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III)

S T O R Y
=====

I'll tell you all the story, so if you don't want to know, don't read!

Once, when peace and love reigned on the world, a Lum turned in a black Lum and decided to become master of the world. His name was Andre. The bad guy turned all the Lums to black Lums and they stole the animal's skin to become Hoodlums (I don't know if it's clear).

So you have guessed, Rayman is here to stop Andre and save the world (so uncommon scenario). But in the first level, Globox, your big blue friend, will eat Andre and you'll have to take your pal to the doctor.

You go to see the first doctor but he can't do anything for Globox. Does he have a funny German accent in the English version too?

You want to see the second doctor but I think you get lost in the great universe to finally arrive in a swamp. Killing Hoodlums and avoiding the little and nice piranhas of the swamp, you'll come to have a calm and intelligent discussion with Razoff. Then you follow your quest using a magic mirror.

Now you are on the road to see the second doctor. This one has smoked something illegal if you want my opinion. He can't cure Globox so head on to see a third doctor!

On the way to the doctor, you'll meet nice and friendly creatures: the Knaarens (you understood it was ironic, right?). Making your way through the level, you'll have to beat the strongest Knaaren: Refflux. After that, you get the ability to transform back black Lums to Lums.

The third doctor will manage to expulse Andre out of Globox, but the bad guy fly away and ally with Refflux and they steal the scepter of the king Knaaren to wake the Leptys up and win power.

Now you're purchasing the two bad guys using a shortcut which isn't short at all. Then you make some sailing and later on a little snowboard. When you go to see Refflux and Andre you take some time to destruct Hoodlum Headquarters, but it's nothing for a great hero like you. Finally you'll have to beat Refflux once more (he's stronger than before) and after a long and exhausting battle you'll finally have to achieve Andre to save the world.

Is now the evil really beaten..? Mmmmm... see you in Rayman 4?

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IV)

C O N T R O L S
=====

I guess you have the instruction booklet and the game begins with an explanation of the commands by Murfy (the green thin flying around in the first level) but I'll explain the controls one more time. This section is totally useless, no?

Analog stick - move around. What a surprise, huh?

L button - roll. Choose the direction with the analog stick.

D pad - press right to freeze the game. Now you can take pictures with A or move the camera with C. If you were locking an enemy, press X to obtain some information. Return to the game with B.

R button - place the camera behind Rayman or lock an enemy.

Z button - Nothing :-)!

Y button - subjective view. You can look around with the analog stick and zoom with L and R. You have to hold Y.

X button - transform black Lums (after you get the ability to do so).

A button - jump. Re-press and hold A to make the helicopter with your hair.

B button - throw your hands to the foes or to switches. If you lock an enemy or a switch, you can throw your hands to the left or right. With the blue can, your claw will "scratch" to the enemy and you can electrocute him by pressing B repeatedly.

C stick - move the camera.

Now you're ready to beat all the Hoodlums up, guy (read with Rambo's voice)!

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V)                               W A L K T H R O U G H
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If you find errors or the last green crystals I'm missing, please e-mail me.

Rayman 3-----<FIRST LEVEL: The Fairy Council>-----Rayman 3

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|My score: 22779|                               Murphy's smiling face: yes
|Cages 0/0      |
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** (PART I) **

Just take the Lums on the sides of the screen to win and have 100%. Easy.

** (PART II) **

Here really begin the game. Go ahead and to the right on the chariot to collect 2 yellow crystals and explode the pig (I guess it is one) to get more. To the left from the entrance of the level are a pig behind a mushroom and a hole in the wall "guarded" by a pig with crystals inside. To the left of the flowers and to the right of the platforms with Lums are little pigs to burst. To the right corners where the flowers are there is another pig to explode. Now go to the passage where Murphy is (the hollow log near the flowers with Lums) but before take the two pigs to the right of it.

Inside the log, jump on the platforms with the crystals and you'll arrive in an area where you need to do the helicopter to progress. From the way you arrived, there is a ruby behind the grey stone to your left. Instead of doing the helicopter, go down to take the crystals to the right (don't forget the rubies on the mushrooms). From there, if you look up, you should see a Bo-Peep.

Now, go where you need to do the helicopter to go to the other side of the area and do the helicopter to go to the other side of the area. There are three crystals to take. Follow the path and re-do the helicopter to go to the next platform. Here bump on the boxersshorts to take all the crystals (don't forget those on the platform to the left) and go to the next platform to take the three crystals on the flowers.

Follow the path to arrive in the next area. Fall from the platform where you are and turn back to find yellow crystals under the platform you felled from. Then go to stand on the switch Murfy should have indicated to you and jump from platform to platform and finally kick the barrel to find Globox and your hands.

Go to the next platform (where Globox is going) and go to the right side of it. There are crystals around a stone and three others near the first foe you can kill (just kick him and he's history). Now go to smash the previous switch and watch the scene.

** (PART III) **

Take the crystals around the piece and look at the Bo-Peep on the ceiling at the back of the room. Now go upstairs by kicking the switch. Take the crystals on the platform that circle the room and look at the Bo-Peep on the side of the door. Pass the door and follow the path, kicking the pigs and taking the crystals along the way. Drop back to the bottom of the circular room and return to the previous room which now has jewels on the ledge. In the next room, go downstairs taking the crystals (don't forget the red in the center) and look at the Bo-Peep on the wall to the right from the entrance.

Now go upstairs by kicking the switches on the platform (you must alternate the side to where you throw your fists) and you'll face Andre. Just lock him and do "sides-attacks" to win and get your first can (the green). Take the crystals on the floor in the next room and then kick the mushrooms and the foe and look at the left wall to see a Bo-Peep. Then head to the next room.

** (PART IV) **

When you arrive, look at the left wall to see a Bo-Peep. Then go down and kill the foe behind the shield to get a green can. Take it and go back up to kick the mushrooms. Then you'll arrive in front of a door. First go to a platform to the left and follow the path to take crystals situated in the center of the room, in a stone. Now go back to the previous door but walk slowly to get the Heebie Jeebie. Now go up and when you're on the platform, turn back to see a Bo-Peep.

This room has a frozen floor. You'll have to jump from mushroom to mushroom to go to the next platform. Don't forget the crystals before you get in the next room.

Here first kill the enemy in front of you to get a green can. You'll have to look around the room to locate Andre. There are two places to the right (bounce on the mushrooms to go there) and I think five to the left. You'll have to kick some foes and two mushrooms to access some stairs with a fairy place at the top and be able to go to the wall with the fairy places. Just follow the path until you find Andre (I don't know if he's always in the same place or not). This is when Globox will eat Andre. Now you can go to the next room by jumping between the two walls.

are. To your left, there are pigs and crystals under a wooden platform. There is also a Bo-Peep there. Now cross the bridge and kill the four Hoodlums. Funny detail: if you look in the river, you should see a paper boat with a Hoodlum head on it. Now collect the pigs and crystals around the area: there are two near the waterfall and one to the left of the camp, hidden behind the wall. Now go to the platform with the barrel on it to see a cutscene.

A little swimming sequence. Tap A or B repeatedly to go to the top of the waterfall and avoid the fishes by going left or right with the stick. Not too hard, I guess... Now let's go to the next part of the level.

**** (PART II) ****

You're now in an opened area. First just go straight and kill the enemies to get a green can. Before you take it, visit the places you can access in the area to collect all the pigs and crystals hidden behind the platforms. Now take the can and kick the mushroom (to the left from where the can is) to go to the upper level of the area.

Follow the path bumping on the spider's toile and kill the two remaining foes. There are pigs to the right of the platform on which you should be now. Take the red can you got on this same platform and let you fall down to open a wooden door with pigs behind. Re-take the red can and open the wooden door you passed after you get up (the one just after the mushroom you had to kick). To get this door, you'll need to stay upstairs and you'll have to charge your fist before you take the can (you CAN do the helicopter when your fist is charged). You'll get a cage (3). Now go to take the red can once more and break the remaining wooden door to open the path to the next area.

After the corridor, you'll arrive in an area with a waterfall and a river. First go to take the two crystals near the waterfall to the right and then head to the platform to the left. Go down the ladder there to collect the crystals. When you are turning your nose at the opposite of the ladder, to the left is a waterfall with a little platform and a pig on it and a Heebie Jeebie to the right of this platform. There are some other crystals in the lowest "floor" of this section, near the little barrier of wood.

Now head back up the ladder and do the helicopter to go to the left, on the platform where is a cage (4). There is a pig to the left of this platform. Explode the cage and get your first blue can. Hang at the flying ring and go to the next platform. Look up, there is a Bo-Peep under a part of bridge. Collect the crystal on the spider's toile and then go to the next platform, where there is a Hoodlum using the flying ring.

If your blue can isn't anymore, I advise you to let you fall down and head straight as far as you can. When there is a little bridge, go on it and head on to get a pig. There is also a red crystal in the water near the platform you are on. Now go back to take a blue can killing one foe along the way and go to kill that Hoodlum I previously mentioned.

You'll get another blue can on this platform. Use the first ring and jump to the wall to your left (there is a cave). Take the crystals and the red butterfly at the end. Now go back fro where you came and follow the road of rings to it's end this time (take the crystals along the way).

Now you are in a little room with three platforms to the right. Don't jump on them and go straight to collect a red crystal in a "cave" at the end of the path. Then jump on the three platforms and collect the crystals on the one to the left. Now head straight to the next screen.

In this screen, first kill the Hoodlums, take the pigs to the left of the wooden door and collect a red crystal behind a stone to the right of the wooden door. Now go to the door with a hole in it and kick one foe through it to make it open. Kill the enemies and explode the cage (5) to get a red can. Now head back to the wooden door killing the newly appeared foes along the way and destroy it to go to the next part.

** (PART III) **

You arrive in a room with a foe on a platform. Kill him to get your first orange can. First throw a missile in the air-conditioning conduct to kick a lever and open a hole with crystals inside. Now you'll have to destruct only Globox's and Rayman's pictures inside the three holes in the walls. It's not hard. Once you've done it, kill the foe that appears and head to the next room.

First of all, kill the Hoodlum avoiding the pigs. You'll get a red can (You can also use a missile from before to kill that foe). Now take that can and kick all the pigs to make a quite good score. Head to the next screen.

You arrive in an enemies' camp. First go ahead and kill the foes until the green can appears. Kick the mushroom and take the blue can, now look behind you. There are some crates near the wall and a cave up them. So go there to obtain crystals and a Heebie Jeebie (the blue can is for make more points). Once you've done this, go back to take the previous red can and break the wooden door to the left when you arrive in the area to obtain a pig (charge your fist in the road).

Now re-take the blue can and this time use the flying ring. Go to the left to activate the lever. Then go down and kill the foes until the bomber appears. Go under the place where the lever is and kill the foe to have an orange can and blast this one that throw bombs. There is also a cage (6) to destruct with a missile in the north-eastern corner of the "wall" you're facing. Collect the green crystal the guy give you. Now the bonuses: there are two pigs to the northeast, under the right tower are some crystals after a short corridor and a Bo-Peep up at the entrance of this path, in the upper floor to the right are some pigs more, to the left are crystals and a Heebie Jeebie, and to the upper platform are finally four crystals.

Now head back to Globox and follow the path there, killing a pig in the way. You'll arrive in a room with a pyramid of crates. Kill the Hoodlums here. There is a pig in an open in one of the sides of the lower floor of the pyramid and crystals on the sides of the room, on woollen platforms. Now head to the summit of the pyramid and into the next room. First let you fall and kill the Hoodlums and collect all that can be (there is a Bo-Peep under the platform you arrived from). Now hang to the fence on the ceiling and follow it until you arrive on a platform with a lever you should kick.

Go down the grid you opened and break the cage (7). Take the red can you obtained and go up the pyramid. Break the wooden door on the upper platform of the room. Break the cage (8) and take the red can. Go into the next room (with the fence on the ceiling) and break the nearest wooden door. Another cage (9) and red can to break the final wooden door up the crates in this room. Now head for...

** (PART IV) **

You arrive in a screen with the final cage (10), a Hoodlum and three holes in the ground. Fall down and follow the path and you'll encounter your first boss.

BOSS BATTLE: Bigfoot and co.

You're in a circular arena with five switches on the ground related to the center of the pentagon they form.

Part I

Bigfoot don't have various attacks:

- he'll walk on you, hurting you (not surprising, you see the HUGE size of his feet?)

To beat him, walk on the lightened switch and take the orange can in the center when it appears. Then shoot a missile in the little man between the two giant foots to hurt the boss. Do this three times to win.

Note that the third time, enemies will appear at the places of the switches, just kill them too.

Phase II

You now have the feet. Just walk around until you walked on all the Hoodlums you could to win. Try to chain the "serial shooter" to make a great score (I once chained 7). Not hard at all. Press A to jump, but you can't move while jumping.

Once you won, go into the next screen and enter the house. Kill the Hoodlums there and take all the crystals, then jump into the big sphere of light. One level less to complete.

(PART V)

Just like in the fairy council, a funny skateboarding sequence.

Rayman 3-----<THIRD LEVEL: The Bog Of Murk>-----Rayman 3

|My score: 28886 | Murphy's smiling face: yes
|Cages: 9/9 |

(PART I)

You fall down in Begoniax's toilets (berk!). Take the ruby on the toilet and then follow the path until you arrive to a cage (1). Take your first yellow can and go back to where you came to take three yellow crystals. Now cross the swamp with the can to reach the next platform.

To your left, you should find platforms with yellow crystals. Back on the main way, head right when the path splits to reach a closed door and jump on it to receive some crystals and a cage (2) to your right. Now head back from where you came and head left then fall down into the cellar in which you'll find:

BOSS BATTLE: Begoniax the sorceress

You're in a closed and circular arena with a giant pot with potion in the center.

Begoniax's attacks depend on the situation:

- when you're both humans she'll drop potion at you. At the end you'll have to avoid three "splotches" at the same time.
- when she's a frog you are free to attack without any counter-attack.
- when you're a frog, she'll purchase you around the pot. Just run to avoid.
- sometimes when she just recovered her human form, she'll charge up at you, running in circles around the pot. To avoid, stay in place and jump at the right time.

So, the idea is to be fast enough to jump and kick the potion to transform Begoniax when she's jumping too before she can throw the potion at you. It's not hard to do, but with the times she gets faster, so beware. And if she throw the potion at you, try to avoid the "splotches".

When Begoniax is transformed, run after her and kick her when you are given the chance. You can also do a side-attack if you can lock her.

Now repeat the process until she's defeated.

Now go through the newly opened path and when you reach Begoniax again, visit the room to take all the crystals. Then jump into the mirror to go to the next part of the level.

** (PART II) **

You should arrive in an area in which Hoodlums are playing cards. So first follow the only path available and go to kill these previously mentioned guys. You should obtain a green can. Using this, kill the guy on stilts to release a flying ring.

Then head to the right (if you're looking from the beginning of the part) of the platform on which you should be, taking pigs along the way. Kick the two mushrooms and the two foes at the end to be able to break the cage (3) and release a blue can. Take this, head on the platform with the guard on it and make him fall into the swamp. Now use the flying ring and fall into the log on the next platform. You'll get a cage (4) and a yellow can to go back up. Now head to the next screen using that door next to the log.

** (PART III) **

You are now in a screen in which the enemies seem to kill themselves. Follow the path, taking a blue can. There is a Bo-Peep in the tree to the left. Kill all the enemies on your way until you use the flying ring. Look to your left to kill a Hoodlum and to break a cage (5) and then head on by kicking the two spikey things.

Cross the corridor killing the two enemies and you'll arrive in a large arena with swamp all over the place. First head straight over the log, kill the Hoodlum at the other side, cross the other log to your right and kill the second Hoodlum to get a green can.

Re-cross the logs and head left to kick two foes and three mushrooms. After that, you have more Hoodlums to fight. The one on the boat immediately to your right leave a green can. Just fight until you get a blue can. Now, facing the flying ring, you should see a boat a little to the right: jump on it to make it advance. You'll arrive to a log with crystals inside. You'll make a good combo with the blue can still active.

Let the boat bring you back to where the flying ring is and use it to get on the platform where remain the last Hoodlum. Kill him, explode the pig and head into the log to complete the part.

** (PART IV) **

You're in a room with three plants and two Hoodlums. Kill the foes, take the ruby on a little mushroom and look at the Bo-Peep under the first plant near the entrance. Now follow the path. You're in a path in which you're obliged to jump to progress. There is a pig on one platform and later is a Hoodlum to kill. Continue to follow the path.

At that moment the path splits. The right leads nowhere by now, so head straight to find a guard and a Hoodlum on mushrooms. First make the guard fall in the swamp to kill him and then kill the Hoodlum to release a green can. Up this room is a cage (6) floating in the air. Now with your can go to the previously ignored path and kick the mushroom at the end.

Jump up, kill the two Hoodlums behind the wooden shield by doing side attacks and break the cage (7) to get a blue can. Go back from where you came and use the flying ring to head to the next corridor with many lums and two foes.

You're now in front of Razzoff's house. Head left to the platform with many foes that throw boulders to kill. After a while, you'll get a green can to kill the two inaccessible enemies. Then head to the door of the house to kill the two remaining foes and enter the home.

** (PART V) **

This is not really a boss battle but you see Razzoff's life, so...

BOSS BATTLE: Razoff the hunter

You're in Razoff's house.

His attacks are:

- when you're in front of him, he'll shoot arrows at you using his gun and let mines at the end of the battle.
- in some rooms, he'll play the sniper and you'll have to hide behind elements of the decor.

I won't explain the path you have to follow, I simply don't know. I went into the house by hazard until I killed Razoff. Be sure to visit all rooms to collect crystals.

In the room with the clock, there is a cage (8) behind it. You'll have to break it from the upper floor of the room. You get a green crystal downstairs for your efforts. You can also break it by placing yourself behind the clock downstairs but I never managed to do it myself.

If you go three rooms to the right from the first one, you'll find a Bo-Peep

on a wall. There is a fireplace in this room.

Once you defeated him, follow him through the door in the hall and you'll complete one more part.

** (PART VI) **

This time it's a real boss battle!

BOSS BATTLE: Razoff found a boulder

The arena look like a grid with a lot of holes. You won't die if you fall down, so don't be afraid.

Razoff's attacks:

- he'll come to you by swinging and smash you.
- he'll destroy the platform on which there is a red can, reducing the walkable floor.

There is a cage (9) to break to the left of the arena. I think this is what gives you red cans.

So, the battle. I advise you staying at one side of the arena and wait for Razoff to come to you. When he is close enough, jump and smash him. Sometimes you'll get a red can you should take in order to make bigger damage, especially if you can make him fall off his boulder. The idea is not to purchase Razoff but to wait for the good moment to attack.

Just smash him until he's defeated.

Yeah! It's the third level you completed!

Rayman 3-----<FOURTH LEVEL: The Land Of The Livid Dead>-----Rayman 3

|My score: 68072 | Murphy's smiling face: yes
|Cages: 9/9 |

** (PART I) **

First, go on the dolmen near you to break a cage (1) and get a green can. Now you can do nice combos with the can. In this screen, all the crystals are disposed in lines so you'll have a great score. Facing the door from where you arrived, there is a Bo-Peep on the wall to the northwest. Now take this green can once more and take that corridor.

In the path are enemies, so beware. In the next screen immediately kick the mushroom in front of you. There are pigs to the left (on the floor, not on the mushroom!!). Then go on the dolmen using the previous mushroom to get an orange can. There is a cage (2) near the waterfall to explode and another one (3) in a hole in the wall to the right of the waterfall.

Go to the waterfall and take the yellow can to go on the platform up. Obviously, take the crystals and then the fruit. Fall back down the waterfall and go where you have to place the fruit. There are two enemies you should kill. Then go up using the fruit and take the red can and get ready for a

little fighting sequence. Once you defeated all the enemies follow the path to reach a place where Globox will release a purple bubble. Using the bubble, go in a path in the right wall in which you can find many crystals and especially a green one. Then go back to the bubble and follow the normal path to reach a screen with a fountain.

In this screen, defeat the enemies until you get a green can you should take to kick the mushroom to the left of the fountain. Go up and kill three more Hoodlums near the wooden door. Break the cage (4) and explode the pigs on the right of the platform. Now go back down and take the symbol the spirit make appear to begin a mini-game in which you have to purchase your shoe. Once you completed it, take the red can you won and go up to break the wooden door.

** (PART II) **

Go outside the corridor you currently are in and you'll have to face 7 Hoodlums in all. Just be careful and lock your target to stay alive. Once you defeated all this people, a blue can should appear to the right of the platform on which you are, near a flying ring.

Taking the blue can, grab the ring and follow the road of balloons to arrive on a platform near the one with a cage (5) that will let you a green can. You have a little road of rings to follow to your right when you're facing the cage. After that take the green can and fall in the water where there are crystals to take and a mushroom to kick. Go up the mushroom, go into the little shelter to collect more crystals and finally follow the path to reach another room.

In this room you'll get a nice reference from Andre to Hannibal Lecter. So, here are many crystals that you can take using the balloons. Be quiet, there is a Heebie Jeebie on the ground, I think it's not hard to see, and there is also a Bo-Peep on one of the walls. Once you've taken all you could in this room, go into the next one by falling in the hole in the ground.

In this screen, an irritating Hoodlum will throw missiles, that look like the mouses missiles of Zelda, at you. Lock him and alternate fast enough the side you're doing your attack to hit him or he'll protect with his shield. Once you defeated him, Globox will come and make a bubble to allow you to go upstairs.

Once you're upstairs, turn back and break the cage (6) to get a red can. When you show your back to where the cage was, first go to the left to get a pig and then go to the right and follow the little path to go into a room plenty of crystals (especially a green one). Now go back in the room where there was the cage and take the middle path with the red can active to break the wooden door.

A little battle in this area... Go in the center of the circle of stones and kill all the enemies that come to you until you kill one that leaves you an orange can. Take it and kill the Hoodlum in the flying boat. Finally there is one remaining Hoodlum near the exit of the screen that leaves you a yellow can. There is a pig to take and crystals upstairs you can reach using the yellow can. Now exit the screen to complete the part.

** (PART III) **

You arrive in a screen with a closed door. Kill the Hoodlum and take the red can you obtain to break the wooden door a little before the closed one. Follow the path and you should arrive in an area with a big tower.

Go straight and kill the enemies that can show up. There are two Bo-Peeps here: to the left of the bridge when facing the tower and another one again to the left of the bridge but this time when facing the way you arrived. They are on the walls of the hole that circle the tower. Now enter the tower (don't take the crystals right now).

Kick the switch on the wall and jump on the platforms until you reach the cage (7). Jump on the stairs and follow the path to go at the summit of the tower using the flying rings and the portions of stairs. Break the cage (8) at the summit and then fall back down. I want to give Rayman 3 the prize of the most spectacular fall, he was in a great competition with Mario Sunshine but I think this fall is the best. Once you fell down, take the green can and go out to make a great combo collecting the crystals in front of the tower. Then, turning your back to the tower, go to the left of the platform and fall on the platform in the hole with many crystals on it. Then fall totally down and go near the water to kick the two mushrooms before your green can run away. Go to the other side of the water and kill the enemies you'll encounter and look at a Bo-Peep to the left of the place you need to place a fruit.

Go back to the other side of the water and kick the fruit. Take it to where it's supposed to be and break the cage (9). Now go back up using the bubbles Globox should have done and head in the tower.

You'll note a little change in the tower: it's not the same place anymore! In the first room you've three Hoodlums to kill to release a red can. Use it to break the wooden door upstairs. In the room you have to kill a Hoodlum protected by a sorcerer (obviously kill the sorcerer first!). Take the orange can you obtain and shoot a missile in the hole between the two closed doors. Shoot another missile to kill a Hoodlum. Now take any of the doors and go in the next room. Here kill the Hoodlum to release a yellow can you should use to reach a blue can to use immediately to grab a flying ring. Follow the little path of rings to reach and circling corridor. Go at the top avoiding the bombs and kill the enemy protected by a sorcerer. Break the door using the can to get a mini-game with your shoe.

In your shoe, you'll have to go back in the first room of the tower and here purchase your other shoe. That was done to permit you exiting the tower while the doors closed behind you as you were going up. Now go back to the screen with the closed door, that mean leave the area with the tower by the way you came in.

In the screen with the closed door, you'll have to face:

BOSS BATTLE: The phone guy

- - - - -
don't ask me why but this guy made me think of a phone.

You're in the area in front of the entrance of the enemy camp and the only thing available to defeat him is a red can.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack.
- if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

There is a little technique to beat him: take the red can and charge your fist. Smash him with a charged attack to make is armor jump and hit him as many times as you can before it falls down again. If you don't make his armor

jump, you won't be able to hurt him.

Just repeat these steps until he's defeated.

After the battle, go on the platform to the left to find an orange can you should use to kick the lever that will make the door open. Go into the next part (don't forget the crystals before!).

****(PART IV)****

In this screen you first have little piggies to break. They all contain lums. You see that mechanic calamari at the background? You'll have to face it! Don't be afraid, it's easy. Go into the water and to the right where you'll go under the water.

A little gameplay notice:

- you can't control the depth under the water.
- use the analog stick to go straight, left, right or back. It's a little strange but the depth is controlled automatically.
- press A or B to make a looping. Not very useful except for the boss battle.
- all other buttons are useless.

Now just follow the path underwater taking crystals along the way until you come in a circular room where you'll have to face:

BOSS BATTLE: Big calamari

You're in a circular arena underwater.

He always does the same attacks:

- the little fish upper your head will drop missiles that will lock you.
- the calamari will shoot more and more orbs of lightning at you when you weaken him. After a while, it becomes hard to avoid all the orbs but they don't make great damage.
- more or less regularly, the calamari will shut his mouth and a great laser ray will go from one side of the screen to the other. To avoid press A or B at the good time.

This is not a hard boss. The idea is to make the missile the fish send to you follow you when you're facing the calamari's mouth and to press A or B to make it hit the orbs-thrower.

Just do it until the calamari is defeated.

Collect the crystals around the arena and then follow the path until you go out of the water. You are in a little area with wooden platforms. Jump on them and go at the other side of the screen to complete the part.

****(PART V)****

You're now about to see the doctor. You have an orange can and a hole in the grid in front of you. Take it and shoot a missile in the hole. Your goal is too kill all the Hoodlums in the room to make the grid open. If you look at the ceiling, you'll see two holes: one to the left and the other to the right.

If you manage to active the two switches in these holes, you'll open a secret passage with two green crystals in it. Be sure to take them with the combo mode and the can active. Now go to see the doctor.

After the cinematic with the hippie doctor, you'll have to complete once more a skateboarding sequence with a funky music. You've completed the level!

Rayman 3-----<FIFTH LEVEL: The Desert Of The Knaaren>-----Rayman 3

|My score: 39779 |

Murphy's smiling face: no

|Cages: 12/12 |

** (PART I) **

You can't walk on the ground. Take all the crystals around by doing the helicopter (don't forget the reds at the top of the circles of bones). Then head to the next platform and kill the enemies. Head on to the head at the end and do the helicopter to take the ruby in his teeth. You'll arrive in another screen.

In this screen, there is green thing downstairs. It hurts, so don't step in. Go downstairs following the little way to your left and then go from platform to platform over the green liquid and you'll finally reach a yellow can. The idea is now to reach the next yellow cans.

When you get the opportunity to go on the bridge with a Hoodlum on it, take it. Kill the Hoodlum and go to the left to break some pigs. Now continue to take yellow cans. Note that from the bridge, you can't reach the next can, you'll have to take a previous one to be able to continue. Finally you reach a platform with a blue can. Take the crystals by climbing on the vines and by breaking the pig.

Now with that blue can follow the road of rings. Little notice: you'll have to leave the flying ring you grab to be able to reach the next one. I mean you'll have to press A before B (don't know if it's clearer). At the end of the road of rings, you'll come to an orange can. Shoot a missile in the hole to the left to break the cage (1).

Now exit the little cavern with the orange can and fall on the top of the cave that was covering the pigs of the bridge. From there you can reach the platform where you exploded the cage. After the little advice from the guy, take the red can and the crystals. Now go to the platform with the Hoodlum and the wooden door by climbing on the vines on the wall. Break the door and you'll fall.

Here, a Knaaren will kidnap Globox and another one will come to you. Avoid him, take all the crystals in the room and then go into the hole in the wall the Knaaren used to come in (it's in the northwest corner). You'll fall and end in another room.

First fall in the hole in the center of the room, you'll avoid some problems with the Knaaren here. Take the orange can near you and shoot the cage (2) up your head to release a blue can. Take another missile and look around to see two holes in the wall. Shoot the missile in the lower one to ring a gong. Go up using some vines and take the blue can. Go up the stairs, use the flying ring to cross the room. You'll fall into another screen.

You land near an "egg-distributor". Take one egg (just stand near it, like for the fruits) and start walking into the room. When the music changes and

ghosts appear, press A to put the egg on the floor. Kill the ghosts then re-take your egg and place it on the switch in the northeast corner of the room.

You opened the grid in this room. Take the orange can and the crystals. Now you are supposed to stay on the edge of the platform and to activate a gong at the end of the corridor below you with a missile. Doing this, the Knaaren in the corridor will run away from you and you'll miss a green crystal. Instead, shoot your missile IN the Knaaren and he'll come to you. Jump to the left and you should be able to pass the Knaaren and run to the end of the corridor where a green crystal awaits you. Now go back a little and jump on the platform in the green substance and head into the next room.

You come to another room with an egg and more ghosts. Walk straight until you come to the switch. Unlock the door and head on.

****(PART II)****

You are in a big room with three Knaarens patrolling on the ground. You can go straight up using the platforms and exiting the room, but to get more bonuses, you have to activate a switch. It's situated in the center of the room and to work, a Knaaren has to walk on it, so make one purchase you on the switch. Now the platforms in the room started moving.

Go up using the ramp in the room until you come to the first platform. Jump on it and then to the second one (with crystals on it). Now, jump on the platform to the left (wait until it comes) and you'll be able to break a cage (3) that release a green can. Take it and go back down to a mushroom at the other side of the room. Now you can take some crystals, including a green one. There is a Bo-Peep around but I didn't find it.

Now make your way to the top of the room using the platforms, blue cans and rings. You'll land on the Leptys's head where there is another cage (4). This one will release a yellow can for you to quit this room.

****(PART III)****

You come to a corridor with some stones on the floor and three Knaarens come to you if you try to go. This is where everyone seems to get blocked. Go back a little and you should see a hole in the wall with a Lum. You can go up between the two walls. Do so and, at the top, go in the wrong direction for some crystals. Then follow the path to fly over your problems. Land on the platform surrounded by the green substance (perhaps it's Knaaren's slime ?..) and follow the corridor to another room.

The door closes behind you. Go on the vine and take the crystals then head back to the first platform. Go straight a little and stop where there is the ruby (it's to your left). Fall down on the path below and follow it. Be sure to go away from the vines from before or you'll encounter a Knaaren. Take the orange can in a hole (you'll have to do the helicopter) and shoot the gong. Now go where the Knaaren was and you'll get a blue can. Climb the vines and follow the first platform to it's end.

In this room, climb down the vines for some crystals and jump on the lower level of the statue of the Knaaren for more crystals and a Bo-Peep up your head. If you follow the path behind the statue, you'll find two more crystals. If you missed your jump and fell, follow the path and finally you'll reappear near the two last crystals I mentioned. You didn't need the blue can to do that but it's for the extra points.

Go back to the previous room and re-do all the process for the blue can. Go to the Knaaren's statue and this time use the flying ring to reach the upper platform. Follow the path to a new room.

There is nothing on the right platform with the Knaaren. First go to take the yellow can to your left and use it to reach the top of the construction in which you can enter for some Lums. You'll find a cage (5) that release a green crystal. Now fall and use the vines to climb back up to take all the crystals.

Once you're on a path after the first vine, try a direction to find a cage (6). You don't have to leave the screen for it. Now go in the other direction and you'll come to a kind of door with pillars. There is a Bo-Peep in front of you and some crystals to collect.

In this screen, the path is doing a spiral around a central pillar. Your goal is to reach the top. So, head on. First pass the little "wall" by doing the helicopter. Stop when you arrive at the orange can. Ahead there are two Knaarens, a cage and a gong. Shoot a missile in the cage (7) and immediately another one in the gong. Follow the path, take the crystals along and walk quietly once you're far enough.

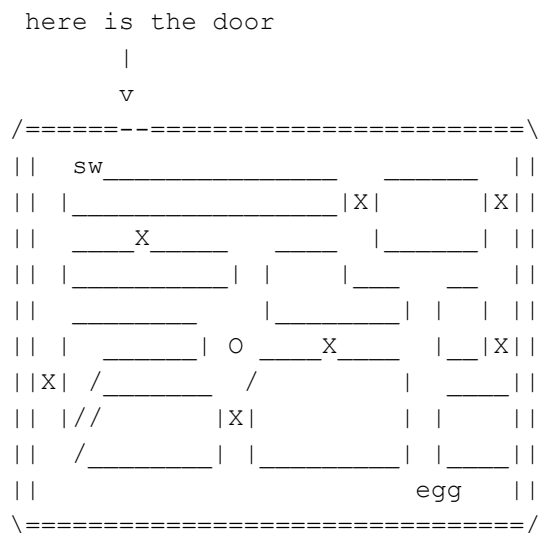
Now, twice you'll have to sneak two Knaarens. There is a hole in the wall and a pillar to hide. Go in the hole and stay to the left of the pillar as long as you can, then go to the right by walking behind the pillar. If you did well, the Knaarens shouldn't have seen you.

Now you'll come to another orange can. Do as for the first Knaarens in the room and you'll get another cage (8). Continue and you're at the top. Climb between the two walls and collect another cage (9). Now walk straight to exit the room.

** (PART IV) **

You're on a platform with "teeth" on the side, except in one place. If you walk around, you'll soon be surrounded by Knaarens. Fall where there are no teeth.

Take the crystals then use some stones to go up. You'll arrive in a room with an egg-distributor. Fall down to collect crystals and look at a Bo-Peep behind a pillar. Then go back up. You'll have to place an egg on a switch at the other corner of the room, but some pieces of the floor will break when you walk on them with the egg. I'll make a little, confused and useless map for you to figure out the correct path:



After all, it isn't that bad... So, the "O" is a little hole with smoke and the "X" are the tiles that break. In case you haven't figured, the proportions aren't respected in that map.

Once you placed the egg on the switch, go through the door. You are on a bridge. You'll see a green crystal behind a grid. Fall down, take the three crystals and flee away from the Knaarens.

You come to a room with green substance and some platforms that go up and down. Jump on some platform and once you're on one that is fix, look around to see some vines. Fly there and you'll find a secret passage with a huge Knaaren's statue and a green crystal. Follow the path to end on the bridge from before, and you know what? You have just taken the imprisoned crystal you saw earlier! Now go back to the green substance room and follow the platforms until you come to the end. Take the cage (10) and exit. Follow the path until the floor break under you.

You're taken to Kumzi, the king of the Knaarens. You'll have to fight the strongest Knaaren: Reflux. Time for a boss battle!

BOSS BATTLE: Refflux: first round

You're on a circular arena with a grid that circle it. Lums and red cans are available on the sides of the arena.

Refflux has a good amount of attacks:

- he'll protect with a yellow light and turn on himself hurting you if you stay in the way. Run around to avoid.
- he'll sit on his knees and shoot orbs of lightning. Avoid by running. This is when he is vulnerable.
- he'll stay in the center of the arena and make some rays appear on the floor. To avoid, jump at the good time. First there are four rays but with the time a fifth one will appear.
- staying in the center, he'll project circles on the floor and then a large band. Jump and make the helicopter when necessary.
- isn't really an attack, but if you grad the grid on the sides, a ball of lightning will turn around, hurting you. Press A to jump away and then grab back the grid.

No mistake, this guy is though. He has a good number of attacks and plenty of life. Now for this first round. The only moment when he is vulnerable is when he throws orbs of lightning at you, the rest of the time he's invincible.

I advise you to wait for him to turn on himself and to take a red can on the grid while he's still doing this. Then head back up and run until he goes away to start shooting orbs. Run to him and jump as close to him as you can (not too close or it won't do) and release your fist. It would be better if you charged it a bit. Hitting him with a red can do far most damage that normal.

After you weaken him enough, you'll see him starting to "dance" and rocks will fall on the arena. Now you'll have to avoid the yellow places on the floor while you keep battling against your enemy.

Just keep repeating this technique and you'll finally beat him. You lose Refflux. See you next time!

Now you're in a small room with a newly acquired power which you can use by pressing X. Don't take any crystal and wait for two Hoodlums to come. Now

collect all the crystals with the green can and then exit.

****(PART V)****

You're outside, that means no more Knaarens! So, jump on the bones and collect all the crystals killing enemies along the way. You'll come on a platform with a great bone tower near and you'll have to face:

BOSS BATTLE: The two helicopters

The arena consists on the floor on which you can walk.

Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

Once you're done, jump on Globox's bubbles to shoot a cage (11) that release a red can for the wooden door at the end of the path.

After the corridor, you have to face 4 Stilts Hoodlums. First escape to the right to find a cage (12) that release a green can for you to defeat the Hoodlums. Then 4 flying Hoodlums will come and the last one will give you a blue can. Now you can pass the crates to the right.

Kill the sorcerer and push the guard into the fire. Then jump over the fire and follow the path to collect the crystals (including a green one). I managed to do this with a still active blue can. Now cross the bridge, kill an enemy and go straight to complete the part.

****(PART VI)****

The doctor's antichamber. Walk on the four tiles on the floor to crush the Hoodlums. A platform will appear for you to cross and see the doctor. What's going on now?

Rayman 3-----<SIXTH LEVEL: The Longest Shortcut>-----Rayman 3

|My score: 27209 | Murphy's smiling face: yes
|Cages: 0/0 |

****(PART I)****

First, take the crown near you, then head in the corridor and you'll be transported into another screen. There is a Bo-Peep to the left, hidden by the foot of a statue. Now go back to the beginning of the area and stand on the switch to have a mini-game in which you have to purchase your shoe. Before completing it, there is a passage in which are rubies to collect only accessible by shoe. Then purchase your left shoe.

Once you completed this sequence, you'll get a blue can. Look at the floor. To the right, there is the reflection of a window, but there is no window! Jump where the window is supposed to be and take the two green crystals with your can and the combo mode! Just by doing this, I doubled the score of the level, when I didn't find all the secret passages.

Re-take the blue can, stand on the switch on the floor and grab the first flying ring. You have no time to lose. Enter the first door you can and take the crowns inside. Then head to the second one, take the crowns, go up hanging on the wall, take the crowns again and take the flying ring and the exit of the passage. Now head to the final door using the flying rings and take the remaining crowns and transport back in the first room.

Now stay on the switch to open the door and walk quietly to grab the red butterfly near the stairs. Then head on these stairs to activate a switch and then go in the path you just opened. You completed the first part.

** (PART II) **

First take the crown on the switch near the door, now head to the corridor to arrive in a room with a switch that activates a chronometer and flying platforms. On your way to the top, halt in the second chamber with crown. On the left wall, there is a weird-colored tile. Throw a charged fist to reveal a green crystal. Now go to the next room taking all the crystals along your way.

In this room, there is only one platform and the exit is too far to be reached by doing the helicopter, or... In reality there is an invisible platform from which you see the reflection on the ground. Jump on it, take the four crowns and head to the next screen.

This screen is "the wall". There are four invisible platforms with crowns on each one. Jump to the exit to the right and don't forget any crown.

In this screen, the exit is invisible too. Just watch carefully the ground, there are three crowns to take in the room. The exit is in the northern wall. You'll be transported back in the first screen.

Stay on the switch to make the door open and take the Heebie Jeebie in the center. There is a Bo-Peep on a pillar of the stairs.

** (PART III) **

So, head to the left to see some platforms moving. Before staying on the switch in front of you, go down and look to the left on a statue to see a Bo-Peep. Now go back at the beginning and stay on the switch. Use the platform to cross all the room and take the four crowns on the floor before the grid goes back up. Go to the right. There are platforms that seem to bounce for no particular reason: stay on the upper one and charge your fist then kick the thing hanging to the ceiling (seems to be a window like in the churches). You'll make a secret passage open in the next room.

Continue after the bouncing platforms to reach a room with some elevators. Kick them to reach the secret passage from before in the left wall (with a green crystal!). Now go back down, stay on the switch and go up all the elevators. Take the crowns and pass the grid before it locks again. You're now at the upper floor of the room, on the bridge. There are four directions to follow to take crowns and I'll indicate them by using the direction you came on the bridge as a reference.

First, head straight and go on the grid to the right of the bridge (that one that came down) to collect some crowns.

To the left of the bridge, there are three platforms and a cave at the end. If I remember well, six crowns in all.

Head straight from the bridge to come to a platform you have to side-kick like in the fairy council. Stay on the switch to start the chronometer and then side-kick the platform until you're close enough to reach the back of the room and take the crowns before the grid locks.

To the right of the room, bounce on the platforms to reach the one with a switch. Stay on it and then jump from platform to platform to reach the top of the room and do the helicopter to the cave at the back of the room.

Now go back to the beginning of the part and stay on the switch in front of Globox to make the door open. Follow the path until you come to a boat. There is a Heebie Jeebie behind crates to the right. Finally head to the boat to see the doctors and complete the level.

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Rayman 3-----<SEVENTH LEVEL: Summit Beyond The Clouds>-----Rayman 3
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|My score: 25106 |                               Murfy's smiling face: no
|Cages: 3/3      |
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** (PART I) **

You're on a boat with four cannons. Your goal is to stay in life until you cross the sea. Take the crystals around (those on the floor and the others on the net). Near Globox is a blue can and there is a flying ring in the middle of the boat. I think it's here only to multiply your score. Just alternate the cannon you're kicking to kill submarines and stay in life. You'll finally complete the part.

** (PART II) **

When you arrive, head to the guard and kick him until you can take the red can you should use to kill him. Don't forget the pig at the very beginning of the level. Then head on and avoid the snowballs taking the crystals along the way. Once you jumped on the platform where there is a guard, kick him to kill him by burning in the fire behind him. Hell release a yellow can you should take to go up and continue your road. You'll finally find a cage (1) to break and a blue can to take to use a flying ring related to a road of balloons.

There is a Hoodlum to kill on a platform to the right and two more at the top of the road of balloons. After defeating them, you'll face:

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BOSS BATTLE: The two helicopters
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The arena is where you walk during the battle.

Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second

in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

After that, go near the wooden platforms to go on them using the yellow can to the left. You'll come to another road of balloons. Before jumping on it, look up to see a Bo-Peep on the side of the windmill. Then jump on the balloons and look to the left to see two trees. You should jump to them to come to a cave with a green crystal in a chariot (it doesn't roll). Head back and follow the road of balloons to it's end. Kick the two snowmen to collect some crystals and head on.

You come to a room with a fence on the ceiling and a red can there. Take it and break the wooden door. I think there are some crystals in this room too but I'm not sure.

In this room, there is a guy that throw bombs. Kick the pig to your right to get an orange can and kill the guy. There is a snowman if you head on without going on the platforms. Then go on the platforms using the balloons. Just follow the way to come to a section with a red can and a Hoodlum to kill with. Continue and you'll come to an little room with two ballons on which you should jump and a green can to take. You'll come to another screen.

You come to a big area in which you have two Hoodlums to kill. Now, there is a snowman to your right. I think you can see the Bo-Peep on the wall at the other side of the level. Fall down from your platform and go to the left to break some pigs. Now head to the far right to encounter a Hoodlum that gives you a red can. Break the wooden door, follow the corridor taking crystals and you'll arrive in another screen.

Read carefully: when you enter the area, head to the right and jump on the platform. Break the pig you find there to get a red can you should use to defeat the enemies. After that, a bomb-thrower comes and gives you a yellow can. Before taking it, kick the snowmen around with your red can. Now take the yellow can to go on the platform. Just follow the path, killing foes and taking yellow cans, until you come at the top of the screen to break the cage (2) and collect a blue can.

Go back to the previous area and jump on the crates immediately to your right to go on the road of balloons and flying rings. When you get the occasion, jump to the right to collect all the crystals on the tube. Head back to where the wooden door was and kill the Hoodlum that appears. Now go back to where the pigs were in this area to find a blue can. Now follow the road of balloons and rings to the end to complete the part.

** (PART III) **

Kill the guy protected by a sorcerer to your right. To the left is a cage (3) protected by a sorcerer too. Break the pigs there. Go to take the snowboard.

A little gameplay note:

- use the stick to move left or right.
- sometimes you're in the wrong sense. Press A or B to turn on yourself.
- don't go into the chimneys with red smoke neither in bars along the way.
- you can kill the guards with the snowboard.
- most of the buttons are useless.

The idea is to race again Globox. Try to collect all the crystals, lose if

necessary to start the race again. There is a green crystal somewhere but I've no idea on how to reach it.

Once you've beaten Globox, you've also beaten the level.

Rayman 3-----<EIGHTH LEVEL: Hoodlum Headquarters>-----Rayman 3

|My score: 45109 |
|Cages: 7/7 |

Murphy's smiling face: yes

** (PART I) **

In the first screen, fall down the platform on which you are and go to the left, following the path by jumping on the crates. At the end, there is an orange can to take to shoot a missile in an open to break a cage (1). There is another cage (2) to break to the left, over the wheel, that I managed to have with a missile. Go back from where you came and take the red can the spirit made appear and break the wooden door. Activate the switch behind it to make a bridge appear. Cross it. Head to the left to collect the green crystal the spirit from cage 2 made appear (if it's still there :-)). Anyway, kill the foes and collect the crystals around the place (look behind the columns of crates).

There is a Bo-Peep to the side of the great thing near the cage. Look in the lava and jump on the crate with a crystal on it. Jump of the following crate, take the red crystals that are on one crate and then fall in a little path in the crates to collect some crystals in a room. Finally head back where Globox is and stay on the switch to open the grid.

Beware of the foes in the corridor of crates. You'll arrive in a room with a guard protected by an untouchable sorcerer. Go to the little path to the left and the floor will break.

Here you are in a room full of crates hanged to the ceiling. Kill the Hoodlum near you to release a green can. Take it end go to the right. Take the three crystals on the crates and go into the little cave near you to kick a mushroom. Go up quietly to take the Heebie Jeebie and the crystals. Now go to the crates and get ready for a little battle sequence. There are three Hoodlums in all. Once you defeated them, there are two platforms, one to the left and the other to the right, with crystals and a Bo-Peep on the right wall when facing the wire at the back of the room.

There is a cage (3) on the far right column of crates at the back of the room. There's a Po-beep on the wall somewhere between the little cave and the ledge on to right. Now go to the left to reach an egg to take up avoiding some bombs that fall. Look at the floor: the bombs always fall on the darker places of the floor. You should reach the end of the path without too many troubles. Then you'll have another egg to place on another switch using the same technique and perhaps a third one, I'm not sure. Once you reach the top, kill the bomb-thrower and break the wooden door. Then hit the switch to make a platform go down.

Fall back to where the guard is and you'll now be able to kill his sorcerer. Then make the guard fall in the lava and head on. Follow the path until you come to a room in which Globox will fall in a trap. Make your way up using the nets (you can hang or jump on them). Take the green can to kill the Hoodlum that throw bombs and take the red can he lets to break the wooden door.

** (PART II) **

You arrive in a room with lots of enemies: 4 Hoodlums and 2 flying things. You'll get a red can. Look around to take all the crystals (don't forget those behind the crates) and go near the grid to the left to make the boss enter:

BOSS BATTLE: The phone guy

The arena is the room in which you are.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack.
- if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

There is a little technique to beat him: take the red can and charge your fist. Smash him with a charged attack to make his armor jump and hit him as many times as you can before it falls down again. If you don't make his armor jump, you won't be able to hurt him.

Just repeat these steps until he's defeated.

Follow the path and you'll come into another room. To the left are a Heebie Jeebie and some crystals. To the right is an orange can you should use to break a cage (4) near the entrance of the room. Now you'll have to shoot three missiles in the hole near you: one for the lever, one for the Hoodlum and one for the lever. Now you'll be able to go upstairs. Kill the Hoodlums and sorcerers there, take all the crystals around and use the red can to break the wooden door.

You'll come to a room with Hoodlums that train to kill you. Kill the Hoodlums that is asleep and take the ruby. Take the egg before the bridge and start to cross. Avoid being hit by the Hoodlums that train. Cross and put the egg on the switch on the floor. Break the cage (5) and take the green can it drops. Enter the room and kill the three Hoodlums. Take the crystals around. Now you'll have to stay on the "platform" near the middle hole to face the moving targets. Only kick Globox's and Rayman's images until the yellow bar disappear.

Head back to take the green can and go at the beginning of the room, where there is a mushroom. There are crystals (and a green one) up. Now go to take the other exit of the training room.

** (PART III) **

You come to a room with lava on the floor. Follow the road of crates to it's end to reach a blue can and some flying rings in circle you should use to collect some crystals.

Go back to the ledge you should have ignored and go up. Head straight on the platform to kill one Hoodlum and one pig. Then using the moving platforms, go to the left for some crystals. Now go to the far right to some more crystals. You'll have to jump over the bars to stay alive. Now go to the ledge you ignored and go up. Note that the ledge falls: it's a kind of checkpoint. You come to a suit of things that will open if you go to the one just before. Jump on the first and kill the Hoodlum on the next one before you jump on and continue your way taking the crystal in each cave. Little tip: on a grid, lock

the following Hoodlum and hide in the cave to charge your fist; you'll defeat him in one kick and avoid being hit.

On the platform at the end, kill the Hoodlum and kick the lever. There is a Bo-Peep under a tube behind you when facing the lever. Follow the path and beware of the smoke, it hurts. When you come to the moving platforms, jump to the right to collect the crystals and jump on the platform that circle the red sphere at the back to get a ruby. At the other extremity of the platform, there is a cage (6) to break.

Go back to the moving platforms and this time go left. Head on until you come near the turning platforms. Fall and sneak to collect a Heebie Jeebie. At the end are some crystals. When you go back up, kick some more pigs and then jump on the turning platforms. Go as far as you can to collect the final cage (7). Go back to the passage you ignored and you'll face:

BOSS BATTLE: Phone guy with sorcerer

You're in a cubic arena.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack. - if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

Just avoid the phone guy until you defeat the sorcerer that give you the red can. Now it's the same technique as before, I mean make his armor jump and smash him.

Once he's defeated, head on to complete the part.

** (PART IV) **

You come to a room with moving platforms. First go down to break lots of pigs full of crystals (even a green one). Go back up and jump from platform to platform, kill two Hoodlums in your way and head to the exit to your left. There are two pigs with life. You'll come to face:

BOSS BATTLE: The awful "thing"

You're on a platform circled by lava, the boss in front of you.

His attacks:

- will shoot fire at you. The best tech to avoid is to run from the left to the right of the platform.
- will make bad guys appear when you hurt him. Just kill them to continue the battle.

Your aim is to make the red mark reach the top of the column by hitting the target up the cannon. What you have to do is run to avoid being hit by the orbs and charge your fist. After almost four charged hits, the red mark will reach the top and you'll hurt the machine. Then bad guys will come. Kill them and kick the target again.

Just repeat to kill the machine after a while. It'll get faster as you weaken

it. This battle is tricky, I had some trouble to pass it the first time.

Once it's defeated, jump to the exit to the right.

(PART V)

This is a race against time. You have to escape the headquarters before the lava surround you. I won't explain in detail as you just have to follow the path. Eventually you'll reach the top and complete the level.

Rayman 3-----<NINTH LEVEL: The Tower Of Leptys>-----Rayman 3

|My score: 43032 | Murphy's smiling face: no
|Cages: 10/10 |

(PART I)

Break the pig near you then go up the ladder and follow the path to another pig. Up the ladder once again and you come to the first room of the tower. Beat up all the Hoodlums, sorcerers and Air Forces until you get a red can (there are LOTS of enemies) and with it, take all the crystals on the stairs. There are also crystals behind the yellow towel for you to take. Now brake the door and head on.

Hang on the grids to avoid the lava and you'll come to a room with a lot of floating crates. Collect all the yellow crystals on each crate and break the cage (1) then fall into the corridor, break the pigs and head into the next room.

Now a though battle is awaiting you in what I call:

BOSS BATTLE: Little collection

The arena is the room in which you are. Note that if you recoil enough, you can make a break for some time but you won't find Lums to restore yourself.

Phase I

You'll face 4 Air Forces, 1 Blue and red Hoodlum and 1 Phone guy.

Here is the battle. The Air Forces and the Phone guy are awaiting you but there is no red can to kill the last. Avoid him and smash the 4 Air Forces until they die and the Blue and red Hoodlum will come. Once he's dead, he release a red can. With it, kill the Phone guy.

Phase II

You'll face 3 Phone guys

Note that the 3 are coming at the same time and not one after the other, what make thing more complicated. There are now two red cans in the room. I advise you to concentrate on one guy, I think it's easier. Oh, beware because the phone guys can move and you don't want to get circled, right?

Kill the Hoodlum protected by two sorcerers (the second sorcerer protects the

first one). Now, you'll have to play with your shoe. Just do like always and you'll finally release a yellow can. Before you take it there are some other things to do here...

There are some crystals and pigs on the crates near the entrance of the room. There are Fist Hoodlums on the floor. When Rayman laugh, you have destroyed all of them. One will release an orange can. Take it and aim at the cage (2) in a grid to earn a green crystal.

Take that yellow can you released and hang at the grid. Take the blue can and follow the road of flying rings. Soon you'll come to a cage (3) and then back to the first room of the tower. Kill the flying enemy to release a yellow can you should use to reach the wooden platform. Grab the grid at the ceiling and make your way to another platform. The smoke hurts, so beware!

You'll come to a room with some platforms going up and down. Jump on the first to get a blue can you'll have to conserve until the end of the path. So, make your way in this room, alternating platforms, grids... and take the final flying ring to reach the next room.

You're in a corridor up the room with the previous boss. Go to break a cage (4) that release a red can for the wooden door you viewed when you entered the room. Follow the path, and when you come to the crate, jump on it to reach a grid at the ceiling to pass a stone in your way.

** (PART II) **

You come to a huge room with a big statue of Knaaren in the center. Go ahead to encounter:

BOSS BATTLE: The two helicopters

The arena consists on the room in which you are.

Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

Now two Hoodlums will come. Kill them then take the blue can on the stairs and visit the lower floor to collect all the pigs and crystals. Now go back up on the stairs and collect the pigs on the platform behind the wooden one. Now with a blue can, go on the wooden platform and start the road of flying rings. In way, there is a balloon you can use to reach a platform to the left with an orange can. Once on this platform, there is a switch that free a cage (5) for you to explode it with a missile. Take the can, immediately step on the switch and fire your missile. It may take some tries before you succeed...

The spirit will release a red can near the stairs on the lower floor. Go to take it and break the two wooden doors. Doing so, you'll collect more crystals in pigs and you'll activate a lever that reveals a green crystal near the platform with the orange can. Go to take it.

Now go take a blue can and follow the road of balloons and flying ring to it's end collecting all the crystals along the way. You'll also find a cage (6) on your way. Once on the top of the middle statue, you'll have to face lots of Air Forces. Once they are destroyed, take the blue can that appeared and use the final flying ring to exit the room.

The fall you can do from the top of the room was in competition with the one in the Land for the title of the most spectacular fall in a video game but finally the Land won...

In the next room, after two ladders, you'll have to kill a Hoodlum and then go up between the two walls. The lava will start to go up so you can't fall (there is no return, bwa ha ha!!). Go up until you reach the exit of this room (where there are lots of yellow cans) but you can take your time to collect all the crystals before you exit.

You come to a room with moving platforms. There is a flying enemy and you can collect rubies if you use the balloons. You've to use the second one to take a blue can to be able to reach the end of the room. Break the cage (7) you reach and take the red can it releases to break all the pigs. Then take the blue can and you'll come to a room with lots of balloons. Make your way on them, kill the Hoodlum on the last one and use the flying ring to exit the room. Break the cage (8) and the pigs and head on.

You come to a circular room with lava going up and lots of balloons for you to reach the exit. Try to kill all the Hoodlums. There are two cages: one (9) at the middle of the room and the other (10) at the exit. Once you exited the room, break the pig and head on to find Globox.

****(PART III)****

You're on a jetbike and you'll alternate pilot-time and shoot-time.

Little gameplay notice:

When driving

- use A or B to accelerate
- use the Analog stick to choose the direction UP -going down
DOWN -going up
LEFT -going left
RIGHT-going right
- use L and R to rotate the jetbike left or right

When shooting

- use A to fire. If you hold, you'll keep firing.
- choose where to shoot with the Analog stick as for the driving phases

I won't explain in detail this part unless there is a green crystal I missed there as I think it's easy enough.

****(PART IV)****

Not too hard, you just have to go up the stairs. Don't forget the Bo-Peep on the left wall before you first go up the stairs. Once you arrive upstairs, you'll enter a battle against:

BOSS BATTLE: Refflux, second time
- - - - -

Phase I

You're in a circular arena in which are blue and red cans and some Lums.

Reflux only has two different attacks:

- when you're far from him, he'll drop bolts at the emplacement of the point circled in yellow. To avoid this attack, just don't go straight and make some curves while walking (note that if you're far enough, he'll stop dropping bolts at you)
- when you get closer after taking a blue can, he'll fire globes of light at you. To avoid, lock him and run around him. Jump when necessary.

So, now the battle. First, take a blue can and get closer to Reflux. Lock him and electrocute him until his shield is destroyed. It will regenerate if you are hurt by a ball of lightning, so try to avoid. Now he'll drop bolts. Take a red can and smash him. What I advise is to run in a circle near him (not too close or he'll kick you away) and to throw your fist just when you're facing him. You shouldn't get hit if you apply this method.

Repeat the process until he's defeated and go to the next phase. Note that he'll get faster when you beat him up enough.

Phase II

The same arena as before but with more Lums I think, one blue and one red cans, two flying circles, a bigger enemy and the floor has been broken.

Reflux doesn't have too many attacks:

- he'll kick the floor with his fist making you do a very high jump. Just annoying first, but when you beat him up enough, he'll start to smash you when you fall down to the floor. Just jump when his fist touches the ground to avoid the attack.
- he'll make a large move with his claw, hurting you if you're in the way. Later in the battle, he'll make this move various times so watch him to know what he's going to do. To avoid you need to go to the lower platforms of the ground.
- he'll drop mines on the ground in front of you and after a time he'll make them explode by kicking the ground with his fist. This will be the time to attack.

You should be near the red can between the two flying rings. Go either left or right, avoiding Reflux attacks, until you reach the blue can you may take immediately. Now head back to the red can. Before you arrive there, Reflux should throw mines. Wait for him to make them explode and then go to take the red can using the flying rings. Now walk on Reflux's arm (it should be planted just in front of the red can) and smash the thing on his back.

Repeat the process until he's history. When you weaken him enough, he'll make more attacks and chain them.

Part III

Before you attack the boss, there is a little platform "more down" from your current position. If you can go there, there is a green crystal in a little room at the extremity of the platform.

The arena is near the complete destruction. There are only yellow cans.

He doesn't have many attacks:

- he'll cry at you and the sonic wave will hurt you. To avoid, you must be fast enough not to be in the way of the wave.

Just go up and take your first yellow can. Now you have to go from platform to platform taking yellow cans along the way to go up until you reach an

orange can to complete the phase. Just experiment to find your way up, it'll be too long to try to explain.

Yes!! You've just beaten him! To my mind, the hardest is done but now Refflux can fly. Watch him going to the heaven (if only...), follow him with Globox and enjoy the automatic save!

** (PART V) **

You're on a jetbike, ready to kill Refflux for the last time. Ready, set, go!

FINAL BATTLE: Refflux, last shoot

Two phase of battle will alternate until you kill Refflux and like always, it'll get harder when you weaken him.

Phase I

You have the lasergun of the jetbike in your hands and Refflux is flying behind you.

You see that blue and yellow round up his head? Shoot it and when it's destructed, continue shooting at Refflux to hit him. While you do this, think to destruct the red crystals he his shooting at you to conserve health. This is not a hard battle (or I have a very high chance) in comparison to the three-phase battle from before.

Phase II

You now see your vehicle from behind. The little cursor on the floor show you where you will shoot by pressing A.

Here the idea is to kill all the Hoodlums to prevent Refflux to recover. I must admit I have done this sequence as I wasn't understanding anything, so I guess that means once more that this battle is more or less easy.

After a not so long while you will beat him.

Yes! Yes! Yes! You beat him! You completed the g... What is this? What's the matter with Andre now? Ready for a five-parts battle with no save before? So let's go! No, just kidding!

You're now in front of the great bad guy: Andre! Just press X and you'll transform him back to a red Lum! Now you've beaten the game.

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Watch the final cinematic and enjoy the fact you've beaten the game. You can now register on www.raymanzone.com with your newly acquired code for the Lums' quest or revisit the levels to complete them at 100% like I do.

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VI) THE CAGES
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CLEAR LEAF FOREST

- 1- In the first screen, at the end of the sequence with the laser floor.
- 2- To the left of the room where you get your first red can. You have to beat up the two Hoodlums of the room before you can access the cage.
- 3- In the area after the waterfall's sequence. It's behind the wooden door right after you jump on the mushroom to go to the upper floor. You'll have to charge your fist before you take the red can near the end of the area to get enough time to break the door.
- 4- in the area with the waterfalls, you can't miss this cage. You'll get your first blue can.
- 5- after the sequence with the hook, there is an area with two doors: a wooden one and another with a hole in it. The cage is behind this last one. Open it by hitting an Hoodlum through the hole.
- 6- in the section where you have an orange can and a guy that throw bombs at you, kill the guy and throw a missile in the north-eastern corner of the area, where the cage is.
- 7- in the screen after the one with the pyramid of crates (the one with the wire fence on the ceiling), kick the lever on the upper platform and fall down the path you just opened to collect the cage.
- 8- in the upper platform of the room with the pyramid of crates, behind the wooden door (the red can is at the base of the pyramid, given by the previous little man).
- 9- behind the wooden door in the room with the wire on the ceiling. You'll get the red can by the previous little man.
- 10- in the screen where Globox say he see the hut of the doctor. I think you can't miss it, but beware of the Hoodlum asleep. For more precision, it's the screen with the three holes in the ground before the boss with the giants foots.

THE BOG OF MURK

- 1- just follow the path to find it, you have to take it to get your first yellow can.
- 2- in the first screen, when the path splits, go to the right to find a closed door on which you can jump. The cage is to the right (jump to explode it).
- 3- after you cross the mirror, this one is to the right of the area. Kill the Hoodlums playing cards to obtain a green can and kick the mushrooms. You'll arrive on the platform with the cage.
- 4- after you got the blue can from the previous cage, go to the bridges where the guard is. Kill him, use the flying ring and on the next platform, fall into the log to find the cage.
- 5- in the area where a cinematic first show you a Hoodlum reduced in dust by enemies that throw boulders, the cage is to the left just after you took the flying rings.
- 6- in the area where there is a guard and a Hoodlum on mushrooms in swamp, the

cage is floating in the air.

- 7- after you got the green can from the Hoodlum of the previous cage, head back and take the path with the mushroom to kick at the end. Go up, kill two Hoodlums and then break the cage.
- 8- in Razoff's house, you'll find a room on two floors where there is a big clock. The cage is behind it. You'll have to break the cage from the upper floor, just be patient to find the good angle to break it.
- 9- in the arena with "Razoff found a boulder", the cage is to the right. Take one or two seconds to break it before you brake Razoff.

THE LAND OF THE LIVID DEAD

- 1- in the first screen of the moor, the cage is on a dolmen. I think it's not hard to see.
- 2- in the second screen are two cages. The first is near the waterfall in the north-western corner of the area. You'll need the orange can on the dolmen to be able to break it.
- 3- the second cage of this screen is only reachable by using the orange can once more: there is a hole in the wall to the right of the waterfall with a cage in it.
- 4- in the screen with the fountain and the wooden door, the cage is near the previously mentioned door.
- 5- in the room with flying rings and balloons, the cage is on your way if you follow the road of balloons.
- 6- in the room in which you're facing a Hoodlum that throw explosive mouses at you, go upstairs and turn back to see the cage.
- 7- in the great tower, follow the path of platforms to find the cage.
- 8- continue to go up the tower to find the second cage it has.
- 9- after you got a green can from the tower, fall down outside to search for a fruit that you'll have to take to the other side of the water. Then place it where it should be and release the final spirit of the level.

THE DESERT OF THE KNAAREN

- 1- in the screen where there is green water at the bottom, follow the way using the yellow cans and then using the flying rings. You'll come to a room with an orange can. Throw a missile in the opening to your left to finally break the cage.
- 2- in the screen where there is a hole in the center with an orange can, throw a missile in the cage that's up your head.
- 3- in the great room with the statue of Leptys. Use a platform to go to the left, where the cage is.
- 4- on the Leptys's head in the same room as the previous cage.
- 5- use a yellow can found to your left to go on the top of a yellow construction.

- 6- in the same room as the previous cage, on a lower level.
- 7- in the room where the path circle a central pillar, use an orange can to shoot the cage.
- 8- another orange can in the same room as for the previous cage.
- 9- near the top in the room of the previous cage.
- 10-at the end of the room with the green substance and the moving platforms.
- 11-after the battle with the two helicopters, using Globox's bubbles to reach it.
- 12-in the room where you have to face 4 Stilts Hoodlums.

SUMMIT OVER THE CLOUDS

- 1- after the first yellow can of the level, just follow the path to find it.
- 2- in the area where you're attacked by many foes that are moved by birds, just follow the path of platforms, the cage is at the summit.
- 3- in the screen where you take the snowboard, the cage is to the left. It's protected by a sorcerer.

HOODLUM HEADQUARTERS

- 1- in the first screen, follow the path to the left by jumping on the crate and take the orange can. Shoot a missile in the open to break the cage at the end.
- 2- in the first screen, take the orange can and shoot a missile over the wheel which is turning in the lava. The cage is floating in the air and it may seem to be impossible to break it but I managed to do so. If anyone knows another way to beak it...
- 3- in the room with all the crates hanged to the ceiling, the cage is on a column of crates at the back of the screen, before you jump on the platform where bombs are falling.
- 4- in a room with an orange can and a lever to activate, use the can to break the cage by the bottom.
- 5- in the room where some Hoodlums are training to kill Rayman, the cage is at the other side of the bridge.
- 6- in the room with lava on the floor, where the platforms go down (after the lever) jump on the platform that circle the red sphere. The cage is at one extremity.
- 7- in the same room that the previous cage, it's as far as you can go with the turning platforms.

THE TOWER OF LEPTYS

- 1- in the room with lava on the floor and lots of floating crates.
- 2- with an orange can in the room where you faced three Phone guys in the same time. It's behind a grid.

- 3- on the way back to the first room using the flying rings.
- 4- in the little corridor up the boss's room.
- 5- behind a grid in the room with a statue of Knaaren in the center. You need to activate a switch and to use an orange can to break it.
- 6- on your way to the top of the room of the previous cage.
- 7- after the sequence with the moving platforms, it's on your way.
- 8- after the room with balloons and a rolling floor, it's on your way.
- 9- in the middle of the room where the lava is going up (the one with balloons).
- 10-at the end of the room where the lava is going up.

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VII)

B O S S E S

=====

If you don't want to read the walkthrough, here are all the bosses battles encountered in the game.

CLEAR LEAF FOREST

BOSS BATTLE: Bigfoot and co.

You're in a circular arena with five switches on the ground related to the center of the pentagon they form.

Part I

Bigfoot don't have various attacks:

- he'll walk on you, hurting you (not surprising, you see the HUGE size of his feet?)

To beat him, walk on the lightened switch and take the orange can in the center when it appears. Then shoot a missile in the little man between the two giant foots to hurt the boss. Do this three times to win. Note that the third time, enemies will appear at the places of the switches, just kill them too.

Phase II

You now have the feet. Just walk around until you walked on all the Hoodlums you could to win. Try to chain the "serial shooter" to make a great score (I once chained 7). Not hard at all. Press A to jump, but you can't move while jumping.

THE BOG OF MURK

BOSS BATTLE: Begoniax the sorceress

You're in a closed and circular arena with a giant pot with potion in the center.

Begoniax's attacks depend on the situation:

- when you're both humans she'll drop potion at you. At the end you'll have to avoid three "splotches" at the same time.
- when she's a frog you are free to attack without any counter-attack.
- when you're a frog, she'll purchase you around the pot. Just run to avoid.
- sometimes when she just recovered her human form, she'll charge up at you, running in circles around the pot. To avoid, stay in place and jump at the right time.

So, the idea is to be fast enough to jump and kick the potion to transform Begoniax when she's jumping too before she can throw the potion at you. It's not hard to do, but with the times she gets faster, so beware. And if she throws the potion at you, try to avoid the "splotches".

When Begoniax is transformed, run after her and kick her when you are given the chance. You can also do a side-attack if you can lock her.

Now repeat the process until she's defeated.

BOSS BATTLE: Razoff the hunter

You're in Razoff's house.

His attacks are:

- when you're in front of him, he'll shoot arrows at you using his gun and let mines at the end of the battle.
- in some rooms, he'll play the sniper and you'll have to hide behind elements of the decor.

I won't explain the path you have to follow, I simply don't know. I went into the house by hazard until I killed Razoff. Be sure to visit all rooms to collect crystals.

In the room with the clock, there is a cage (8) behind it. You'll have to break it from the upper floor of the room. You get a green crystal downstairs for your efforts.

BOSS BATTLE: Razoff found a boulder

The arena look like a grid with a lot of holes. You won't die if you fall down, so don't be afraid.

Razoff's attacks:

- he'll come to you by swinging and smash you.
- he'll destroy the platform on which there is a red can, reducing the walkable floor.

There is a cage (9) to break to the left of the arena. I think this is what gives you red cans.

So, the battle. I advise you staying at one side of the arena and wait for Razoff to come to you. When he is close enough, jump and smash him. Sometimes

you'll get a red can you should take in order to make bigger damage. The idea is not to purchase Razoff but to wait for the good moment to attack.

Just smash him until he's defeated to complete the level.

THE LAND OF THE LIVID DEAD

BOSS BATTLE: The phone guy

don't ask me why but this guy made me think of a phone.

You're in the area in front of the entrance of the enemy camp and the only thing available to defeat him is a red can.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack.
- if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

There is a little technique to beat him: take the red can and charge your fist. Smash him with a charged attack to make is armor jump and hit him as many times as you can before it falls down again. If you don't make his armor jump, you won't be able to hurt him.

Just repeat these steps until he's defeated.

BOSS BATTLE: Big calamari

You're in a circular arena underwater.

He always does the same attacks:

- the little fish upper your head will drop missiles that will lock you.
- the calamari will shoot more and more orbs of lightning at you when you weaken him. After a while, it becomes hard to avoid all the orbs but they don't make great damage.
- more or less regularly, the calamari will shut his mouth and a great laser ray will go from one side of the screen to the other. To avoid press A or B at the good time.

This is not a hard boss. The idea is to make the missile the fish send to you follow you when you're facing the calamari's mouth and to press A or B to make it hit the orbs-thrower.

Just do it until the calamari is defeated.

THE DESERT OF THE KNAAREN

BOSS BATTLE: Refflux: first round

You're on a circular arena with a grid that circle it. Lums and red cans are available on the sides of the arena.

Refflux has a good amount of attacks:

- he'll protect with a yellow light and turn on himself hurting you if you

stay in the way. Run around to avoid.

- he'll sit on his knees and shoot orbs of lightning. Avoid by running. This is when he is vulnerable.
- he'll stay in the center of the arena and make some rays appear on the floor. To avoid, jump at the good time. First there are four rays but with the time a fifth one will appear.
- staying in the center, he'll project circles on the floor and then a large band. Jump and make the helicopter when necessary.
- isn't really an attack, but if you grab the grid on the sides, a ball of lightning will turn around, hurting you. Press A to jump away and then grab back the grid.

No mistake, this guy is though. He has a good number of attacks and plenty of life. Now for this first round. The only moment when he is vulnerable is when he throws orbs of lightning at you, the rest of the time he's invincible.

I advise you to wait for him to turn on himself and to take a red can on the grid while he's still doing this. Then head back up and run until he goes away to start shooting orbs. Run to him and jump as close to him as you can (not too close or it won't do) and release your fist. It would be better if you charged it a bit. Hitting him with a red can do far most damage that normal.

After you weaken him enough, you'll see him starting to "dance" and rocks will fall on the arena. Now you'll have to avoid the yellow places on the floor while you keep battling against your enemy.

Just keep repeating this technique and you'll finally beat him. You lose Reflux. See you next time!

BOSS BATTLE: The two helicopters

The arena consists on the floor on which you can walk. Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

SUMMIT OVER THE CLOUDS

BOSS BATTLE: The two helicopters

The arena is where you walk during the battle.

Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

HOODLUM HEADQUARTERS

BOSS BATTLE: The phone guy

The arena is the room in which you are.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack.
- if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

There is a little technique to beat him: take the red can and charge your fist. Smash him with a charged attack to make his armor jump and hit him as many times as you can before it falls down again. If you don't make his armor jump, you won't be able to hurt him.

Just repeat these steps until he's defeated.

BOSS BATTLE: Phone guy with sorcerer

You're in a cubic arena.

His attacks:

- he'll shoot orbs of lightning at you in series. You can easily avoid and when he stops to shoot is the good time to attack.
- if you go too close to him, he'll grab and throw you. Just keep a decent distance between him and you.

Just avoid the phone guy until you defeated the sorcerer that give you the red can. Now it's the same technique as before, I mean make his armor jump and smash him.

BOSS BATTLE: The awful "thing"

You're on a platform circled by lava, the boss in front of you.

His attacks:

- will shoot fire at you. The best tech to avoid is to run from the left to the right of the platform.
- will make bad guys appear when you hurt him. Just kill them to continue the battle.

Your aim is to make the red mark reach the top of the column by hitting the target up the cannon. What you have to do is run to avoid being hit by the orbs and charge your fist. After almost four charged hits, the red mark will reach the top and you'll hurt the machine. Then bad guys will come. Kill them and kick the target again.

Just repeat to kill the machine after a while. It'll get faster as you weaken it. This battle is tricky, I had some trouble to pass it the first time.

BOSS BATTLE: Little collection

The arena is the room in which you are. Note that if you recoil enough, you can make a break for some time but you won't find Lums to restore yourself.

Phase I

You'll face 4 Air Forces, 1 Blue and red Hoodlum and 1 Phone guy.

Here is the battle. The Air Forces and the Phone guy are awaiting you but there is no red can to kill the last. Avoid him and smash the 4 Air Forces until they die and the Blue and red Hoodlum will come. Once he's dead, he release a red can. With it, kill the Phone guy.

Phase II

You'll face 3 Phone guys

Note that the 3 are coming at the same time and not one after the other, what make thing more complicated. There are now two red cans in the room. I advise you to concentrate on one guy, I think it's easier. Oh, beware because the phone guys can move and you don't want to get circled, right?

BOSS BATTLE: The two helicopters

The arena consists on the room in which you are.

Their attacks:

- they can throw bubbles that will make you prisoner and defenceless for a while.
- they can simply fire at you.

Don't ask me for a strategy, I don't have one. I simply lock one and do sides-attacks until the first is defeated and then do it again with the second in the time I keep running to try to avoid their attacks.

Good luck to you to defeat those two guys!

BOSS BATTLE: Refflux, second time

Phase I

You're in a circular arena in which are blue and red cans and some Lums.

Refflux only has two different attacks:

- when you're far from him, he'll drop bolts at the emplacement of the point circled in yellow. To avoid this attack, just don't go straight and make some curves while walking (note that if you're far enough, he'll stop dropping bolts at you)
- when you get closer after taking a blue can, he'll fire globes of light at you. To avoid, lock him and run around him. Jump when necessary.

So, now the battle. First, take a blue can and get closer to Refflux. Lock

him and electrocute him until his shield is destroyed. It will regenerate if you are hurt by a ball of lightning, so try to avoid. Now he'll drop bolts. Take a red can and smash him. What I advise is to run in a circle near him (not too close or he'll kick you away) and to throw your fist just when you're facing him. You shouldn't get hit if you apply this method.

Repeat the process until he's defeated and go to the next phase. Note that he'll get faster when you beat him up enough.

Phase II

The same arena as before but with more Lums I think, one blue and one red can, two flying circles, a bigger enemy and the floor has been broken.

Reflux don't have too much attacks:

- he'll kick the floor with his fist making you do a very high jump. Just annoying first, but when you beat him up enough, he'll start to smash you when you fall down to the floor. Just jump when his fist touches the ground to avoid the attack.
- he'll make a large move with his claw, hurting you if you're in the way. later in the battle, he'll make this move various times so watch him to know what he's going to do. To avoid you need to go to the lower platforms of the ground.
- he'll drop mines on the ground in front of you and after a time he'll make them explode by kicking the ground with his fist. This will be the time to attack.

You should be near the red can between the two flying rings. Go either left or right, avoiding Reflux attacks, until you reach the blue can you may take immediately. Now head back to the red can. Before you arrive there, Reflux should throw mines. Wait for him to make them explode and then go to take the red can using the flying rings. Now walk on Reflux's arm (it should be planted just in front of the red can) and smash the thing on his back.

Repeat the process until he's history. When you weaken him enough, he'll make more attacks and chain them.

Part III

Before you attack the boss, there is a little platform "more down" from your currently position. If you can go there, there is a green crystal in a little room at the extremity of the platform.

The arena is near the complete destruction. There are only yellow cans by now.

He don't have many attacks:

- he'll cry at you and the sonic wave will hurt you. To avoid, you must be fast enough not to be in the way of the wave.

Just go up and take your first yellow can. Now you have to go from platform to platform taking yellow cans along the way to go up until you reach an orange can to complete the phase. Just experiment to find your way up, it'll be too long to try to explain.

FINAL BATTLE: Reflux, last shoot

Two phase of battle will alternate until you kill Reflux and like always, it'll get harder when you weaken him.

Phase I

You have the lasergun of the jetbike in your hands and Refflux is flying behind you.

You see that blue and yellow round up his head? Shoot it and when it's destructed, continue shooting at Refflux to hit him. While you do this, think to destruct the red crystals he his shooting at you to conserve health. This is not a hard battle (or I have a very high chance) in comparison to the three-phase battle from before.

Phase II

You now see your vehicle from behind. The little cursor on the floor show you where you will shoot by pressing A.

Here the idea is to kill all the Hoodlums to prevent Refflux to recover. I must admit I have done this sequence as I wasn't understanding anything, so I guess that means once more that this battle is more or less easy.

After a not so long while you will beat him.

VIII) B O N U S E S A N D E X T R A S

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VIII.1) Arcade Games

When you gain points, you can get mini-games accessible from the "bonus" option in the "load" screen. I'll make a quick description of those I have...

1- Racket jump

You can play a tennis match. This game gets on my nerves: I have never been able to kick the ball to mark a single point.

2- Crush

You have to crush frogs with a big boulder before your life is gone. Getting on my nerves too, I was never able to win.

3- Mad Trax

You play a tetris-like game on the GBA, except that you not trying to make a line you are trying to make a way for the guy on the gamecube to pass through. The missiles are there to destroy asteroids. It is cooperative game. Whatever you do on the GBA, you will get in on the TV screen except ten times bigger.

4- Razoff Circus

An irritating doom-like because of the catastrophic gameplay.

5- Sentinel

You must bomb enemies before they come to you. I haven't manage to play this game, I was immediately killed.

6- Missile Command

You have to guide a missile inside a labyrinth. Irritating but not as the other games because you try to beat your own record instead of trying to win.

7- Balloons

A funny game. You must follow the path of balloons without falling. Really funny, to my mind.

8- Special Invaders

You make a counter time race. Not as funny as balloons but a funny game after all. Not too hard I think.

9- Commando

You are Razoff outside of his house and you must kill the Hoodlums with your rifle. You die if you are touched by a enemy shot.

10- Wheelis

It's Mad Trax but in two player mode (in reality you're 4 to play). It's a race between the two equips.

VII.2)

The Extras

A collection of little movies on how to kill Rayman by professor Hoodlum. Very fun. Watch it guys!

1- Lesson #134

A little overtension I guess...

2- Lesson #219

We're all balloons, don't you think?

3- Lesson #502

Drop your worries in the toilet and flush it...

4- Lesson #312

The funniest scene I think. Watch it absolutely!

5- Lesson #073

My name is Bond, Andre Bond...

6- Lesson #273

Never laugh at a Hoodlum!

7- Lesson #321

The problems of the modern technology...

8- Lesson #408

Same comment as for the previous one.

9- Lesson #069

You know that exhibitionism is illegal, right?

IX)

C R E A T U R E S

I'll repertory all the creatures that appears in the game in the alphabetical order. Note that in the walkthrough, I don't make the difference between the foes, they're all "Hoodlums".

Bo-Peep: blue lizards. You'll get 250 points if you look at them using Y. They are "Matuvu" in the European version

Fairy: found in the fairy council, they're little flying girls that seem to be a little mad.

Globox: the blue idiot that swallow Andre. He always fall in traps along the game and don't support alcohol.

Gonzo: The third doctor. He is Chinese and seems to practice acupuncture. In French, his accent is definitely funny.

Heebie Jeebie: red butterflies. You'll get 250 points if you sneak near them. They are "Tribelle" for the European gamers.

Romeo: he is the second doctor and must be for the legalisation of the cannabis. Cultural note: cannabis in French is also called "shit", not the translation of the word but the word itself, with the same pronunciation as in English. A bit strange, huh?

Kumzi: the little Knaarens' king. He has the sceptre of Leptys and will use it to give you the power of the grimace. I'm not sure of his name.

Lum: those red orbs will refill your life bar if you walk to them.

Ly: not really a creature, she is a statue found in a secret passage in the shortcut. She's the fairy who gave his powers to Rayman.

Murphy: the green thin which is flying around in the first level to learn you how to play. He makes lousy jokes.

Otto: the first doctor. He has a funny German accent and seems to be a former soldier. Not all German are soldiers but if that is the common idea...

Rayman: the hero.

Teensies: the guys that are in the 60 cages of the level. They always let you something and say a funny or disappointing sentence. Razzoff and the doctors are Teensies.

Turtle: the yellow and useless (for as far as I know) turtles you find on the floor in almost every level.

To find the real names and a little strategy on how to defeat foes, freeze the game while locking them.

Andre: THE bad guy. A mad and megalomaniac black Lum who wants to conquer the world. He will stay in Globox stomach for a long moment of the game.

Begoniax: Razoff's girlfriend? It seems she's in love with him but apparently he is insensitive to her charm. Perhaps because of her green skin. She's an "old school" sorceress.

Big calamari: a submarine boss.

Bigfoot: One of the bosses. He has... big feet!

Black Lum: the corrupted Lums. They are bad but can be transformed back to Lums with a grimace once you get the power to do so.

Grim Keeper: looks like the HoodBoomer but releases little Hoodlums instead.

HoodBoomer: he is totally red and throw little triangular bombs at you. They hurt but generally there is an orange or red can near.

HoodMonger Officer: those ones have blue and red shirts and can shoot three bullets at once. More resistant than the basic Hoodlum.

HoodMonger Private First Class: the brown ones with a single shoot gun. You can kill them in one shoot if you charge your fist. Otherwise, two or three kicks will do.

HoodMonger Soldier: this one has a single shoot gut that shoots lightning arrows. More resistant than the basic Hoodlum, and their arrows hurt more than the regular projectiles.

HooDoo: the sorcerers protecting the different Hoodlums. 4 hits will kill them.

HoodStormer: they are flying things that will say "yo-hoo" if you hit them. You'll have to do side-attacks.

Knaaren: those guys are invincible (so why are you able to beat Refflux?) and live in their desert. They have long arms and hoods, a funny face, and an ugly green color.

Phone guy: also known as the Heckler, he is the boss most of people seem to have trouble to beat.

Razoff: the hunter who decided to show you his talents as a shooter.

Refflux: the strongest Knaaren. You'll have to fight him three times in the game. In reality, he exists because the developers didn't find a way to make Andre a serious foe (just my mind).

SlapDash: this Hoodlum throws a fist at you. Kill him in one kick.

Spineroo: those guys are grey, round and getting on my nerves. The only way to beat them is to make them recoil into a mortal substance (like fire) except once when you have a red can. If you go to close, they'll turn on themselves and you won't hit them with your little fists.

Stumbleboom: a bomb Hoodlum on stilts. You'll have to make him fall using a green can before you can actually kill him.

The awful "thing": the boss of the headquarters.

The helicopters: they are bosses.

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X) I T S O U N D S F U N N Y
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Don't know how I'll order it. All the funny sentences said by Globox, by spirits or in the cinematics. E-mail me if you found other ones. Those are translations, if you find the real ones, tell me.

X.1) Teensies' sentences

"I gotta go finish my yogurt..."

"I have to go break something..."

"I have to find my boxer shorts..."

"Yay. I have to drop the kids off at the pool."

"Thanks big nose. Look what I swiped from the Hoodlums."

"I have to park the truck."

"I have to go, nature calls..."

"I have to go fire up the barbecue."

"I have to go alphabatize my sausages."

"I have to go powder my nose."

X.2) Other sentences

Globox: "Hellow flower, what's your name? Rose? I'm Globox!"

Globox: "Hey, Rayman! Don't hit me, I'm waiting for a baby!"

Globox: "We're going to be rated PG-13" (Why is this funny?)

Globox: "You've a great house Andre. It's just missing one or two windows."

Globox: "You see how Andre is clever? He already plays Mecano."

Doctor: "I'll recommend you to another doctor. He's specialist of the empty."

Knaarens: "Mine is bigger than yours!"

- Mine is longer than yours, I can touch it with my nose!

- Stop playing with your hoods!"

(don't tell me you didn't think at the same thing as me!)

Knaarens: "Since Gudru's death, I feel alone. Nobody to take in my arms..."

- You'll find another mouse."

Knaarens: "Do you go to the party Saturday?"

- I don't know if my wife will let me go."

Razoff: "Je suis Boulet Bill"

French joke: it sounds like "Boule et Bill", a French BD (comic if you want)

Voice in the headquarters: "Extern temperature: -50 celcius degrees. Intern

temperature: 37.2 degrees... perhaps more."

Voice in the headquarters: "You're in the hottest place of the headquarters."

Voice in the headquarters: "You are now entering the headquarters of the Black Lumsa" (Half-Life reference I think)

Andre: "Globox, stop eating your boogers! I feel I'm in a waste dump!"

Andre: "I'll eat your liver with a tasty Chianti." (Hannibal Lecter reference)

Andre and Refflux: "Refflux, you're tall and strong.

-Yes dede!

-With your sceptre I can reproduce myself.

-Yes dede!

-Yes dede, Yes dede, can't you say something else?

-No, dede!"

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XI)

T I P S

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XI.1)

Little strategies

When you grab crystals, take them in chain to make combos and ALWAYS take a can before grab the crystals (where there is one near obviously). The points you've done in combo enter in the score you get at the end of the part.

ALWAYS lock your enemies to be able to make "sides-attacks". To lock, press on R when the red circle appears. You won't be able to defeat most of the Hoodlums if you do frontals attacks. Do I really have to write that?

Avoid a much as you can the foe's projectiles as there won't always be Lums near to heal you. This is especially right near the end of the game. Be careful, adventurers!

When fighting a boss, search the good strategy! Smashing him in the face won't do most of the time so look around and take your time to study the situation.

When you're in a screen with a ground that hurts (like in the Headquarters for example) remember that if you step on once, your life appears and you don't get hurt, twice and the half of your life is gone, three times and you're history. I mean this occurs only if your life bar is still on screen, so you can touch a hurting ground twice in a short time, but not a third time or you'll loose.

And last, don't waste time in saving, if you have "game over" you'll start again from the last automatic save, don't care if you have saved or not.

XI.2)

Cheat Codes

There are the Action Replay codes I found. I don't know what they do, I don't have an Action Replay.

Rayman 3 (NA)

(m)

- 1 JJ62-3QP6-823K7
- 2 YDE6-8Y9P-CCVX5

Infinite health

- 1 1UAB-AYMV-4ZZR0
- 2 TG36-XAZ9-VWCGU

Monster score

- 1 ATM0-D243-ZXJUV
- 2 R50F-ATFE-FTQ70

Moonjump (Hold A)

- 1 P7F8-PC1P-ZK8PR
- 2 VRG5-BMKK-J5WVN
- 3 PXN2-60T9-M4907

Massive Rayman

- 1 PWMR-J1MZ-P0CZR
- 2 X8W0-7FNZ-8UQ4M
- 3 201T-P02E-0686W
- 4 W907-4BQ3-J1K1T

Minature Rayman

- 1 Z40W-HG2K-AYP8F
- 2 RW4H-TR4K-YXNJ3
- 3 MZ25-8VDM-6UTCR
- 4 2A22-V6DT-8BH9U

Rayman 3 (EU)

(m)

- 1 R8B3-YY77-NUPHN
- 2 G4ZC-NU37-8RV0E

Infinite Health

- 1 E1NY-QZT5-65JGQ
- 2 0V0T-XUE9-XX34X
- 3 RNE7-1KT6-K4F9H

Super Jump

- 1 NQ4K-MY TZ-A2R9Q
- 2 9WPN-BTW0-APE5F
- 3 N58A-ZJG2-XCM4C

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XII)

F A Q

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Q) In the fairy council, I kick the pigs in the circular room and the door at the top won't open. HELP ME!!!

A) In all the walkthrough, kicking pigs mean BREAK them, so you'll have to charge your fist a little. Not so hard I think.

Q) In the fairy council, there is a platform with a hollow panel and a switch behind, but when I kick it, nothing happens. There is just the switch that seems to move. What I'm supposed to do?

A) I'll try to be clear. The platform goes up as you kick the switch by doing sides-attacks but if you do nothing, se goes back down. Lock the switch with R and remember you have to alternate the side you are kicking (left, right, left, right...) to be able to reach the top. You have to success in each kick or you'll lose too much time, so move or you'll kick the panel and not the switch. I'm obliged to answer questions I've never thought they could be asked.

Q) How do I defeat the phone guy in the land of the livid dead? (that guy with a barrel on his shoulder and a rope in the other hand that shoots missiles at you, also known as the Heckler)

A) Take the red can that should be near you and charge your fist. Then release your charged attack to make his armor jump and attack to hurt him. When is armor fall back down, just repeat the process until he's defeated. The key of the victory is to use the red can!

Q) I'm in a corridor in the desert level, but after I jump over some stones, Knaarens come to me and I can't find a way to get past them. Apparently, there is nothing to do... help?

A) You're not stuck but just inattentive. If you look a little before, you should see a Lum in a corner to the right. You can go up between the two walls by pressing A. That wasn't so difficult, huh?

Q) I heard about a Rayman 2 reference in the Headquarters...

A) There is something in the Headquarters when there are platforms that go down (on two columns) and you want to go up. You can find the tip on most of the websites about tips in videogames.

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XIII) F I N A L W O R D S
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OK, the end is near guys! Who said "yippee" ? Please e-mail me at sandrine.escalier@wanadoo.fr if you have any suggestion or question relative to this guide or to the game. Thanks by advance!

Now I hope you've enjoyed reading this guide as I enjoyed writing it. I've no more to say. Perhaps I'll make a guide for another game one day. See you later!

- Special thanks -

- me - for writing the guide
- you - for reading it
- www.gamefaqs.com - for posting my guide
- www.cheatcc.com
- www.neoseeker.com
- faqs.ign.com

www.gamesover.com

www.cheats.de

cweillee_tw - for telling me what Mad Trax was

lorenzo - for telling me about commando

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Firewich1 - fore some Bo-Peeps locations

BARDPALL - for the secret passages in the shortcut level

SamEyeAm93 - for all his contributions (sentences, names of foes, green crystals...)

Arcomage - for some English names

Marco - for telling me about wheelis

Jamie - for sentences and foes' names

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WITH A GREAT GOODBYE FROM:

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