock the tomato down and get it to the land on the right. This is the hard part: you'll need to hit the tomato up the hill, so hit it and run after it. Then repeat this step until you knock it over the hill's end. Jump down (careful not to touch the sign) and knock the tomato into the water. Ride it to get the 1-Up trophy and then ride back and you should see the cage waitin' for you.

Band Land

Bongo Hills

(1)-Stage 1-After the second dropping cloud, jump on the moving cloud to the left, when it moves to the left, there should be an Electoon on the ledge. Yes, it's that easy folks.

(2)-Stage 2-When rocketing up with the first platform, and you see the savepoint, do NOT abandon your rocket and get a picture, instead, stay on your platform and sharp turn left, you'll see an arrow made out of tings. Follow the arrow and you'll see a thin passage. Get your rocket to that area and crawl immediantly through it. Drop to find an Electoon!

(3)-Stage 3-At the start, jump on top of the first eye platform. Jump to the left and helicopter, you'll collect a spark and land on a cloud. Start hopping the clouds up. Go right and you'll pass through a large amount of tings spelling

out RAYMAN. Keep walking right to find an Electoon!

(4)-Stage 3-When you reach the first glowing fist, walk right from it. Start hopping the small platforms, hop the two eye platforms, hop the instrument, than jump onto the next platform. When you jump onto the first small platform, jump, helicopter to the right, and grapple onto the pinko. Swing to the right, helicopter onto the platform, drop to the right to find an Electoon!

(5)-Stage 4-When you start out, jump on the rotating platform on the east side than quickly jump back to the left on top of the instrument. Hang on it, than make you way over it. Drop to the left after shrinking to small size, move left, than jump on a cloud that brings you up. It'll bring you to a cage.

(6)-Stage 5-After riding your first moving cloud, jump on the two temporary clouds above to spikes and land on the clarinet to the right. When you hear a spark sound, jump back over the two temporary clouds and you'll see two clouds have formed above it. Jump on it than to the platform on the left and you'll see the cage.

Allegro Presto

(1)-Stage 1-When you reach the 2nd arrow keep going until you reach the end of the jagged notes then STOP! Jump high to the left. You'll land on a platform. Jump to the platform on the right and keep going right until you see the cage.

(2)-Stage 1-Keep going until you see a gap in the music bars. Jump down and go left to see the cage.

(3)-Stage 1-When you see the 3rd arrow jump onto the cloud and go to the right on a platform. You'll see the cage after you go right for a while.

(4)-Stage 2-After the photographer, go up a series of platforms. You'll end up at a long platform. Go right and wait for the trumpet to blow you over to a cloud. Jump up to make another cloud appear you'll land on this cloud. Jump up on the next platform and let the trumpet blow you to the left. You'll need to helicopter to land on the platform and then jump again and helicopter again and you'll see the cage.

(5)-Stage 3-After the photographer, get to the 2nd platform and double back. You'll see a weird thing that has balls on it. Jump up 3 of these and touch a blue-elf to turn small and walk right. Touch another elf and turn big. Jump up and hit the cage.

(6)-Stage 3-When you see the arrow pointing down follow it. You'll land on some clouds, just sit there and wait to fall. You will fall on a small platform. Jump across a few similar platforms (to the left) to reach the 'Toon Cage.

Gong Heights

(1)-Stage 1-At the first monk jump up and land on a cloud. A stair of clouds will appear to the left and right. Walk down the stairs to left and keep going left until you see the cage.

(2)-Stage 1-At the fourth monk jump up and you'll collect a spark. To the left, you should see the Electoon.

(3)-Stage 1-Jump on the clarinet that (2) was on and jump to the right and you will land on a cloud. Go left from there up some more clouds. You will reach a clarinet. Then jump to the right and you'll land on a cloud. Just ride it to the right. A ways after COOL written in tings you keep going until you reach a clarinet with the cage on it.

(4)-Stage 1-At the photographer's platform go to the left. You should see a ting. Jump and get it and a cloud will appear under you. Go back to the platform and the cage is a-waitin' for ya!

(5)-Stage 1-After the ninth monk (i'm sure you are tired of counting them so i'll just say the one that pulls that long blue piece of junk =)) jump onto the instrument to the right. If you didn't collect a spark, look walk around and jump around. You should collect the eventually. A cage will fall on you.

(6)-Stage 2-Just jump across the first gap and you'll see the cage.

Mr. Sax's Hullabaloo

(1)-Stage 1-After jumping up on top of the first clarinet, jump on the second platform from to the right, below that platform is the cage.

(2)-Stage 1-To the right of the photographer, after you jumped over two green spikes, go to the right and you can't go right anymore. Jump up and collect the tings, to the left a rotating platform should form. Jump on it and let it carry you up. Jump off to the platform up here and you'll see an Electoon cage.

(3)-Stage 1-When you get shrunk and go down a bumpy slide, you'll first go under two instruments. There will be an opening between the instrument and the slide above you. Jump between there and start sliding down. You'll hear a spark and clouds to the right will form. Hop them to the top and you'll see a cage.

(4)-Stage 1-After the third cage, drop down, and continue right. After getting back to your normal size, you'll see an arrow made out of tings. Jump up and collect them and clouds will appaer to the right. Hop them to the right and you'll see the cage.

(5)-Stage 1-You'll reach a part were there are three statues with drums, from the third one, jump to the left, helicopter and grapple onto the pinko to the left, swing to the left and jump from there to the cloud on the left were the Electoon cage is.

(6)-Stage 1-After riding Timbel, Jump to the temporary cloud and onto land to the right. Look up, and swing on the pinko and up. Swing onto the platform to the right with a 1-up on it, look up again and swing the pinkos galore. At the top, an Electoon cage is there.

Blue Mountains

Twilight Gultch

(1)-Stage 1-When you start the level, jump over the starting sign and fall down to the left. Stay to the wall on the right and you'll land on a platform. Head right defeating the Stoneman and you'll reach a dead end. Look left and look up.

You'll see a platform. Jump up and hang on it. You'll hear that you collected a spark and a cloud will appear a cage below the cloud!

(2)-Stage 1-After the first cage, jump on the cloud than onto the platform on the left. Continue left and you'll see a cage right there!

(3)-Stage 1-After swinging on the two pink rings at the beginning, defeat Stoneman and walk right. Collect the spark, and head back left. Drop down and you'll see a cage.

(4)-Stage 1-After swinging on the two pink rings at the beginning, defeat Stoneman and walk right. Drop down the gap and walk left. Collect the health and go back right. An electroon cage is there.

(5)-Stage 1-After you jump out of the gap with the 4th electroon cage, jump and helicopter down the row of tings to the right. Grapple onto the pink ring and swing up on the temporary cloud. Jump up and head right. Drop down to the right and you'll see an electroon. If you don't see it, jump around a little bit trying to find a spark.

(6)-Stage 1-After cage five, fall below the pink ring. Drop to the right to land on a temporary cloud. Hop to the right. Hop again on the cloud to the right and it will start moving. When it goes all the way right and all the way back left, you'll see a cage waiting.

Hard Rocks

(1)-Stage 1-Take the cloud that takes you right at the beginning, when you reach the cloud that takes you up, wait until you see three tings leading to the right, get the three tings than quickly jump back on the cloud going up. If your not fast enough, than drop back down and hope you land on the cloud on the bottom. And it will bring you up again. Wait for it to bring you up to the highest it can go, jump on the platfWorm to the left and you'll see an Electroon cage.

(2)-Stage 2-When you reach the first photographer on stage 2, backtrack, when you reached the part with 5 clouds, jump on the second from top than jump to the right. You'll see an arrow made out of tings to the right, but it's pointing to nothing. Collect all the tings and go back to the photographer. Drop down to the cloud on the left and when it brings you down, move left to a lone platform which WAS empty, but there is an Electroon cage there now.

(3)-Stage 2-After the bouncing lavaball, drop down onto the moving clouds. Jump onto the green platform, hang on the left and clouds will appear below you. Drop on it and hop the clouds to the left. You'll get a 1-up trophy, hop back to the green platform and you'll see a cage appeared on it.

(4)-Stage 3-At the beginning, go all the way right till you can't go any further, than jump up and go all the way left. Instead of walking up to the right, drop to the left collecting tings. You'll appear at the beginning of the level, but with a cage too.

(5)-Stage 3-When you reach the second large spike ball, walk to the right right into the wall. Clouds will appear, hop up all of them and you'll see a cage.

(6)-Stage 3-When you reach the end stage sign, walk to the left towards the power up. A cage will appear, somewhere, look on the other side of the wall of the power up and you'll see the cage. Backtrack all the way to the cage.

Mr Stone's Peaks

(1)-Stage 1-When you get the super helicopter, backtrack near the beginning and fly up. Move around up there until you hear that you collected a spark. Fly back down were you destroyed the boulder to find an electoon.

(2)-Stage 1-At the end of the stage when you see the sign, hover blow the platform and move left toward the wall. Move around there until you hear a spark. Go on the platform below the stage clear sign to find an electoon.

(3)-Stage 2-Before the stage end sign, you'll notice you still have the super helicopter. Hover up and you'll see a passage, up there you'll find an electoon.

(4)-Stage 3-After hopping up your first climb of clouds, move left and collect the spark. Head back down the climbing place looking on each platform, it should be on the third or fourth platform from the top.

(5)-Stage 4-At the start, go all the way up the hill. Turn around and run down. Jump up and helicopter, grab onto the pink ring. Jump onto the next pink ring than make your way up by jumping on clouds. Jump onto the red ring and swing onto the right to more clouds. One cloud will take you down right into a spark. Collect it, than go back down. Go up the hill and look left. Look up, you'll see the cage.

(6)-Stage 4-After the photographer, jump across the tiny platforms. When you see a big spike ball, drop down. Your gonna die! Oh no! A cloud will appear, and you'll collect a spark. Bounce back up, than go right and drop down the next fall, were you will see the cage.

Picture City

Eraser Plains

(1)-Stage 1-

(2)-Stage 1-

(3)-Stage 2-

(4)-Stage 3-

(5)-Stage 3-

(6)-Stage 3-

Rest of the Electoon guide is coming soon (dang how annoying...)

=====
Q: Mr. Dark *SPOILER* *SPOILER* Kidnapped Betilla the Fairy, but I there's no more levels after the last one!

A: You must collect all the Electoons to move on.

Q: I see an Electoon that is out of reach! How am I supposed to get it?

A: Come back to the level later when you get more abilities, than you'll be able to reach it.

Q: I'm punched the boss like soooooo many times, but he's just not dying!

A: You don't defeat bosses by just punching them over and over, you have find a weak spot.

Q: I can't find the weak spot for [name of boss]. Can you help me?

A: If you haven't noticed the boss section is up. Check it out.

Q: How come it says Game Over? I used to continue all the time, but it says Game Over this time!

A: It means you ran out of continues. You start out with ten. But you can get unlimited continues by using this cheat, look in the Cheats/Codes section.

Q: Is this game worth buying? Super Mario looks kind of same to this and I like Mario games!

A: You won't like this one unless you haven't played the Super Mario 2 on the NES or SNES. If you have, get this game. It's better than Super Mario Advance. And i'm sure all of you that have this game should agree with me.

Q: In the cheats section, when you said Up Down Right Left Start, do you mean Up Down Right Left on the D-Pad or Up Down than R and L?

A: The Up Down Right Left on the D-Pad, than press start. Not R and L or else it won't work. Don't press these buttons too fast or else you might mess up, so tap up, tap down, etc... don't do it too slow though.

Q: Can I put your Walkthrough on my site?

A: If you don't earn prophet for the Walkthrough, sure you can. If it is, you may not, as I am not doing this work for you.

Q: I can't seem to cut the two ropes in time! How do I do this?

A: I received numerous emails on this that they can't cut the ropes in time. Here's a little tip. Hover to one of the ropes. When Rayman starts to fall and he's at the ball, tap A and he'll hover back up to the perfect spot to cut the

rope. When Rayman starts falling to the ball again, tap A, keep doing this. Than go on to the next one and do the same thing.

Q: I reached a fork in the road, one leading to Blue Mountains and one to Band Land, wich route do I take?

A: Take the Band Land route so you can defeat Mr. Sax.

Q: Should I get this game? Or [name of game]?

A: Check the top 10 list of Game Boy Advance games in GameFAQs. They are great games, the games higher than Rayman are worth to look at.

Q: I found a mistake in your FAQ! [error here]

A: Only send this e-mail if it's a big error, if it's a typo, i'll find it. If I don't update it in two versions, than e-mail me it. And I won't be mad.

Q: [type code here] doesn't work for me, what am I doing wrong?

A: Well, for the unlimited continues, make sure you have 1 - 3 continues, and for the restore health, press start before typing it in.

Q: hyncer, I am your father

A: That's nice

Q: Can you tell me were the last electoon for [name of level] is?

A: Shut up

Q: Is Rayman a good game? Should I get it?

A: Read the reviews section, it's your choice, not mine.

Q: What does FAQ stand for?

A: Frequently Asked Questions

Q: What in the world happened in Candy Chateau? The controls are [CENSORED] up! Is it my [CENSORED] Game Boy or the [CENSORED] game?!

A: Neither, Mr. Dark put a spell on Rayman to change the controls. Later on, he'll make Rayman run even if you dont press anything. So all you can do is jump. It kind of like the spoon ride from there.

Q: Is there a secret ending? The ending I got was full of crap!

A: Nope, that's the ending. But than again, it could be possible...

Q: I beat the game, anything else to do?

A: Well, you could always try to beat the game on all three files without copying, and you could try to beat all the Magican's challenges. Than after that, you could try to get a better time in the magican's challenges and compete for record times. Than you could try to beat the game without getting hurt, which i'd say is a challenge. There's plenty to do, so don't go switching games yet =).

Q: Nice FAQ!

A: Thanx!

Q: Can you put Magician Locations on your FAQ? I really want to check out all the bonus levels!

A: On this version, you will see I have added a Magician section. Don't forget to check it out!

Q: You forgot to finish Allegro Presto stage 2! How am I supposed to get past a level without your help? *shudders*

A: Heheh, yes, I have forgotten about that. I'll fix it.

Q: How much does Rayman cost?

A: Like most other GBA games, an average price range of \$40.00.

Q: Are you gonna write future FAQs, not just for Rayman, but for other games?

A: You can count on it! This is my first FAQ, but my other FAQs are going to be just as descriptive as this.

Q: I beat the game. What's a good challenge would you recommend?

A: Beating the game without getting hit once is a good one. You might be someone cheap who runs through spikes, you start flashing so that gives you time to make it across the spikes without using the actual way at getting across. So you'll have to learn how to take the right route, not the cheap way out =).

Q: Do enemies ever drop items? Golden fist? Power up? Anything?

A: Nope, they just go away.

Q: Do I ever get to face Mr. Dark? All I can do is dodge his flames than other guys come out to face me. So do I ever get to face Mr. Dark himself?

A: Nope, I know, I wish we could face him in his true form, but tough luck, you can't.

Q: How many Electoons are in the game?

A: 102

Q: How is the ending like?

A: This my be a spoiler, so only look ahead if you want to know how the ending looks like very very badly or if you beat the game already *SPOILER WARNING* It's very crappy trust me. About five or six pictures animate through showing the gang and enemies in piece, partying and stuff. It was a very dissapointing ending indeed.

Q: In the ending I examined all the pictures carefully and I was wondering who the guy on the left of the first picture is.

A: Probably just another civilian...

Q: I haven't reached Evil Rayman before, but what exactly does he do?

A: He follows your every move, doing your every move. If you stand still in a spot and punch twice, and move ahead. If you look back, your mirror image will stop, punch two times and continue. You have to keep moving in these level, if you hang around on the pink rings too long or stand still, he'll catch up to you and walk into you and kill you, 1-Hit KO.

Q: Should I get this even though I have it for PSX?

A: No, the games are almost exactly the same. It'll save money.

Q: Is repeating the game really that hellish?

A: Well sometimes. If you beat the game, lay it down for a few months and pick it back up. You'll think it's fun again. But beating it and playing it again immediantly... is punishment.

BAD BAD PUNISHMENT.

Q: Why won't you update your guide?

A: Ah, I finally retrieved my Game Boy Advance so I can update freely again! Look at the top of the FAQ/Walkthrough to see what happened to me.

Got any questions? E-mail them to hyncer, e-mail at top of FAQ. If it's a good question, I might put it on. Or if I receive a couple of the same question, i'll put it on.

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13)

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Don't have the game? Not sure whether to buy the game or not? Is there another game that is having competition with Rayman in your mind? Here's the place to look.

My Review (as posted at GameFAQs)

So you want to know if it's worth getting Rayman or not. Well, first of all, don't judge the game by the name. I know some people who judge games by names. If you read this review than are not sure if you want to get the game or not, rent the game. Some friggin morons don't even own the game and say bad things about it. Anyways, to the review.

Graphics 8.8/10: Awesome graphics. If you haven't seen pictures of the game yet, i'm sure there's some pictures somewhere on the internet. Check out Gamespot, i'm sure they have some. I'm sure you would agree with me on the score. Unless your anti-rayman. Bastards...

Replay Value 5.6/10: I really like Rayman, truly, but I have to tell the truth. I don't think the Replay Value isn't all that well. Getting the Electoons is a very hard challenge, so the game will take a long time to beat. Than you will lie down on your bed huffing and puffing. Okay, not that kind of huffing and puffing, but the ''other'' kind of huffing and puffing. Okay just making sure.

Difficulty 9.2/10: The Electoons make the difficulty blast through the roof. Going through the game at first without the electoons is not very hard, but fun. Some of the bosses are tight. Have fun on the last level.

Sound 9.6/10: At least it isn't the same sound for every single stage like a game I know *coughSUPERMARIOADVANCEcough*. The sound effects are also great.

Story 8.5/10: Some games go like ''johnny kidnapped blabla and he's going to rule the world''. This is a new story, a Great Protoon etc... if you want to see the story, check out my walkthrough.

Controls 9.8/10: The controls are extremely comfortable. You won't have any trouble. I lowered this .2 because I thought they could have added more controls like in Castlevania. At first you only have 3 controls, move, jump, and make a funny face (don't ask) but you get more and more moves along the way to make the game more exciting.

Overall Score: Darn i'm always too lazy to do the math. Well the majority of the scores are in the 9's so i'll just say nine.

Well there's your review chief. I would recommend buying this game. I know this isn't some peeps type of games, but maybe renting this game first if your not sure to see if you should buy it.

Now some of you may disagree with my score. Here's one my friend wrote.

Friends Review

Graphics 9.2/10
Sound 8.5/10
Replay Value 4.3/10

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Version 1.1 Size - 19 Kilobytes

.Finished the walkthrough up to Dream Forest. The Electoons and Enemies section are not up yet.
.Added the Frequently Asked Questions
.Added the story and controls
.Added the characters and bosses
.Added the items
.Added the Legal Crap, Credits, and Ending
.Created the Version History

Version 1.2 Size - 70 Kilobytes

.Added Band Land to the Walkthrough
.Could not add more Electoons because they are very hard to remember the locations. This will be up on the next version.
.Put more people into the credits
.Fixed some errors and typos
.Added a little more to the controls
.Put some more questions into the FAQ
.Edited the Electoons section to different because people emailed me saying I copied HyliaHero in the Electoons. This is not true, the same person has been sending both of us the same guides on Electoons. I will start working on my own Electoon locations for now on so we do not have the exact same locations.

Version 1.3 Size - 129 Kilobytes

.Added Blue Mountains to the Walkthrough
.Added the Electoon locations for Band Land and Blue Mountains
.Put more people into the credits
.Fixed an error in the characters
.Added some more info in the characters
.Fixed the bosses' health in the boss section
.Put more questions into the FAQ
.Started and finished the Enemy list
.Made Bosses in Boss Section have more info on them.
.Fixed a lot of error's in boss section including Space Mama's name which is actullay Opera Momma.
.Added the reviews section
.Added seven new cheats and codes to the Codes section.
I hope this version is over 100k.

Version 1.4 Size - 170 Kilobytes

.Added Picture City to the Walkthrough
.Added some Electoon cages to Picture City but still incomplete
.Added more people into the credits
.Added more items into the items section
.Put more information in the items
.Put even more information on the bosses
.Fixed bosses health once again

.Put more questions into the FAQ
.Added a little more detail into the controls
.Changed a little stuff in the enemies section
.Added the Worlds section
.Added the Magician section and finished three magicians
.Changed the Legal Crap a little bit

Version 1.5 Size - 188 Kilobytes

.Added a new feature to the Version History Section: The size of each Version
.Put more people into the credits
.Put more info on some of the bosses
.Put more questions into the FAQ
.Fixed an error in the Legal Crap and added stuff as well
.I forgot to finish Stage 2 of Allegro Presto
.Changed Reviews section just a tiny bit
.Deleted Evil Rayman from the Side-Characters List, I didn't really think he was a character, but rather an enemy
.Added the Contact Information section
.Changed the Table of Contents style a little, hope you find it catchy
.Added ASCII Art at the top
.ASCII out my name at the bottom
.Changed some stuff about Tentakel in the enemies list
.Changed the style of the worlds section and added info as well
.Added another code into the Codes section
.Added more stuff into the stories section
.Deleted the Gameshark codes from the codes section
.Changed some stuff in the Items section
.Added people who founded some of the past codes and I didn't post them, well their up there now

Version 1.6 Size - 188 Kilobytes

.Okay, as you can see there is no change in size. That is because I messed up on the art there so I decided to change from Notepad to Microsoft Word. Hopefully it will look better, if it doesn't, I have no choice but to delete it.

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15)

C R E D I T S

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Here are people who helped with the FAQ.

Ubi Soft - For making the game, or else I wouldn't be writing this and you wouldn't be reading this right now.

Nintendo - If they hadn't made the Gameboy Advance, Ubi Soft wouldn't be able to make the game. So I worship Nintendo.

CJayC - For posting my FAQ on GameFAQs.

GameFAQs - I liked the walkthroughs on the site encouraging me to write my own.

MzXr468 (MzXr468@hotmail.com) (AIM: MzXr468) - For helping me beat the game, and giving me a lot of Electoon Locations. Helping me with some notes I missed, helped a lot with this FAQ. He also gave me information on the enemies in Candy Chateau and Mr. Dark information.

NeoPV - Very very big help. He gave me five new cheats that noyone on the message board knew =). Look in the codes section for a big bundle of new cheats.

Mommomorpher (kosher101@hotmail.com) (AIM: MacDadyDylan) - I'd like to thank him for some Electoon Cages.

LinkIN (LiNkIn441@aol.com) - I'd like to thank him for saying on the message board that FAQs were missing a Magician Location, so I was like Hey, why not? =).

HylvianHero (hylvianhero16@hotmail.com) - Giving me permission to put on a Worlds section.

Ry Ry (RYRY5707@aol.com) - Giving me Eraser Plains Electoon #3 with a nice guide.

irisian (irisian@yahoo.com) - Before when everyone thought you couldn't kill Tentakel, he felt like killing it and found out that if you hit it in the lips six times it faints for good.

MetalGearXavier (spiderman4355@yahoo.com) - For giving me the Restore Health Code. And giving me permission to put it on this FAQ.

DiSsMaStEr (badboyjr13@hotmail.com) - While on the Message Board, he found out a new code, the All Electoons code.

El Senor Felipe Conchiwa (SrConchiwa@neo.tamu.edu) - For pointing out an error in the Pink Plant Woods, Electoon Cage #4.

Paul Kritzmire (kritz4@davesworld.net) - Telling me what the Funny Face does.

Chris (floydwaferfield@hotmail.com) - Telling me that I forgot to put say that the R Button makes the funny face in the controls section.

Jake (no e-mail) - My friend who gave me the the cheat code and some game shark cheats as well.

If you want to be here, e-mail hyncer (e-mail at top) something in my FAQ that is wrong, error, I could add someting, idea, help with the FAQ, than I might put you in the credits.

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16)

L E G A L C R A P

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at the following sites:

GameFAQs www.gamefaqs.com

Cheat Code Central www.cheatcc.com

Neoseeker www.neoseeker.com

Only a few other sites are allowed to have this guide on their website. I will accept no more applications. If you send me a mail like this I WILL delete it. So don't bother.

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17)

C O N T A C T I N F O R M A T I O N

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These are the stuff to e-mail me about:

Stuff to E-mail me About

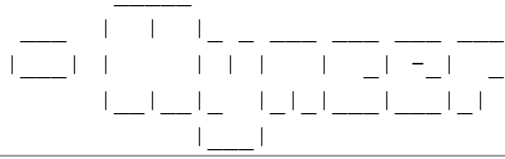
-
- 1) Comments, i'd love to hear what you think about my walkthrough.
 - 2) Stuff that aren't answered in the Walkthrough, if it's worthy enough i'll put it in the Frequently Asked Questions Section.
 - 3) Errors or false things in my walkthrough. If you are correct I will add you to the Credits section and fix the error as well.
 - 4) The three websites in the Legal Crap section aren't the only three websites that have this walkthrough, there are about three or four others that I gave permission to. But their not like professional sites so I didn't put them there because I am not sure if they will carry on the latest version. But if you see a site with my walkthrough on it, send me it just in case, and i'll check if it's a site I didn't give permission to.
 - 5) Questions regarding the walkthrough such as "When do you estimate when it will be complete?" and stuff like that.
 - 6) Something to email me about that I didn't mention above but you know it's not a bad thing. Look in the stuff not to email me about part below to see what stuff you should NOT do.

Stuff not to E-mail me About

-
- 1) Chain Letters, I am not interested in this crap. The "send this to 20 people and your crush will ask you out" is all bull. If you send me a chain letter i'll permanently put you on my block list so don't even bother.
 - 2) Junk Mail, e-mails that don't make any sence, and anything like that. One person even signed me up with my e-mail for this lottery bull crap. So don't do it.
 - 3) A question that is already answered in the Walkthrough. I receive tons of these kinds of e-mails every single day. It's already answered in the walkthrough, their not bothering to look.
 - 4) Blank E-mails, I received a few of these so far. Their just increasing the amount of e-mail I get per day.
 - 5) Something not to email me about that I didn't mention above but you know it is a bad thing. Look in the stuff to email me about party above to see what stuff you SHOULD do.

Do you understand? Good. Now just e-mail me at legenocide@hotmail.com and yes, since the hotmail.com thing is at the end, I do have MSN Messenger. And I also have AIM, which LeGeNoCiDe. If you decide to chat with me, i'll be glad to since it's a quicker and easier way to communicate through questions and stuff.

I hope you enjoyed my first FAQ/Walkthrough!



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