

Rayman 3: Hoodlum Havoc FAQ/Walkthrough

by KoopaKid1

Updated to v1.2 on Sep 12, 2003

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

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RAYMAN 3: HOODLUM HAVOC

NINTENDO GAMECUBE

FAQ/WALKTHROUGH

RATED "E" FOR EVERYONE

Date: 09/07/03

VERSION 1.2

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By KoopaKid

(<http://www.gamefaqs.com/features/recognition/30856.html>)

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This document is best viewed in Size 10 Courier New fonts. If the following lines are uneven, you may need to change your fonts and/or your window setting.

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T A B L E O F C O N T E N T S

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Chapter 1: Introduction

Chapter 2: Updates

Chapter 3: Game Overview

-Story

-Game Screen

-Controls

-The Basics

Chapter 4: Walkthrough

-The Fairy Council

-Clearleaf Forest

Chapter 5: Bonuses

-Arcade

-Cinematic

-Extras

Chapter 6: Bosses

-Masterkaag

-Begoniax

-Razoff

-Cannonball Bill

-Walking Submarine

-Reflux

-The Horrible Machine

-Reflux

Chapter 7: Legal Disclaimer

Introduction

Hello, and welcome to my very first FAQ/Walkthrough for Rayman 3: Hoodlum Havoc. Rayman 3 is different from past Rayman games. Rayman 3 has dazzling graphics, good sound, play control and gameplay. It's different from the other two. I enjoyed Rayman 3 and I decided to write this FAQ/Walkthrough for those who need help with the game. Although there are already a few FAQ/Walkthroughs, I decided to write this to be my first FAQ/Walkthrough. As you can clearly see, this FAQ/Walkthrough is under construction. More is being added, and any missing info is sure to be found sooner or later! Thanks for reading.

Updates

September 11th, 2003 Version 1.2

-A few things added/corrected. Walkthrough up to Clearleaf Forest Stage 1.

September 07th, 2003 Version 1.1

-FAQ posted! Introduction and Updates chapters added.

Game Overview

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Story

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Rayman's universe has exploded into a wacked-out world of cartoon mayhem and mind-blowing battles! When Globox accidentally swallows the Lord of Dark Lums, a fanatic army of trigger-happy Hoodlums wreaks total havoc to get their lord back! Rayman's only chance? Journey to the vast reaches of the world to purge the Dark Lum Lord from the manic Globox, scour the lands of unearthly new powers, contraptions, and maniacal bosses. This time, it's war!

Storyline copied from the instruction manual.

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Characters

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RAYMAN

The crusades of this legendary, limbless hero are praised throughout the land of the Teensies and beyond. Rayman's tireless quest to defend the world from evil in all it's dastardly forms continues against the hoodlums, a fanatical army that would like nothing more than to see Rayman on the business end of a Hoodmonger's Boomstick rifle. Thrust into the most harrowing challenge of his

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Controls
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Control Stick:

This grey analog control stick is used to move Rayman around. Rayman can move in 8 different directions.

C Stick:

This yellow small analog stick is used to move the camera.

D-Pad Right:

Used to activate Freeze Mode. While in Freeze Mode, move the Control/C Sticks until you get the view you wish to have. Then, press "A". Confirm it by pressing "Yes". Now, give your snapshot a name. It will take up 8 Memory Card blocks per photo.

B Button:

Used to throw Rayman's fists. Hold button down until a whirlwind of power appears, then release it to shoot a loaded fist. It's also used to shoot in certain Mini-Games and to cancel menu selection screens.

A Button:

Used to jump. While in mid-air, press and hold the button again to activate helicopter hair. This button is also used to activate menu selections.

X Button:

This button can be used for quite a few things. It can be used to display the Life Bar. It can be used to pull a grimace. It can also be used to obtain information from certain characters in the game when in Freeze Mode.

Y Button:

Enables Look mode, which allows you to freely sweep Rayman's eyes across the room. You can zoom in with R and zoom out with L.

R Button:

Lock onto a target. While locked on, you can use strafe attacks. Move left or right while pressing B to shoot Rayman's fists into a right or left curve. This technique is very handy when battling and hitting buttons far away.

L Button:

This button can be used to make Rayman roll in the direction he is moving in with the control stick.

Start:

Access the menu during the game and skip FMVs.

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The Basics
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Load/Save

SAVING

The game will automatically save. For manual usage: While gameplay is in progress, press Start and select the Save option.

LOADING

On the main menu, while gameplay is not in progress, select your save slot and load up your previous game.

Level Select

Once you have completed a level, you have the option to Revisit that same level from the menu.

Other Moves

This part is for other moves unlisted aforementioned. You can Cling On to edges of platforms or walls by moving in the direction of the wall or platform with the Control Stick.

You can climb up or down ladders or walls with the climb feature by moving towards it. You can climb between two walls by going in between both, then continuously pressing the A Button.

Super Powers

To find a Superpower, you must usually defeat an enemy for it. You'll know if an enemy has a superpower if there is a "\$" symbol above his head.

Green Can: Vortex

This Superpower is one of the most powerful fists. It creates a small tornado of damage to whoever it hits. It's good to use for tall mushrooms or enemies that like to walk on stilts.

Red Can: Heavy Metal Fist

This is the strongest fist. This heavy metallic fist packs a powerful punch. It can be used to knock down barricade doors that Hoodlums have created. It can also be used to deliver a blow to Hoodlums.

Blue Can: LockJaw

The LockJaw fist can be used to latch onto the metal chains usually floating in the air. Once you latch onto one, press A to jump off of it or B to lock onto another one.

Orange Can: Shock Rocket

This short-lasting yet very powerful rocket can deliver quite a boom. It's useful for when you need to hit something from far away. It'll then hit it undetected.

Yellow Can: Throttle Copter

This nifty Superpower isn't precisely a fist, but it comes in handy. Use it to fly a short distance up or away. Or both.

Pick-Ups

Pick-Ups are small jewels and gems that increase your score. They come in yellow and red. Try collecting these Pick-Ups when you have a Superpower so your point score can double. You can find these by revealing a secret (i.e. destroying a snowman) or in Piggpots, small wooden pig models.

Walkthrough

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The Fairy Council

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Stage 1

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OBJECTIVE(S):

[] Collect all Red Lums.

"What? Haven't you played a video game before?"

This stage is straight-forward and simple. While Murphy is hanging on to you, steer left or right to grab the oncoming Red Lums. The Hoodlums will continue to shoot at you, but their attacks will always miss. If you do not get all the Red Lums, Murphy will come back around and you'll have to try to get them again. Once you get all of the Red Lums, Murphy will drop you down into a hole.

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Stage 2

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OBJECTIVE(S):

[] Find Globox and retrieve hands.

As you begin, find some small gnome statues. Look all over and kick all of them for Pick-Ups. Go forward after you collect all of the goodies and go left, into and through the hole where the arrow is pointing to. Go forward until you meet up with a river. Jump past the river and continue. Grab the Pick-Ups all in this room. Go past the wooden bridge and straight ahead. Jump on the red mushrooms and get the Pick-Ups. Now cross the bridge. You'll see a rock with a swirl. Go left and jump over the branch. Use the helicopter hair to fly across to the platform. Now go left. Jump on the bouncy tent-things and go across. Get on the next platform. Get the Pick-Ups and walk down the hall, getting more Pick-Ups. At the other side, jump down and collect the Pick-Ups behind you. Go forward and jump over the platforms. Cross over the blue light and chase the barrel. Kick it a few times to complete your objective! Now go towards the island looking place. Walk up the steps. Hit the hand switch. Hoodlums will appear and take Globox! Now it's time to finish the level.

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Stage 3

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OBJECTIVE(S):

[] Find the Vortex Superpower.

As you enter the lobby of the area, collect all the Pick-Ups. Now step on the platform. Lock-on to the hand switch and throw your fists at it. Keep doing this until you reach the top. Now jump off onto the platform. As the platform reaches the top, jump to the ledges to get some Pick-Ups. Walk down the hall and collect the Pick-Ups. In this room are several Pig-Pots. Charge up your fist and hit all of them. Afterwards, go up the walkway and jump across the platforms. Collect the Pick-Ups. Hit all of the Pig Pots. Now go to the top.

Enter the next room. Step onto the platform. Target onto the switch. Use the strafe move. In case you haven't already read about it, target onto it and go left and right while pressing the B button. Once you reach the top, step onto the platform. A Hoodlum will higher the bridge. Murphy will go behind it and try and get the weapon from the Hoodlum.

While he's fighting, target onto the Hoodlum and start using the strafe technique again. Once he's done, the bridge will lower. Murphy will find a green can, and advise you not to use it. Rayman will use it anyway. After you get the Vortex Superpower, go forward and throw your fists at the mushrooms. Jump on each mushroom and exit the level!

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Stage 3

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OBJECTIVE(S):

[] Find Globox.

Go down the path to your left. You'll find a Globox painting. Use the target technique and shoot the hoodlum behind it. Collect any Pick-Ups. Get the Vortex Superpower. Go back and shoot the mushrooms with your fists. Cross the mushrooms and jump up onto the vines above you by jumping on the 'shroom. Cross over and go down the tunnel with Murphy. Go down here and climb up the wall. Enter the next hall. Over here is a slope with some floating mushrooms. Jump on each mushroom towards the platform across.

In the next room you must find the Lord of Dark Lums, André, hidden in a portrait. Grab the Green Can. Find the mushroom and shoot it with your fists. Once it's lowered, step on it. Get to the top of the spiral tower. Find the one with André (the one in the middle). After this, the doorway will be open after the cutscene. Further through the hall are two walls. Go between them and start jumping.

Once you reach the top, run and jump over the falling bridge. Go through the hall past it. Destroy the enemies you encounter. Don't forget the Pick-Ups. In this room is another Green Can--get it. Then, go between the two walls that are on the floor. Jump up between them. Shoot the mushroom. Now jump onto the vines above you and go across. There are small gaps in some parts so be careful. Go forward and watch the cutscene. Go through the hall to exit the level.

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Stage 4

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OBJECTIVE(S):

[] Go through the portal.

As you begin, go straight ahead. You'll now be in the Teensie Chamber! Be prepared to see some groovin' actions here. After the whole cutscene, jump into the portal in which Globox was thrown into. Afterwards, you'll will be in a bonus round. A bonus round is actually a level in which you jump from narrow platform to narrow platform in a "psychedelic" stage.

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Clearleaf Forest

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Stage 1

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OBJECTIVE(S):

- [] Get the Vortex fist can and hit the mushroom.
- [] Get the Heavy Metal Fist can and break down the barriers.
- [] Swim up the waterfall.

"Hey! Who turned off the nice music? Music! Where are you?"

As you first land into this colorful fairy land, go forward. Two hoodlums will emerge! Before battle, though, shoot a loaded fist at the two pigpots for some pick-ups. Afterwards, target onto the two Hoodlums and throw a few fistfuls at both of them. Strafing may be needed. After both are defeated, head right. Go through the tunnel. Shoot the hand switch to the right with your fist. Jump up onto the wiring and climb across. At the other side shoot the next hand switch with your fist, of course. Now go further. Drop onto the ground below. Shoot the Teensie cage. He'll give you a Vortex fist can in return. Get the can.

After you get the green can, go next to the yellow gate and walk forward. Go back outside. Make a right and enter the pathway. Shoot the mushroom with your Vortex fist. Jump on top of the mushroom. Jump up to the platform and the next. Make your way left through the crates. Go right to the bridge. Go across the bridge while collecting pick-ups. At the barrier, a horde of Hoodlums will come out from behind! Look behind and target onto the hoodlum start hitting him with several punches. After his defeat, go inside and go right. Shoot the cage for Pick-Ups. Now go backwards past the crates. You'll find another Hoodlum. Finish him off to get the Heavy Metal Fist can! With this you can break down barriers. Near you is a barrier. Shoot a loaded fist at it. Once behind the barrier, destroy all of the Pig Pots for pick-ups. Go back to the bridge area. Shoot another loaded fist at the barrier to take it down.

Past the barrier is a downward tunnel with some pick-ups. Jump down, but make sure helicopter hair is enabled. Gather the Pick-Ups atop the mushrooms, too. Once you jump down, you'll be near a Hoodlum hide-out with a waterfall. As you begin, cross over the bridge and prepare for battle. At the end of the bridge, is a Hoodlum waiting for you! Target onto him and start shooting at him with your fists again. Once he's defeated, go further. You'll see more Hoodlums. Make a surprise appearance by jumping near them. They'll come after you; target onto them and punch their lights out. Once they both are defeated, get any Pick-Ups or Pig-Pots remaining around the area. Afterwards, jump up the crates. There will be a keg of Plum Juice, in which Globox will devour. After Globox gets his fill, he will jump off into the waterfall! Now it's time to go for an upwards swim... Once in the waterfall, you must rapidly tap A or B to swim upwards, while moving the Control Stick to avoid the pirahnas. Just repeat this until you reach the top. Once you reach the top, you'll finish this level!

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Bonuses

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Arcade

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### Racket Jump

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Description: The hoodlums get bored on sundays. So they dream up stupid games.
Controls: To move, use Control Stick. To strike the ball, press A. To strike the ball and put a spin on it, press B.
Tips: Every 4 balls you miss, your "health" will decrease. Try to hit the ball next to the net so it can pass your opponent.

In Racket Jump, you take control of a Hoodlum. Racket Jump is just like Tennis, except for shields instead of nets. You must press A or B to strike the ball. Always hit the ball right after it has already hit the ground if you're trying to strike the ball from far.

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### Crush

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Description:
Controls:
Tips: If you lower the cannonball, try to hit a frog. The more frogs you hit in a row, the more the yellow bar will deplete.

Bosses

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MASTERKAAG

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Location: Clearleaf Forest

Difficulty: Medium

This hoodlum is actually kind of a toughie. He will be between the pillars, or "legs", of this constructed "robot". To defeat him, you'll need more than Rayman's fist attack. He will constantly walk, or stomp through the small arena. He is pretty fast, so be sure to evade his feet. Just as a precaution, if you get too close for comfort to this boss, he will start stomping on you. Just don't go near him. Anyway, a blue button will constantly appear on the ground. Step on it, and soon another one will appear. Press it. Afterwards, yet another one will appear. Press that one too. Now a fist power-up will appear in the center. Before you press the last blue button, _make sure that the robot is far away from the middle_. Now, get the power-up. Now that you have received the rocket fist power-up, press B, and B again. The rocket will launch. Move the rocket with the control stick towards the hoodlum. Make sure you _do not_ hit the "legs", because you'll have to start again. Anyway, make sure you hit the "pilot". Once he's damaged, just repeat the above a few more times. At his last remaining health bar piece, hoodlums will appear where the blue button is at. Quickly take them down, and continue pressing the buttons. After he's defeated, hordes of hoodlums will appear! Rayman will then take the two strings used to move the double-legged contraption and get ready to squash some hoodlums! Once you take control, move the Control Stick to move and A to stomp. Smash every single hoodlum. After you defeat the first horde, more will come, so just simply take them down by walking over them or stomping. Once all are defeated, you'll finally win this battle.

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BEGONIAX

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Location: The Bog of Murk

Difficulty: Easy/Medium

This witch-looking character is another toughie (sort of...). She has an elixir pot with green, bubbling potion. The way to beat this boss is to give her a taste of her own medicine (or poison for that matter). She has a frog potion attack, which transforms you into a frog. In frog mode, you'll have to jump to the right or the left while avoiding her. After a few seconds, you should turn back to normal. Now, when you see her stand on the pot, quickly throw your fist at the green potion. Now, the potion will spill on her, turning her into a frog. Now, go from left to right throwing your fists at her to attack her. After that, she will turn to normal. She also has a dangerous charge attack, where she charges quickly through the narrow passage. When she comes near you, jump to avoid her attack. Repeat the above strategy to defeat her.

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RAZOFF

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Location: The Bog of Murk

Difficulty: Easy

This gunslinger is easy, actually. It's simple, too. Just start throwing your fists at him when he starts shooting, and use the handy-dandy auto-targeting lock-on function to lock-on to this shooter. When he starts shooting, start attacking him. Remember the side-step lock-on feature. Keep hitting him. After some hits, he will exit. Just follow the halls until you find him again. Now, start hitting him once again. He will start shooting madly; that's your sign of soon defeat. After that, he will leave again. Like previously said, just follow the rooms and halls until something happens. When you reach the fireplace with two chairs, a cross-hair will lock-on to you. Hide behind and chair. After some time, he'll give up. Go through more halls and rooms until you meet up with him again. Just repeat the above steps to win this.

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CANNONBALL BILL

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Location: The Bog of Murk

Difficulty: Hard

This is the toughest, hardest boss so far! Razoff is back, on a cannonball. He has only two attacks: Swing, when he does the obvious. And Demolish, when he hits the floor and breaks that part away. The cubes that lie underneath you contain a hand that will place you back on surface if you happen to fall down. As you begin, target onto him and start throwing your fists. Then, dodge his cannonball swing. Keep doing this until his health is in the middle-right part. Now, a fist power-up will appear in the middle. Quickly get it. Charge up your fist while dodging it's swings, then let out a powerful punch on him. Continue to do this until you win.

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HECKLER

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Location: The Land of the Livid Dead

Difficulty: Easy

This is probably the most simple battle yet. He looks tough with all of that football-like armor, but he's actually a wimp. You need a powerful punch to dispose of his thick shielding. First, go near the gate doors and grab the can for the fist power-up. Once you get that, charge up your fist and throw it at

him. This will take off his armor, revealing flesh. Now, throw your fists at him. This will actually do a lot of damage. Avoid his attacks and repeat the above a few times and you'll win in no time.

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WALKING SUBMARINE

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Location: The Land of the Livid Dead

Difficulty: Medium/Hard

This boss can be tricky. It's a 4-legged machine that shoots out small homing torpedoes. You're underwater. No weapons. How will you defeat this thing? With strategy, of course! As soon as this robotic menace shoots out some small homing torpedoes, go towards the artillery cannon and do an underwater summersault with B or A. This will miss-direct the torpedo to the cannon. After this, the cannon will start shooting at you. When the mouth opens again, do the same summersault to miss-direct the torpedo. After a few hits, it will use the laser. When it does, do the summersault every time it goes by. It will also start shooting very rapidly. Avoid it's shots at all costs. After some time, you should get rid of this menace machinery, Afterwards, get some Red Lums to refill your health.

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REFLUX

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Location: Desert of Knaaren

Difficulty: Medium

You're about to fight a challenging, skinny mummy-like opponent in an elevated platform arena surrounded by lava. Sounds tough, right? The thing is, if you fall in the lava, you don't get hurt. Talk about wrong game physics! Anyway, enough about physics and on to the strategy. Reflux will use several attacks, nearly countless, or memorable. Some are Comet Drop, where several comets crash down. Shockwave, where he does the common shockwave. Spreadwave, where it's a long-lasting shockwave. Fire, where he uses several fire attacks simultaneously. And Spin-Scape, where he uses a ground spinning hologramic attack. Just jump over those. There is a red fist-powerup on the gate against the wall of the platform. Jump down onto the gate while avoiding the oncoming fireballs. Grab the can and go back up to the surface. Reflux will use his attacks. When his staff is out, charge up your fist and throw it at him. Do this a few times to deplete his health meter. He will start using more powerful and advanced attacks now, so just keep doing the above while avoiding his attacks to win.

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THE HORRIBLE MACHINE

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Location: Hoodlum Headquarters

Difficulty: Easy/Medium

The Horrible Machine? Puh-lease. This is the easiest battle yet. All you must do is four things:

- 1) Dodge the cannon's attacks
- 2) Hit the button
- 3) Destroy the enemies
- 4) Repeat

Anyway, you see that button under the thermometer? Charge up your fist and shoot out at the button, while jumping and dodging the machine's attacks. Do

this four times quickly to put this machine into overheat. Now, two enemies will be released. Destroy the enemies. Repeat the process to defeat this boss. Keep in mind that each time you deplete the machine's health, the firing rate will increase, as well as the enemies.

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REFLUX

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Location: The Tower of Leptys

Difficulty: Hard

The final battle yet, and tough, too. Reflux is back for vengeance, and this time, he's not joking around. He has his lightning attack, as well as his staff shooter. When you start, you'll see small round yellow circles, or "lightning crosshairs" on the ground. That is where the bolt will strike. Avoid these circles. Although it does a very little bit of damage, you should conserve your health. The arena is surrounded by fist power-ups. First, get the blue can, the chain fist. When you get the fist, Reflux will use the shooting attack. These are easy to dodge, for the time being, anyway. Lock-on to Reflux's staff shield. Shoot your fist into the shield and shock it by rapidly tapping B. After some shocking, the shield will deplete. Now, quickly get a red can. Once you get it, target onto him and start throwing your fists into him. After he takes damage, his attacks will be more rapid. Repeat the above strategy to defeat Reflux...Or at least his first form...

For his second form, he is huge and has a number of attacks. Just run to the right or left, and when Reflux tries to smash his hands down, go inside one of the "cracks" to avoid it. Find the blue can power-up and make your way to the floating metal thingies. Throw your fist at it and swing. Get the red-can powerup and Reflux and smash his fist into the platform. Walk up his arm and to the white orb. Throw your fists at it rapidly to do damage to him. Repeat this a few times to destroy his second form. It's not over yet...

For his third "form", he will levitate. Get the Red Lums and go up the platforms. Grab the yellow can for the helicopter helmet. Fly up the platform. Reflux will cause the platforms to disappear, so do it quick. Get the second helicopter helmet and go up the platform. The same will go on and on until you reach the top. There are 3 platforms at the very top, find the one with the rocket launcher. Once you get that one, Rayman will shoot a rocket to Reflux, and Reflux will fall down! But then...He'll get wings! For his last form, Globox will come in his ship. He'll fly up. Now, the game will auto-save. Prepare for yet another battle with Reflux.

Now that you pilot the artillery cannon in the rear of the ship, it's time to take down Reflux once and for all. Start shooting at his shield located atop his head. When Reflux charges up his red shot, quickly take it down, and continue shooting the shield. After the shield is gone(twice), immediately shoot the white orb when he charges towards you. Afterwards, he'll lower to the ground. Now, you'll hover one the ground, with hundreds of hoodlums. There will be a crosshair on the floor. Press the B or A Button to shoot a missile. Take down all of the hoodlums from re-generating his health. Now, it's time for another air-battle. Repeat the same again a few times to yet again take down Reflux. Destroy all of the Hoodlums and return to air. Keep shooting his shield and destroy it twice, and then the white orb, lather, rinse and repeat to defeat Reflux.

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Resources

Raymanzone

Address: <http://www.raymanzone.com>

GameFAQS

Address: <http://www.gamefaqs.com>

Nintendo

Address: <http://www.nintendo.com>

Neoseeker

Address: <https://www.neoseeker.com>

KoopaKid Network

Address: <http://www.freewebs.com/koopakid>
Forums: <http://koopakid.iboardplus.com>

Closing Word

"My heart is steadfast O God,
And I will sing,
with all my heart and soul,
music for the King."

-Bart Millard, MercyMe