

Rayman 2: The Great Escape Walkthrough

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This walkthrough was originally written for Rayman 2: The Great Escape on the N64, but the walkthrough is still applicable to the PC version of the game.

Walkthrough: Rayman 2 - The Great Escape

Contains: Introduction, Controls, Walkthrough from levels 1-19 and bonus levels and Rules

Introduction

Here, you'll see the walkthrough of the whole game. It could be quite frustrating sometimes, but once you spend time with it, you'll end up in success!! I know it, because I experienced it before. I actually took almost a year to beat the whole game, collect all the Lums and free all the cages. The fraction in brackets next to the headings and sub-headings show its difficulty. For each level you complete, you'll be more skilful! Imagine that each time you complete a level, you earn 3 to 5 points as experience (depending on how fast you learn and how hard the level is) and before you play, you have 10 points. You might find the next level quite hard if all the points you added up so far hadn't quite reached the difficulty of the level. If you added up more points than the next level's difficulty, you might find it a bit easier! For example, to figure out how I'll do in the Marshes of Awakening, I'll first need to calculate how many points I've got. The Woods of Light gave me maybe... say 3 points and the Fairy Glade, hmm... 5 points, let's say, and add them to 10 points. I get 18 points, and the difficulty of the level, itself is 20/100 and my 18 points aren't quite there yet, so I may have a few difficulties... Finally, this isn't the latest version of my walkthrough. Go my Rayman 2 site at www.geocities.com/rayman_512/index.html to find the latest version of my walkthrough!

Controls

A - Jump (in water - Re-surface)
A (x2) - Activate Helicopter
A (x3) - Stop Helicopter
Space - Shoot
Left Arrow - Go Left
Right Arrow - Go Right
Up Arrow - Go Forwards
Down Arrow - Go Backwards
Ctrl - Combat (Change Camera View)
Q - Change Camera View
Z - Dive (Swim deeper)

Diary

These are the days I used to complete this whole walkthrough! I spent all of my spare time on those days writing the walkthrough and of course, playing Rayman 2, itself, to make the article more detailed and accurate, while making more snapshots of the surroundings for each level.

Wednesday 16th October 2002 - Completed contents, controls and levels 1 and 2.

Thursday 17th October 2002 - Completed level 3 and area 1 of level 4.

Friday 18th October 2002 - Completed levels 4, 5, areas 1-3 of level 6 (part 1) and level 7.

Saturday 19th October 2002 - A very busy day! Had up to three clubs! Just completed the whole of level 6 (part 2).

Sunday 20th October 2002 - Completed levels 8-9 and halfway through area 1 of level 10.

Monday 21st October 2002 - Back to school from holidays! Finished area 1-2 (left) of level 10.

Tuesday 22nd October 2002 - Finished area 3 of level 10.

Wednesday 23rd October 2002 - Finished level 10.

Thursday 24th October 2002 - Finished area 1 of level 11 and just started area 2.

Friday 25th October 2002 - Finished area 2 of level 11 and the alternate entrance to the Fairy Glade.

Saturday 26th October 2002 - Finished level 11 and area 1 of level 12. Almost completed area 2.

Sunday 27th October 2002 - Finished level 12, 13 and area 1 of level 14. Halfway through area 2.

Monday 28th October 2002 - Finished areas 1-2 of level 14. Halfway through area 3.

Tuesday 29th October 2002 - Finished level 14. Almost finished area 1 of level 15.

Wednesday 30th October 2002 - Finished level 15 and areas 1-2 of level 16. Just started area 3.

Thursday 31st October 2002 - Finished level 16. Just started area 1 of level 17.

Friday 1st November 2002 - Finished area 1 of level 17.

Saturday 2nd November 2002 - Finished level 17.

Sunday 3rd November 2002 - Finished levels 18-19 and the bonus levels. The whole walkthrough is completed!

Walkthrough

Here's the whole walkthrough!

Level 1: The Woods of Light (5/100)

No. of Lums: 5

No. of Cages: 2

Special: Meet Globox, Get 1st Silver Lum, Meet Murfy, Meet the Baby Globoxes, Meet the Teensies

Area 1 (1/30)

When you start playing, select "NEW GAME" from the menu and name it. Press the Enter key and the first level will load. Use this first level to get used to the controls and meet some friends you should need to know.

"Water... Spare us... O...ooh help!" After you see Globox getting captured by pirates, he'll give you a Silver Lum of which Ly (the fairy) had given him. Now you could punch with your fist! Your first objective is to rescue Ly, who was captured by a group of pirates (the baddies).

Shoot the rusted grid on a wall and you'll go sliding down a steep passageway. Hopefully, you'll collect some Red Lums to refill your life bar after all the energy you had lost. When you get to the bottom, the fat Globox didn't stop in time and pushes you down from what it seems the height from the sky...

Area 2 (2/30)

No, you didn't die! You'll see Rayman has landed safely onto the ground but he was separated from his friend, Globox. The word is that you'll see him again by the time you reach level 8.

Now, when you take a step or two to your left, a flying frog (or whatever you call it...) will approach. He's Murfy and he's friendly. He'll, from now on, give you advice throughout the game. Whenever you need help, either hold onto F1 or just stand near a Stone of Thoughts, where Murfy introduces you to now.

Once he's gone, follow the stream to a cage. Shoot at the cage two times to open it. Your first Yellow Lum should pop out. Before you get it, Rayman will walk back and Murfy should appear talk to you again, this time about freeing cages. When he's gone, turn back and simply jump up and touch the Yellow Lum to get it. Once you've got it, a door on the ground should open. Jump down the waterfall. Walk through the water and climb onto the little cliffs until you've got another three Lums (one Lum is behind a little waterfall). After that, climb onto the highest cliff you could stand on and jump onto the opposite cliff using your helicopter. Be patient: this takes a bit of practice.

On the other side, you meet the Baby Globoxes. Once you've made them cry (poor babies!) go along the path into a wide, open area. If you stand ear the Stone of Thoughts to your left, once again, Murfy appears and teaches you how to climb between the two walls. On the pair of walls, press A until you're very high, then press it again. Repeat this process for several times.

Once you've reached the top, shoot open the cage hanging under the shelter to free four Teensies. You may find it hard to talk to them because they've forgotten whose king! Try your best to understand the talk and at the end, if you have all five Yellow Lums, you'll jump into your first Magic Door!

Level 2: The Fairy Glade - Main (24/100)

No. of Lums: 48

No. of Cages: 6

Special: Free Ly, Get 2nd Silver Lum

Area 1 (5/30)

In this level, you come to the Fairy Glade through the main entrance, as the title above says. Later on, there'll be an alternate entrance to here, which means that you can't get all the Yellow Lums or free all the cages in this level yet...

This is one of the longest levels in the game. In the Hall of Doors, jump onto the next level. You'll appear to see a beautiful environment surrounding you but don't be fooled: this level could be deadly later on. Walk across the little

bridge and onto a pink mushroom (if you fall into the water, you could swim). It will act like a trampoline and you'll jump up and hang onto some vines. Follow the vine path and jump off when you reach the end. Go through the little tunnel and get a Green Lum, which gives you a checkpoint.

You'll then meet your first enemy, a leaping shark, called a piranha. See the sign with a picture of a piranha in it? This means that swimming is not advised (as Murfy says). If you fall into the water, you die, and appear at the start of the level again (a bit of your life bar would be lost). Jump onto a lily pad and from there, use your Power Fist and keep shooting until you kill the piranha by the teeth. Jump onto another then jump to land. From there, look behind you and you'll see some platforms sticking out from the cliff. Jump on them, followed by two more, then onto land again. Go through the path and onto a net. From there, shoot the switch to open a door not far away from you. Now, don't fall off yet. Walk on the branch you were hanging on before to get some more Yellow Lums and at the end, shoot the cage to reveal more Yellow Lums. After that, jump off and land in the water.

Swim (on the surface) to the darker area then hold onto Z while holding the up arrow to swim down, collecting Blue Lums on your way to refill the air bar. This takes lots of time and patience to get it right (I died lots of times) but once you reach a sea cave, shoot at the cage to reveal a few more Yellow Lums and swim back to where you were. Re-surface then climb onto a platform leading to the door you just opened by shooting the switch (Rayman doesn't seem to get wet, right?).

Go through the path until you collect a Green Lum. Go down the waterfall. Walk to a netting and into a tunnel (you cannot change the camera view). Go to the very end of it then jump as far as you can using your helicopter and you'll land on a metal boat.

As it goes along, try not to jump up or you'll fall into the water and die. As the boat goes along, you'll collect some more Yellow and Red Lums and when it stops, jump onto the platform and onto the netting and tunnel again.

This time, at the end of the bridge, jump onto another, and jump onto the platforms bouncing up and down after you collect the Red Lum. After you manage to jump onto the lower one, try to jump onto the higher one and into the tunnel to the next area. This takes some practice, but it's easy once you get the timing right.

Area 2 (4/30)

Now, you'll meet some very scary looking caterpillars. But there's no need to fight them. Simply collect a Red Lum and climb onto the vines on the tree and climb up to the top. If you fall off, you'll need to start over again, and try not to get hurt by the caterpillars by shooting at them or avoiding them. Once you get to the top, jump onto flat land and go down the waterfall, collecting as many Red Lums as you can. At the bottom, look to the right cliff and you'll see some vines. Climb onto them, avoiding the piranha and collecting Lums as you go along. At the end, jump onto land and collect another Yellow Lum and go into the next area.

Area 3 (6/30)

You'll come to an open area and you'll see a pirate tossing exploding kegs (barrels) at you. Stand on what seems like a hole in the grass (the one with a big plaster on it) and wait till the pirate tosses another keg at you. Once it is about to land on you and explode, jump out of the hole to avoid it and it will break the platform to underground. Do not go in yet. Back to the wide, open area, go forwards and into a tunnel to the very left.

There, jump on the lily pads while collecting Yellow Lums. Kill the piranha and jump onto the last lily pad. You might accidentally fall into the water and die (I did it lots of times!) but spending time and effort on it would work (if you die, the Yellow Lums you had collected would be permanently taken, so you don't have to go back and get it again). When you're done there, jump back to the first lily pad and climb the little cliffs, collecting Lums as you go. At the end, cross the narrow bridge (if you fall, activate your helicopter and land safely on a lily pad or on land and start over) and free the cage. You'll see a

cage behind some bars which you couldn't break but don't bother to figure out how to break it; you couldn't free all the cages in this level yet. You'll have to wait a lot longer, when you reach level 11 and get in an alternate entrance to the Fairy Glade. Back to after freeing the cage, collect another Yellow Lum and return to the wide, open, grassy area where the pirate tosses exploding kegs at you.

Jump into the hole and collect a Green Lum. Using your helicopter, jump onto the boxes, collecting Red Lums on your way and avoid falling into the toxic water. When you reach the end, climb onto the web and avoid the barrels (it is a bit frustrating, I know) going in to you. When you reach the top, quickly jump to your left onto a platform. Shoot at the plaster to break the door. Go into the pirate ship and turn left. Walk along the path until Murfy talks to you of how to kill the pirates. Once he leaves, walk onwards.

Kill the pirate by holding on to the Ctrl key and avoiding his shots. Keep shooting at him until he dies. Collect the Red Lum and walk into a room. Grab a barrel and toss it at the sleeping pirate and you'll kill him in one go.

Grab another keg and walk back. Throw it into a door with a plaster on it to break it. Now go in to a narrow passageway until you see a cage. Break it and take a Super Yellow Lum, which is 5 times more powerful than a normal Lum. When you're done there, go back to the room.

Climb the metal bars onto the ceiling. From there, see a hole? Climb to there and jump in, using your helicopter. You'll see a laser scanning the floor and a net below it, which allows you to jump very high. Avoid the laser and when you're in the air, shoot at the switch. Enter another hole. Avoiding the lasers, go into the hallway and you'll see another sleeping pirate. If you shoot him or go near him, he'll wake up. Kill him and hit the switch to stop the laser below you. Jump down and into the passage where the laser was stopped.

Area 4 (7/30)

This is the hardest bit of the level. Avoid the lasers by jumping and moving around and when you get to where the path ends, fall to your left and collect a few more Yellow Lums. At the bottom, you'll see Ly, and she asks for help (if you try making contact with her, you'll be zapped by electricity and get hurt). Go into a tunnel until you reach a keg. Grab hold of it then walk towards the machine. When a flying bomb comes towards you, throw the barrel up by pressing A then shoot to break the flying bomb, and grab hold of your barrel once again. Keep doing this until you reach the end. At the end, toss the barrel at one of the plasters. Repeat for two more times until you manage to bust the machine and Rayman would run to meet Ly.

Ly would then tell you some things about Polokus and his 4 Masks then she'll give you the Silver Lum which allows you to grab onto Purple Lums! When Ly disappears, she'll leave behind a Purple Lum. Now climb on to the netting and back onto the ending of the path. Shoot the Purple Lum and you'll go swinging back and forth. When you're closer to the other side, press A again and you'll land on the other side. Climb up between the two metal pipes while collecting two more Yellow Lums. When you get to the top, Rayman will walk to the end of a metal pipe for you.

Area 5 (5/30)

Jump off the metal pipe, using your helicopter. Collect the Yellow Lums as you go and land on a metal pipe whenever you can. If you land on a metal pipe with a pirate on it, kill him then free the 5th cage. Jump down, avoiding contact with the dripping foul liquid.

When you land on a wooden bridge, walk onwards and Murfy will explain what you are to do next. Stand inside the current and activate your helicopter, collecting Yellow Lums as you go. Next, go into another, then another and so on, until you see a Purple Lum in a distance. Shoot at it and swing to a wooden platform. Hit the cage near it to free a Teensie. He says that if you free more cages, you'll be less vulnerable. He meant that each time you free 10 cages, your life bar grows a bit longer and refills up to max. Anyway, follow him and before he creates a Magic Door, you dance with him acrobatically. After that, jump in and return to the Hall of Doors.

Well, you've just completed your first real level. It wasn't very hard, wasn't it? Still, we'll have to come back later in level 11 through the alternate entrance to the Fairy Glade to free the last cage and get its two final Yellow Lums.

Level 3: The Marshes of Awakening (20/100)

No. of Lums: 50

No. of Cages: 5

Special: Alternate Entrance to the Cave of Bad Dreams, Meet Sssssam

Area 1 (4/30)

This level is quite straight forward. Walk on the wooden bridge and collect a Yellow Lum. Jump on a lily pad and look to your very left (change camera view if necessary). You'll see a little thin strip of path. Using your helicopter, jump onto it and collect a Yellow Lum. Now, don't go any further (there's the Guardian of the Cave of Bad Dreams waiting for you there, and if only you know the password, he'll let you through...).

Turn and go back to where you came from, onto the lily pad. Jump onto another, then to a distant one. Take the Red Lum, then jump onto the next one, then another. Now, jump onto the netting and climb your way to the left and jump off to a wooden bridge. Take the Green Lum and shoot at the cage to free it. Sssssam would come out and once he had talked to you a bit, shoot at his scarf (or neck). GO! You'll now go water skiing for the rest of the level!

If you want to go faster, hold onto Ctrl. Pass a few big rocks (if you can, collect the Red Lums above each of them) and avoid the piranha by going faster or just dodging it. Pass the big, swinging axe and jump to your very right to collect a Super Yellow Lum and if you can, run over the switch to switch it on. If it is switched on, you'll see a row of Red Lums later. Now, the harder bit. Avoid the Zombie Chickens by pressing Ctrl to go faster. I died a lot of times here, but once you do pass it, you'll see some floating boxes. Either avoid them by jumping over or dodging them by going to the right.

Now, Sssssam will go around a little rocky island for three times and as he's doing it, try running over three cages to free them. They each contain a Super Yellow Lum, and if you collect all of them before Sssssam leaves the area, you're a genius! After three rounds, Sssssam will swim to a tunnel to a slightly darker place into the marshes.

Area 2 (5/30)

After you ski through the tunnel, avoid the flying bomb by going to the right. Next, jump to your very left onto some wooden bridges that will collapse if you set foot on them. You'll lose contact with Sssssam for a moment, but never mind, just run through the bridges and collect Yellow Lums as you go. At the end of the bridges, hit Sssssam with your Power Fist again and you'll go skiing again. You'll see a Super Yellow Lum surrounded by five flying bombs. To get it, hold onto the Ctrl key and zoom past them and collecting the Lum as you go. Now, you get to a part where you'll need to dodge some wooden pillars and avoid the piranha from biting you. On top of a pillar, there's another Super Yellow Lum. To get it, jump up high while avoiding crashing into the pillar. Dodge a few more, pass a big rock and head straight to a kind of a fisherman-pirate who hurls fire balls at you. Just at the end of his rod, try to grab a Super Yellow Lum. Then dodge a few pillars and get the Super Yellow Lum behind a flying bomb. Dodge more pillars and a piranha.

At the end, Rayman will jump off to land and after a few romantic scenes, Sssssam leaves you. Note: If you jump into the water and die, you start again at the beginning of Part 2 again, so don't even try it (unless you want to collect the Lums you've missed). Shoot the cage hanging from the top to free a Teensie. Once again, you dance then jump in.

If you collected all the Lums and freed all the cages in this level, you'll enter a glorious bonus level...

Level 4: The Bayou (30/100)

No. of Lums: 50

No. of Cages: 7

Special: Alternate Entrance to the Walk of Life

Area 1 (7/30)

Before the level, you'll see a pirate introduction and Razorbeard gets so angry that he ate a Yellow Lum! Now, your collection will be out of 999!

When you appear through the Magic Door and follow the path to the left, you could open an entrance to the Walk of Life if you have 60 or more Yellow Lums.

The Walk of Life allows you to race Ly and whether you win or not, your whole life bar will go to max if you manage to make it to the end! Have fun!

Now, we resume back to the level. Jump off the land you're standing on to a metal boat. As it starts floating away, shoot at any flying bombs that come close to you. When the boat stops, quickly jump off to land before it sinks! From there, look to your left and you can see a path leading to a cage. Go there and shoot it open, to free more Lums.

Then go back to where you're from and jump to another metal boat. Shoot to destroy any flying bombs that are fired from the pirate airship and jump onto land when the little boat stops and sinks. Go into the cave and climb the rope while collecting a few Yellow Lums. At the top, a Green Lum will come to you. Go to the end of the wooden plank and collect another Lum. From there, look slightly to your right and you'll see a switch. Hit it to create another bridge.

Now, the hard bit. Using your helicopter, jump onto the bridge and it should start to wobble. Don't use your helicopter now, just run for it! Run as quickly as you can across the unsteady bridges and at the end, jump onto some other wooden bridges. Here, you'll get a bit of the taste from level 12, where the airship shoots cannons at the bridges you're standing on! Without jumping, run as fast as you could through them and climb onto a rope to reach another Green Lum.

Kill the sleeping pirate (for some reason, Rayman shouts YEAH! when he beats it) and hit the cage hanging above him to free a Purple Lum. Another hard bit. Use the Lum to swing to a metal boat and shoot at any Zombie Chickens that get in your way. At the end, jump off to the branch before the boat sinks. From there, get some Red Lums and try shooting the cage which is hanging below the branch you're standing on. Once you do, go along the branch and using your helicopter, jump off as far as you can while collecting a row of Yellow Lums and a Green Lum, but just don't jump onto the metal boat beneath you!

As you land on a wooden bridge, run as quickly as you can through the bridges before the airship manages to make them collapse! At the end, step onto steady ground to collect a few more Yellow Lums. See the Purple Lum to your left? Swing onto it to get to a tree with a cage underneath it. Free it and three Yellow Lums will go directly to you. Use the Purple Lum to swing back to where you were from to the solid plank again.

Jump onto another and follow it, collecting Yellow Lums as you do. At the end, jump off and land at the entrance of a cave. Before you go in, look behind you and you'll see a cage dangling from underneath the plank. Destroy it to free two Yellow Lums that will come to you. Now go into the cave.

Area 2 (8/30)

Jump onto the trunk and walk to the end. After taking the Yellow Lum, shoot to kill the piranha then jump forwards, slightly to right to collect another Lum. As you walk on, collecting another Yellow Lum, the camera changes its view and

there seems to be two directions to go. Both are the same, but I think going to the left is easier, since it is wider.

Jump across the swamp carefully and at the end, you meet a pirate. Kill him with around 5 shots then hit the switch to your right. Hit the switch to extend the metal bridge a bit. This part is quite hard but straight forward. Go onto the metal bridge, collect the Green Lum then jump off to a wooden corridor. Avoid the kegs by running through them once they blast. After doing this a few times, jump through the gap between the planks. Keep jumping up to avoid getting flattened by the rolling kegs (shooting at them is useless). If you can, jump on top of them one at a time and collect a Red Lum. If you can't, you'll just have to land between the kegs. At the end of the corridor, you reach flat land once again and take a Green Lum.

Here's where the hardest bit of the level comes. Jump onto the land where the rolling keg is rolling. Make sure to keep your timing right, or you'll get flattened by it. Next, walk down the path and this bit seems a lot worse. You'll need to repeat what you've just done for three more times while collecting a few Yellow Lums as you do. When you've managed to get past it alive, you'll come to the end of a cliff. Follow a short path to your left and collect a Yellow Lum. Shoot the switch and the metal bridge will expand. Go to the end of it, then hit the Purple Lum. As you swing across to the other side, a Monkey Pirate will run straight for you.

As the dumb pirate runs towards you, go to the very end of the cliff then jump up, using your helicopter. The Monkey Pirate will then stupidly fall off and die (hehe...). If this seems very hard, just run through the Monkey Pirate and get hurt a bit. He'll stop chasing you when you've gone a certain distance.

Continue into the tree and hit the red button to stop the laser at the end of the room. Now run for it before the laser comes back! Dodge the swinging axes and make your way out of the room. Now, the rolling kegs again. This time, it's very easy. Simply run along the path and jump over and keg that looks as if it'll run into you. Almost at the end, turn to your left.

The camera changes into a bird's eye view but before you go onto the trampolines with a pirate face painted on them, go to the end of the cliff and follow the path to a cage. Shoot it to reveal more Yellow Lums then go back and onto the trampolines.

When you're bouncing very high, shoot at the cage to your right to free a Teensie. Keep bouncing up the trampolines while collecting Yellow Lums. At the end, you dance, then jump into the Magic Door the Teensie had created.

Right... If you freed all the cages and collected all the Lums in this level, you'll enter the same bonus level as the level before, but it only gets harder. Each time you've collected all the Lums, freed all the cages and go through the last Magic Door in the levels ahead, it'll be the same bonus level, but it gets harder each time.

Level 5: The Sanctuary of Water and Ice (42/100)

No. of Lums: 50

No. of Cages: 2

Special: Meet Axel, Get the 1st Mask

Area 1 (6/30)

You appear in the Council Chamber of the Teensies. They'll let you through if only you've got 100 or more Yellow Lums. "Prepare yourself to discover a new world..." Rayman looks back. "Come on, don't be shy!" He opens the door...

You appear through a Magic Door near a beach. Go along the sand until you see a wooden bridge. You'll see a crab on but you couldn't kill it. The best way to avoid it is to jump over it. Now go along the bridge until you see the first cage. Shoot it open then get the Super Yellow Lum. Now, avoiding the crab, go

back along the bridge.

As you progress and get passed a crab, you meet an advanced version of a pirate. Each time you hit him, he digs into another place. Kill him by using the Ctrl button while shooting everywhere (many of your shots will go to the stupid crab) then go up to the cave while collecting Yellow and Red Lums. You enter an area where there's a deep bay.

Swim in it and you'll collect some Blue Lums and a Super Yellow Lum on your way. Follow the water tunnel and you'll see some Red Lums too. When you re-surface, you'll see a cage. Hit it open and three Yellow Lums will come to you. Now swim back to where you were from and re-surface again. This time, climb up the rope and collect three Yellow Lums.

At the top, take the Green Lum then follow the path which leads to two glowing pyramids and a pirate. Kill him, then make your way to the lighthouse. Get the Super Yellow Lum then grab a keg. Bring it to the plaster door at the other side of the lighthouse then throw it to blast it open. Go in and Murphy will talk to you about the Magic Spheres. Once he's gone, take the Gold Magic Sphere like you did with the keg and place it on top of the gold pyramid you just seen before. Next, grab another keg and bring it to the other plastered door near the silver pyramid. Blast it open then go in and grab the Silver Magic Sphere. Throw it on top of the silver pyramid and the huge door of a temple will open. Go in then before you walk straight into the next area, turn to the path on the left (or right, if you fancy doing it the other way round). After collecting all the Yellow Lums on the path, you can now go to the next area.

Area 2 (14/30)

Slide down the path and collect the Red Lums. This sliding area is very, very tricky, but once you try again and again, you'll know that you only have to jump one or two times. Another thing is that you can't activate your helicopter while sliding. Get the Yellow Lum and turn to your right. Get more Yellow Lums on your way. Here, you'll just have to let Rayman jump by his own and collect the Yellow Lums or you might fall off the path. Anyway, once you let Rayman jump over the big gap, slide down to meet your first, real enemy, Axel.

Axel could be quite tricky to beat, especially if this is your first time. You'll need to drop the iceberg on top of his head in order to kill him and you'll need to make him back up to it. You can't shoot him or go up the slope ('cos it's too steep!) to make him to this. Instead, try to swing onto the Purple Lum in front of you and you'll see that another one will come to view. If his icicles he shoots hit you, you'll be sent off the Purple Lum you're on and you'll have to start over. The best way to avoid his shots is to move around a bit on the Purple Lum and once you dodge his attack, aim for the next one, then repeat the process. When you get to the end, shoot at the large block of ice on top of him and he'll disappear and turn into another Purple Lum that you'll need to use to reach the 1st mask.

When you beat him and got to the other side of the battlefield, go to the left (or right, if you fancy) and collect the last Yellow Lum and pass through the little waterfall and onto a platform where you'll see Rayman get the first Mask.

He'll bring it to Polokus. This guy will speak to you in his dreams. After he had created a Magic Door for you, you return to the Hall of Doors and the next level is unlocked!

Level 6: The Menhir Hills - Part 1 (44/100)

No. of Lums: 35

No. of Cages: 5

Special: Ride on Walking Shell, Meet Clark

Area 1 (7/30)

Let me tell you something first. You cannot complete the whole of this level yet. You'll have to wait a bit longer until you have got the Life Potion for Clark.

Anyway, when you appear in this level, Murfy introduces you to the Walking Shell. After he leaves, look behind a menhir (a green standing stone) and you'll see a switch. Hit it to open a door surrounded by three menhirs. Go into it and follow the passageway to some dirty but shallow water and you'll see a cage. Shoot to open it and out comes a Super Yellow Lum. After taking it, go back and climb onto the web back to the open area.

Next, walk to the position where you're facing directly to the Walking Shell (that's the position where you first appeared into this level). Walk as close to the Walking Shell until it starts to chase you. Now turn back and run in a straight line back to the wall and stop there. Now wait for the Walking Shell to suddenly stop and sleep. Quickly get on its back before it wakes up and chases you again! When you get on, GO! Steer it to run across the little lava pit. At the end, aim to the door on the right and press A to jump off and let the Shell blast open the door to reveal a cage. Before you go and free it, Murfy talks to you more about Walking Shells. When he's gone, shoot open the cage to free a Super Yellow Lum.

Jump over the little kind of fence and into a house and collect the Green Lum. Kill the two sleeping pirates then walk into another room between their seats and you'll see another cage. Shoot it open and another Super Yellow Lum will come out. Now, walk back, turn to the left and into the next area.

Area 2 (12/30)

Jump onto the mushroom to bounce you to another mushroom on the tree. Bounce up that one too and shoot the Purple Lum. With a bit of practice, you can use it to jump to a little wooden house. There, you can get a Yellow Lum and if you look around you, you'll see a cage in a separate house (you cannot set foot on it). Hit it to free three more Yellow Lums, then jump back down to the open area. Let the Walking Shell chase you around a bit then when it stops and sleeps, quickly get onto it. You take off, and this part of the level is very straight forward. Cross the lava pit and collect the Yellow Lum. You can't jump off the Shell now. Go into the cave and avoid three brambles while collecting more Yellow Lums. You then reach a bridge.

If you want to try something more difficult, go to the left. There's a gap in the bridge there, and to cross it, press SPACE to go faster. You then get a Red Lum in return. If that sounds freaky, just stay on the right bridge and get across to another cave.

This part is quite frustrating. I crashed many times. You'll need to get used to dodging the brambles and this requires good reaction. Another tip is to follow the Yellow Lums as you go. At the end of the cave, get the row of Red Lums (if you can) and the Green Lum then jump off the Shell to make it crash into the plastered door up the slope. If it didn't, grab a keg right next to the slope and blast the door.

Before you go into the building, go into a little hole which is near the place where you grab the keg. You may be wondering: How do I get across? The answer is simple. You'll do more of this later in level 11 but why not have an early practice? Grab a keg then carry it into the hole. See the fire torch? Walk into it and you've just lighted the keg! You'll go flying across! Remember, the controls are quite complicated, and it takes a while to get used to. If you press the UP arrow, you'll go down and if you press the DOWN arrow, you go up instead! Anyway, at the end, press A to jump off and land onto the wooden platform. Grab another keg and press A to throw it up and hit the cage. Three Yellow Lums will come to you.

Now, take another keg and light it. Get back to the other side and go up the slope. Kill the pirate and walk to the end of the corridor. Hit the switch to open the door. Now go in.

Area 3 - Before (0/30)

You meet Clark and though he had beaten many pirates, he had swallowed something bad for him. He tells you the password which you'll need to pass the area I

mentioned before in the Marshes of Awakening. It is "The Cave of Bad Dreams." You'll need to enter this area to get a Life Potion to heal him, so you exit this level for the time being...

Level 7: The Cave of Bad Dreams (54/100)

No. of Lums: 50

No. of Cages: 0

Special: Meet the Guardian of the Cave of Bad Dreams, Get Life Potion for Clark Area 1 (12/30)

From the Hall of Doors, go back to the Marshes of Awakening. Go from the wooden bridge to a lily pad then onto a branch to your left. Go through the path, and after killing two disgusting Zombie Chickens and a few Piranhas, you meet the Guardian of the Cave of Bad Dreams. He reads your mind and knows that you know the password. You then go into a Magic Door in the scariest way ever...

Once you got into the level, let me assure you not to play this level at night, because it REALLY gives you nightmares! Walk to the end of the bone and get the first Yellow Lum. From there, shoot at the Purple Lum and use it to get to the other side. Jump onto another platform to get a Green Lum. Now, the hard bit. Jump onto the floating skulls before they sink. Next, jump onto the bones on the wall and get some Red and Yellow Lums. Jump onto two more skulls to reach a platform. Jump to another, then to a big one.

Get the Green Lum then shoot the giant hand (it's the same hand as the Guardian's...). After getting a Yellow Lum, use another Purple Lum and swing across to the bones and get another Yellow Lum. Jump onto a bridge, take another Lum, then fly to the pillar of bones. Quickly, before the pillar sinks, climb to the top and shoot the Purple Lum. Swing across to another sinking pillar, then, using your helicopter, jump to the last one. Climb to the top, then to flat land.

Grab the Green Lum then go into a hallway of big hands. Keep shooting at them to paralyze them for a moment then at the end, wait until the two walls separate. When they slide closer to each other again, quickly climb up between them, collecting a Yellow Lum almost at the top.

At the top, jump onto a high platform and grab two Red Lums at the two sides of it. Now, use your helicopter to fly to the much lower platform and kill three of those one-eyed creatures (maybe they're the children of the Guardian...). They shoot blasts of fire at you, like the guardian will do to you later. After killing them, grab the three Yellow Lums and place the Gold Magic Sphere on top of the pyramid. When the pyramid rises, fall down the hole.

Area 2 (15/30)

Look to your back and you'll see a Super Yellow Lum. Take it, then follow the path to a wide, open area of those giant caterpillars you seen in the Fairy Glade. Don't bother killing them; each time one dies, one appears. So climb up to a platform to the left and take the Green Lum. Here's where the path forks. I always like going to the left first, so I'll tell you what to do there first. Jump onto a floating skull (it won't sink) then to another. Wait until it rises and when the end of the spinning platform is close enough to you, jump onto it (using your helicopter is strongly recommended). When it takes you close enough to flat land, jump off to get a Red Lum. Jump to another spinning platform and use it to get to flat land. Grab the Green Lum and a Silver Magic Sphere.

This is where the hard bit comes. Throw the Magic Sphere to the spinning platform. If you miss, it should reappear from where it was before it was thrown away. Grab it, and try again, until you manage to get it onto the spinning platform. Jump to the spinning platform yourself and grab the Magic Sphere. Throw it to the other side. Then, jump to there yourself and grab it again. Throw it at the other spinning platform and repeat the process, until you manage

to get the Magic Sphere and yourself to the other side. Grab the three Yellow Lums and throw the Magic Sphere to the entrance of the cave. Using your helicopter, fly down there and grab hold on it. Carrying it, walk forwards and take the Green Lum. Turn to the right and throw the Magic Sphere on top of the silver pyramid (remember the giant caterpillars are still there...). Now, go back to where the path forks and get the Green Lum.

Turn to your right and swing on the Purple Lum to get to another platform. Jump on the skull, then wait for it to take you to the other side. Grab another Yellow Lum then swing onto a Purple Lum. When the two walls are close, jump off and climb between them. Jump off to flat land and get the Green Lum. Jump onto the next bit of land and use the skull as a lift to the other side. Shoot at the two giant caterpillars to kill them (if you stay there, they won't come to you). Jump around the little pieces of land a bit until you collect up to five Yellow Lums. Jump onto the rising skull and once it holds you up, jump onto the other side to get the Green Lum.

Grab the Gold Magic Sphere then throw it to the other side. Jump to the other side then grab the Magic Sphere again. Throw it to the next platform and jump to there with your helicopter. Throw it to the next piece of land and jump to there. Have you realised you went around the room in a circle? Anyway, as you carry the Magic Sphere and get the Green Lum, turn left and put it on its pyramid. You'll open a door. Go in and get a Red and Super Yellow Lum. Now, shoot the glass and fall down the hole to the next area.

Area 3 (14/30)

As you go onto the Green slide, the Guardian appears and tries to eat you! Quickly slide down the big slide, shooting at the green glass and collecting Super Yellow Lums as you go. Be sure to jump through any gaps on the slide. Good luck, hope you don't get eaten! When you finished, you enter a dark tunnel...

Area 4 (18/30)

And of course, you need to challenge the Guardian before the end level!

As a guardian, this one's quite strange. For the first few turns, he shoots a few blasts of fire at you then he starts making skulls. As a skull comes to about the distance level to Rayman's head, shoot to make it spin and stop (it'll fall about 8 seconds later) and wait for another to be level with Rayman's head and shoot at it. Jump onto it then repeat, using his skulls for a bridge, until you get to the other side. Note: The skulls fall when another makes contact with it. After collecting some Red Lums and a Green Lum while avoiding his blasts of fire, repeat the process. Once you get back to the other side, he'll hurl blasts of fire at you continuously. Grab onto the Purple Lum and swing to the other side, while collecting a few Red Lums. Climb up the bones to the top of the pillar then use his skulls again to get across to the other side. While avoiding his blasts of fire, jump onto the pillars, one by one (on one, is a Super Yellow Lum) until you jump onto a big and wide platform to make him leap back. This is the trickiest bit and I died countless of times here (keep getting the two Red Lums at each side of the platform to refill your life bar). All you have to do is shoot at his skulls, jump on them, wait for another, shoot it and so on, until you reach the other side. There, a fabulous treasure will be waiting... After you had beaten him (he should remain alive) follow the path to a small cave and... LOOK AT THE FABULOUS TREASURE!

When it comes to your selection, first choose that you'll take the treasure (for fun!) and you'll see Rayman, as fat as ever, isolated on a little island with still a fair bit of the treasure left. THE END? No way! Rayman was only day-dreaming! The game then allows you to choose again, whether to take the treasure or not. If you choose YES again, the same thing will happen, so you have to say NO to the treasure.

You'll go back to the Marshes of Awakening through that terrible Magic Door and the Guardian will give you the Life Potion. Now, you can give it to Clark and can finish the whole of the Menhir Hills!

Level 6: The Menhir Hills - Part 2 (45/100)

No. of Lums: 15

No. of Cages: 3

Special: Ride on Walking Shell, Give Clark Life Potion

Area 3 - After (3/30)

Play through area 1 and area 2 of the Menhir Hills until you reach area 3. Clark drinks the Life Potion and recovers. Now, you can team up with him and get past this part of the level together! He'll run through the wall and you can go through the messy hole he had made. Run through the path while Clark follows you to a room with a box and some Purple Lums. Either stand on the box or on him to hit a Purple Lum.

Once you've followed three of them, don't jump onto the corridor yet. Instead, look to your back and you'll see another Purple Lum. Use it to swing across to a cage and hit it open to free three Yellow Lums.

Now, use a few Purple Lums to get to the corridor. Jump through a little hole and into the next room. Hit the switch to open the gate to let Clark through. Then let him run into the wall and go through the terrible hole he had made. Make your way down a little slope to the next area. Clark won't follow you.

Area 4 (16/30)

When you get to the open area, keep shooting at the Walking Shell while walking directly to the tunnel behind it. Quickly climb the vines up, collecting Yellow Lums as you go, then at the top, jump to land and free a cage where two more Yellow Lums will pop out.

Jump down, avoiding the Walking Shell again by shooting it or running away from it. Jump and climb onto the piece of wood and shoot at the Purple Lum and swing across to hit the final cage in this level. Two more Yellow Lums will come to you.

Now, let the Walking Shell chase you around for a bit and when it stops and sleeps, quickly get onto it and go to the tunnel. Avoid the rising menhirs by following the path of the Yellow Lums. When you get out of the tunnel, turn a bit to the left to avoid the falling menhir and collect another Yellow Lum. Get onto a bridge and after dodging three menhirs and collecting a few more Yellow Lums, you enter a short tunnel and watch as the Walking Shell stops while Rayman looks around.

The Walking Shell will then walk in circles and carrying Rayman, it dives into a Magic Door on the surface of the water.

Level 8: The Canopy (40/100)

No. of Lums: 50

No. of Cages: 4

Special: Rescue Globox, Get 3rd Silver Lum

Area 1 (9/30)

The difficulty fraction of some of the previous levels are higher than 40/100, and since this level's difficulty is only 40/100, it shouldn't be giving you much trouble.

As you appear in this level, you're in a little tunnel. When you walk a bit forwards, a spider would leap out from its web. Don't let it chase you; just kill it in the tunnel (and get hurt a bit if you're not that professional). Now, go out of the tunnel and climb along the web, collecting Yellow Lums and a Red Lum as you go. At the end, jump onto another tunnel and before going in, look to your back and swing onto a Purple Lum. While using your helicopter, hit the cage and out burst two more Yellow Lums.

Land back to the tunnel where you fought the spider and climb along the web again. At the end, land on the tunnel above it and get a Red Lum. Before jumping over the hole, shoot another cage to free two Yellow Lums. Now jump over with your helicopter and climb up the web. Walk onwards and fall down the pit.

Area 2 (8/30)

And now... the fun bit is about to begin. Walk along a thin bridge to your left and grab the Yellow Lum (and don't fall off!). At the end, kill the pirate and hit a switch across the gap to free your pal, Globox! Now, just as you did with Clark, you'll team up and help each other get across the level!

Go back along the bridge and to another one. There, get the Yellow Lum. Globox should follow you. Stand near the laser and when Globox comes near, he'll do a strange Rain Dance to stop the laser (Does that even make sense?). Anyway, after collecting a Yellow Lum, fall down to another pit to a new area, into one of the most fun bits of the level.

Area 3 (6/30)

Take the Green Lum and after getting two Yellow Lums, lead Globox to a plant and he'll do a Rain Dance. A floating flower will blossom. Stand on it and jump up to reach another Yellow Lum. Now wait till it transports you to the other side while allowing you to take two Yellow Lums. Jump off and get the Yellow Lum. You'll see a tall tree trunk. See the bandage on its back? Shoot to break the tree trunk and create a bridge. Then fat Globox will carefully but stupidly come across to you.

Walk onwards and get another Yellow Lum. Enter the tunnel and make sure you don't do too fast or Globox will stay where he is. Lead Globox to the big fire and he'll do a Rain Dance to put it out (it's starting to make sense now...).

Afterwards, walk along the path to a Green Lum (careful not to fall).

Now, be careful. When you enter the tunnel at the end of the path, a pirate will invade you from a short distance. Globox is a scaredy-cat and runs to hide (hear the jingling sounds of his teeth?). Protect him by killing the pirate and once you calm him down, he'll remember something he had promised Ly to do. He'll take a precious Silver Lum from his big mouth and give it to you. Now, you can adjust the power of your fist! The longer you hold down the shooting button, the more powerful the shot will be! If you hold it without letting go, you form an electric ball and for a period of time, it automatically releases the shot.

Anyway, walk out of the cave to the next area, to the most tedious bit of the level.

Area 4 (10/30)

Before you gain control, Globox gets really scared again and Rayman runs along the path and collects two Yellow Lums for you. Now, kill the advanced version of a pirate. His shots are quicker and stronger, but you're in a safe distance away from him and this gives you more time to see and dodge. Once you kill him, get some Red Lums and run back to Globox, and he'll revert back to normal.

Lead him along the path to destroy another laser with his Rain Dance and go into the tunnel to grab another Yellow Lum. Kill the pirate and go back to Globox to calm him down. Let him follow you to the end of the tunnel and stop by a little flower. Let Globox use his Rain Dance to make the flower grow. Now leave it for a moment.

Climb onto the boxes by the cliff and swing onto a Purple Lum. When you're up very high, jump off, and using your helicopter, free a cage to reveal two Yellow Lums. Use the Purple Lum again but this time, swing to a platform above a house guarded by a camera belonging to the pirates. Get the Super Yellow Lum then jump off.

Walk back into the big flower that Globox had made bigger and jump into it. Walk your way in disguise into the house. A pirate will think you're a bush and let you through (how stupid!). Anyway, as you go inside, jump off the flower and get the last two Yellow Lums.

Globox will leave you there. Shoot the last cage to free a Teensie and after the dance, jump into the Magic Door.

No. of Lums: 50

No. of Cages: 4

Special: Meet Carmen

Area 1 (12/30)

This level isn't very hard too, after all the practice you've got from the previous levels. And it is much easier than the Cave of Bad Dreams! Anyway, as you enter the level, follow a short path until you see some water through the glass aquarium. If you like, you could turn left instead and follow the path to a big guy in a barrel. Battling this guy could be a waste of time, but go ahead, if you want. You'll soon find out that you still have to go back to the first part and climb into the aquarium.

Anyway, climb in, then swim into the water. Follow the Blue Lums to take a Yellow Lum and a Red Lum if you can. After taking the Yellow Lum, swim onwards a bit then re-surface. Before jumping off, hit the switch on a wall to stop the laser. If you didn't bother to kill the guy in barrel, jump off and run quickly to the exit, before he spots you and zaps you with electricity.

After getting the Green Lum, walk on the net onto a piece of wood. Be careful not to fall off. From there, if you're short of energy, you could climb under the net and avoiding the piranha, grab all the Red Lums before they disappear. Climb back onto the log again and walk (or climb) until you see a net with four Yellow Lums under it. Climb under to get them, avoiding another piranha. When you're done there, get back to the piece of wood and walk over the net this time.

At the end, get the Green Lum and kill the advanced version of a pirate. Then jump down and onto some barrels. Use them to lift you up to a house to collect a few Red Lums. From there, jump to another platform and turn around. You'll see a switch attached to the wooden house you came from. Shoot it to stop the laser and jump off to your right to get a Red Lum.

Now go into the hole where the laser had stopped. Avoid the rolling kegs while getting a few Yellow Lums (to get another Yellow Lum, you'll need to jump on one of the rolling barrels to reach it). After the barrels, turn to your right and you'll see a sleeping pirate at a distance.

Go towards the little island to kill him (try not to wake him up, hold onto the SPACE button until the power is max, and you'll kill him in one go, or just grab a keg and hurl it at him), then grab a keg to your right and bring it over to the plastered door. Throw it at towards it to break it. Shoot at the cage to free a Purple Lum. Now, go in to the little house to grab a Super Yellow Lum. Come back out, jump onto two palm trees while collecting Red Lums then on the higher one, shoot the Purple Lum and swing across to the second floor of the house into the Whale Bay.

Area 2 (13/30)

After Rayman jumps off the end of the house, grab the Green Lum (what's the point?) and next to a Stone of Thoughts, Murfy will tell you that Carmen the whale is trapped by the pirates and they're going to use her blubber to oil the prison ship's engines. Rayman promises him to do something to save the poor whale and Murfy leaves. Note: After you saved Carmen and stand on the Stone of Thoughts again, Murfy wouldn't come to your mind.

Anyway, swim to the middle of the bay and turn about 135 degrees to your right. Dive in, and you'll see a tunnel, so follow it to the end and re-surface. Jump up and go to the path on the right and follow it and climb down the netting (or just jump off) to a wide, open area. Go to the path to the right and hit a switch to stop the laser and free Carmen. The switch also creates a Walking Shell generator in the open area.

Go back to there and make a Shell chase you around for a moment. When it stops to have a rest, get on it and GO! Follow the path to the left this time and

through a passageway to get two Yellow Lums. When you get to a part where you have to get across the water you just came from, press SPACE to make the Shell go faster and get across (it's not that hard once you get the hang of it). Almost at the end of the room, aim for the plastered door and jump off, and let the Walking Shell blast it open.

Go in, and hit to free the cage and two Super Yellow Lums. After getting them, follow the path to a bridge and jump back to the Whale Bay (Carmen is actually the only whale in it!). Follow Carmen's air bubbles (they act like Blue Lums, except they don't come to you automatically) to the another part of the bay.

Area 3 (14/30)

Now, the piranhas are going to eat (?) Carmen's air bubbles! You cannot kill them with your Power Fist, but they won't hurt you. Make sure to stay as close to Carmen as you can to get her air bubbles before the piranhas do. Once you get to the part where you see a broken ship, see a little cave to the left of it with a Blue Lum at the entrance? If your life bar isn't that full yet, you may want to go in.

Enter the cave and get some Blue Lums. At the end of it, jump to a platform (which is a trampoline) and bounce very high to get all the Red Lums. Now, swim back, and into the sunken ship. Get two Blue Lums and two Yellow Lums. When you reach to the far wall, re-surface and take the Green Lum.

Now, jump out of the ship by its window and onto a little bridge. After the camera shows you a few of the surroundings, jump into the shallow water and jump on the pirate ship's deck. Climb up the netting to a piece of log. Walk on it (without falling) to reach a Purple Lum. Swing on it to collect a row of Red Lums and to reach the crow's nest (not level 19 yet!). There, hit the cage to free a Super Yellow Lum.

After taking it, jump, using your helicopter to a cliff with a waterfall and slide down it, collecting as many Yellow Lums as you can (a bit like level 5 too!). At the bottom, when you stop sliding, climb down the netting and jump onto the entrance of a little cave in the cliff. Like as you did in level 4, make the Monkey Pirate fall off the cliff by jumping up as soon as he's about to stamp in you (stupidly).

Continue into the end of the cave, get three Yellow Lums, then shoot at the cage to free a Teensie. Go back, climb up the netting and onto the cliff again. This time, walk straight to the left and into another small cave, while collecting a few final Yellow Lums. Dance with the Teensie and jump into the Magic Door.

Level 10: The Sanctuary of Stone and Fire (70/100)

No. of Lums: 50

No. of Cages: 8

Special: Get on Magic Plum, Meet Umber, Get 2nd Mask

Area 1 (14/30)

And now... to a really long and hard level. The difficulty I gave to it out of 100 is in the sixties! The hardest level since then was the Cave of Bad Dreams, but the difficulty is nowhere as close to the sixties! So, you may get stuck a bit at the middle and end of this level, but the beginning is quite straight forward.

Anyway, as you approach to the Council Chamber of the Teensies, they'll let you enter another new world if you have collected up to 300 or more Yellow Lums. Right, as you go through the Magic Door to this level, go through it again and save your game. The purpose of this is if you get stuck and abandon, you'll save some time if you want to challenge this level again (I meant you won't have to see the long, boring scenes with the Teensies again to enter this "new world"). When you're in the Hall of Doors, jump into this level again and walk to the edge of the cliff.

Using your helicopter, jump as far as you can, getting a Red Lum, to a bridge (if you fall into the lava, you die, so don't bother the Red Lums yet). Walk to a little path to your right and jump across the lava to a platform on your left.

When you walk forwards, you'll meet another advanced version of a pirate. Once again, you're in a safe distance away from him and this gives you time to dodge his shots. After you kill him and get the Red Lums, jump onto a netting (don't bother to figure out how to free the cage under it yet) and you'll go bouncing very high to the building with the big antenna rotating on the roof.

Walk along the bridge and shoot the plaster to free a Purple Lum. Use it to swing to a pillar slightly to your right and get the Yellow Lum. Swing again but this time to a big platform. Before proceeding to the next room, look behind you and hit the second plaster attached to the building to free another Purple Lum. Swing back on the Purple Lum you used to the bridge and walk through it a bit. At the end, you'll see the Purple Lum you had just freed. Use it to swing to reach a Yellow Lum and to a platform where you get your first Golden Fist (?). This item makes the power of your fist stronger, but if you get hurt or die, one of the fists shown below your life bar would be gone. After all the three fists have disappeared, the power of your Power Fist will revert back to normal.

Anyway, enough explaining, 'cos this level takes a very long time to describe! Go back along the bridge and use the Purple Lum for the last (but not least) time to get to the big platform. Walk along it, jump over the lava and get the Green Lum. Follow the path to a sort of open area and another advanced version of a pirate will run very close to you and attack you. Now, this might be the first time you'll ever fight a pirate so close to you, so you'll need a good practice on avoiding his shots. After you kill him, grab the Red Lums and jump over the lava onto another platform. Grab another Red Lum just under an isolated tree and follow the path to the left and jump off to a smaller platform. Keep jumping over the lava to four more platforms. Get a Red Lum on the fourth one and a Green Lum on the fifth one.

You'll now see a purple plum (not Purple Lum!) in a distance. It is actually called the Magic Plum. Anyway, shoot it (once only!) and make it drop to the lava. How amazing, it didn't melt!

Using your helicopter, jump onto it, and keep shooting at the opposite direction you want to go. Go past the platforms you've just been on then, before going to the left, go straight and jump into a big hole in the wall. Get the Yellow Lum and follow the path to a lava pit. Jump onto a little platform in the middle, then jump onto flat land. There, you'll see a Monkey Pirate.

Grab a Magic Plum to your left and walk closer to him. Hurl it at him and if you didn't miss, it'll get stuck on his head, just like you do in the previous game! Now, after the Monkey Pirate turns around to give us a lift, he won't move. Take the two Red Lums that are next to the two poles then jump on the Monkey Pirate. Use him as a lift to a metal crate and once you're on it, shoot the cage to release a Super Yellow Lum. Take it, then go back, jump across the lava pit (the Magic Plum will melt if it touches that lava). At the end of the path, you may think there's no way you could go through the lava without a Magic Plum. WRONG! Look to your left and you'll see there's a way through this.

Climb on the little cliffs to your left to the highest one, then, using your helicopter, jump onto the big platform, and follow the path again to where you first saw the Magic Plum. Grab another Green Lum.

Shoot down another Magic Plum (remember, shoot only once or it'll bounce all over the place) and use it to go back, but this time, to your left. Follow the lava path until you get back to the area with the antenna building. Go behind the pillar and get the Red Lum. Now, go through the open lava area and float your way though between a metal pillar and another one made by rock. Get a Yellow Lum then go forwards to a narrow passage where the row of Red Lums you saw at the beginning of the level are. Get as many as you can then follow the path to land.

After taking the Green Lum, jump off your Magic Plum then grab hold of it (if it wanders away into the lava, shoot it away and grab another one from the tree).

Now, throw it at the spike and let it get stuck there. If you miss, you could grab another Magic Plum and try again. Once you do, use it as a lift to the higher platform.

Take another Magic Plum and throw it to the spike hanging from a pillar at the other side. Here's where the hard bit comes. Quickly jump to the other site and stand under the Magic Plum and wait until it falls on you and grab it. Repeat for the next one and once you grab hold of it, stand in front of the big hole and press A to lift it up and quickly run away a bit. Let it bounce on the floor and use it for lift into the hole. Follow the path to free a cage (this is the cage you seen under the netting you used to jump onto the metal building with the antenna roof). Get the Super Yellow Lum that pops out and return to where you last got the Green Lum.

Grab hold of another Magic Plum, toss it up, walk away, then quickly get on it before it bounces away. Now, punch your way back to the platforms and jump onto one. Follow the following platforms back to the place you had seen your first Magic Plum and get the Green Lum for the last time.

Shoot down the Magic Plum and get on it. Then jump onto the web above you. Follow it, kill some black monster-spiders while getting a Yellow Lum and jump onto a platform. Jump onto another and hang onto the web again. Once again, kill the black monsters and get a Red Lum.

When you get to the metal platform, shoot the Magic Plum once to make it fall. Using your helicopter, fly onto it and bounce your way to the other side, killing more monsters. Follow the path to the next area.

Area 2 - Left (10/30)

Murphy will talk to you more about the Magic Plum (he should've done it earlier!). After he flies away, get a Magic Plum by the stream of lava and toss it up into the air. When it's about to fall, walk away and let it fall onto the ground. Then quickly get on it before it bounces away. See the sign? It shows an X pointing to the left. Going to the left isn't really on the path though it has a few Lums and cages to free. Check out there first, if you have time. Follow the lava path up the stream to a temple. Go in.

Area 3 (20/30)

Once you've entered this holy temple, you won't be able to get out until you complete it, and it is very difficult and long, while it only consists as one area! So your life bar has to be long and you'll need all the Green and Red Lums you'll need.

Start by jumping onto a platform. Then, after the flaming triangle stops spitting fire out, quickly jump onto the platform and run. Avoid another breath of fire then walk onto a bridge. At the middle, see the cage above you on the right pillar? Try shooting it, to free a Yellow Lum. Follow the path to a fragile door and shoot it three times to break in.

Shoot a stalactite slightly to your right to let it stick into the lava form a lift for a while. Jump onto it, then quickly to the other side, before it sinks! When you get to the other site, break the cage. No Lums will burst out, but anyway, shoot to make another stalactite to fall and make a lava path. As soon as the flaming triangle stops spitting fire, jump onto the stalactite and onto a platform. Jump onto another and get the Green Lum.

From there, hit another cage to free two Yellow Lums. After getting them, turn to your right. See a teeny-weeny plaster sticking on the pillar? Shoot it to create a bridge. Go over it and repeat the process. After that, jump onto some stairs and walk up, avoiding another flaming triangle's flames (this time, it won't stop spitting flames out, so you have to jump over). At the end of the path, jump onto another platform and hit a stalactite to form a path through the lava. Jump on it, and onto a flat and round platform. Stand there for a moment and it should start floating its way through the lava for you, to the next room.

Get the Green Lum while jumping onto a metal platform. This bit is very hard. Lava bombs will keep aiming for you and this annoys me very much. The best thing you should do is try to ignore it, and getting hurt a bit. Follow the platforms to reach to a part where you see a cage. Shoot it open to reveal three Yellow

Lums and this part is very tricky. There are three platforms which you are to jump to but there's flowing lava in between them. While jumping across them, try to stay as far from the lava as possible, or you'll die and have to start over. Don't worry. The game won't be that fun if it doesn't cause you any problems! For me to complete this bit for the first time, I died up to seven times! But I didn't give up. Anyway, if you make it to the end, keep shooting to kill the little spiders and get Red Lums that come out of them when they die. Fall down the little hole with the lava fall in it and follow the path to the end. You'll see a Purple Lum. Use it to swing to the other side and get a Green Lum.

Follow the orange-coloured path and at the end, use your helicopter to fly down to another flat, round platform. It'll take you through the lava again. When you get to the bit where the flaming triangle's flames get into your way, hit the stalactite and jump onto it. Wait for the floating platform to pass and use your helicopter to jump onto it again. Do it for the second time and jump to land. Follow the path and walk to the right.

You now enter a room with three breakable doors. Break into the middle one first. Hit the cage and get three Yellow Lums that pop out and get the Red Lums if you're short of energy. If your life bar is full, save them for later on. Get the Golden Fist and come out again. Be prepared for a spider attack. Shoot the door to the left. A giant spider will leap out. Keep backing up around the room, shooting it until it dies. Get the Red Lums that came out of it and break into the fragile door to the right. Get the row of Red Lums to heal your wounds before they disappear. Now, go through the passage behind the door to your left and follow it down to a Green Lum.

This is the hardest, most frustrating and most complicated part of the area. What makes it frustrating is that if you die too many times and your life bar comes to an end, you start again from the beginning of this long and hard area! It is complicated and hard because you'll ride on a Walking Shell over a tricky and tedious path and this really requires all the skills you've got from the Menhir Hills and a bit from Whale Bay.

Start by getting onto the sleeping Walking Shell. As you go, try not to fall off the path and into the lava. Once you survive and get to the next room across the lava, follow the blue-ish path. Again, remember not to fall. Now, when you reach to the bit where there's a gap between the path, either press A to jump over it or the SPACE bar to zoom over it. I recommend you jump over it since it's easier. Now, follow the path straight up the slope - and I mean straight - (or you'll crash) and onto a flat platform. Now, this is one of the hardest bit in this entire level. When you're about to fall into the gap, immediately press A to jump over it to the second platform. Easier said than done, though. You'll need to get your timing accurate. Repeat again and follow the path and cross the bridge. Be careful not to fall off the path also, or you'll crash and have to start over. Get across the lava and onto a platform. Jump off the Walking Shell and walk towards the exit. You're finally done!

Area 2 - Right (12/30)

As you come out onto a grassy area, don't jump down yet. Instead, walk onto the fallen tree trunk. At the end of it, use your helicopter to fly to the other side. After getting two Yellow Lums, jump down.

Don't go into the hole (unless you missed some Lums and want to get them)...

It's the long, hard and dangerous temple again! Remember, before, when your path forked, you went to the left and into the temple? This was the place you were just on! So grab a Magic Plum, toss it high, run away a bit, let it bounce on the floor and jump onto it (or just hit the plum from the tree only once, then get onto it). Follow the lava path to a metal crate. You are now on the path to the right, from where the path forked. Climb onto the metal crate the kill the pirate.

Go into the hole and follow a few metal platforms and onto where the pirate was killed. Hit the cage twice to free a Super Yellow Lum. After getting it, go back along the platforms but this time, instead of going back to the little tunnel, follow two more platforms and jump to a hole in the cliff and get the Green Lum.

You'll get into battle with one of those creatures you had seen earlier in the Cave of Bad Dreams and that familiar music will play. Though this guy looks like the ones you've seen in the Cave of Bad Dreams, he acts a little different. He won't attack you unless your back is to him. So stand near a wall, facing it and either shoot at the wall to make your punches bounce back to him or a faster way is to wait until he's about to sneak on you then turn around and keep shooting at him before he runs back to hide. Repeat this for a few times until he dies. YEAH! The fellow turns to a Magic Plum (since fighting this guy is so easy, I never got hurt once, although it seems to take quite a long time to kill him...).

Before jumping onto the Magic Plum, walk to the far walls and get two Red Lums. Once you do, jump onto it and take it below the hole you cannot reach. Use it as a lift to get you into the hole then follow the path to outside, a peaceful-looking, outside area (at last!). Get a few Red Lums and a Yellow Lum then at the end, is at last, another area!

Area 4 (24/30)

Almost every bit of this area is hard!! It is one of the hardest areas in the game too! Grab the Magic Plum that comes to you. Toss it up by pressing A then walk away. Once it's bouncing, jump onto it, then off you go! Go down the path, and once it starts to turn, avoid the brighter bit of the lava by sticking to the left wall. Don't worry, it takes a bit of practice. After you get past it, you'll need to face another one! After you manage to get across it, follow the lava path to the last bright pit of molten lava. This one almost covers the whole path and crossing it isn't easy. Keep punching and go to the far left wall. Try to grab the Yellow Lum on your way. Once you survive, follow the path until you're about to go down the little lava fall. Jump up, and using your helicopter, grab the row of Red Lums and a Super Yellow Lum at the end. After getting the Green Lum, get back onto the Magic Plum.

Continue down the path and avoid around eight brambles that stick out from the walls and ceiling (even if they hurt you, you won't fall off the plum). At the end, fall off down the lava fall.

Great... the ride through the lava path still hasn't finished! Float to the platform on the left and shoot down another Magic Plum. Use it to reach another Yellow Lum. Now, go back along the lava path and once again, avoid the brighter pits. Go between the pits and get a Yellow Lum, and if you can, go back around the other side and get the Red Lum (but why bother?). Look to your right wall. See a narrow passageway? Go in, jump onto a trampoline and climb up the web. Follow it and hit the final cage to free a Super Yellow Lum. After getting it, go to the end and onto a platform. Climb into the hole to the next room.

Kill the giant caterpillar and jump onto the platform using your helicopter. Grab the Gold Magic Sphere and throw it to the next platform, with a flaming pyramid that spins! Jump down, carefully avoiding its flames and grab hold of the Magic Sphere again. Throw it onto the platform with nothing on it and jump onto it using your helicopter. No, there is something! See the black monsters you had seen earlier on? Shoot at them to kill them. Once you land on the platform, don't grab the Magic Sphere yet. Instead, walk to the end of the platform and kill the monsters first. Now grab the gold Magic Sphere. Throw it onto the next platform and while flying down, kill the three caterpillars. Land on the platform and grab onto the Magic Sphere again. Throw it to the entrance of a little tunnel and use your helicopter to fly to there. See the Purple Lum on your way? Use it to swing back to the top if you accidentally left the Magic Sphere lying around in one of the previous platforms. If the Magic Sphere is with you, just ignore the Purple Lum. Carry your Magic Sphere inside the tunnel and get the Green Lum.

Take the Magic Sphere to the edge of a narrow lava pit. Just like in level 2, where you tossed up the keg and shoot, here, toss up your Magic Sphere by pressing A and shoot at the Magic Plum to make it come towards you. Still holding your sphere, walk onto the Magic Plum and grab hold of it again. After turning around, toss it up and shoot to make the Magic Plum take you to the other side. Throw the Magic Sphere onto the other side and jump off, yourself,

too.

Take the Magic Sphere (don't worry, you'll soon get rid of it...) to the beginning of the metal platform which crosses the lava. Toss it up, then leave it for a moment. Walk across the metal platform and kill all the black monsters. Now, go back and grab the Magic Sphere and carry it along the path until you reach a stream of lava, turn to the left and you'll see its base (finally!). Throw it in to open another path. A short animation will show you where the Silver Magic Sphere is, with Umber as its back view. You could also see the bases of the two Magic Spheres, of whom, the Gold one you had completed. Now, your next objective is to place the Silver Magic Sphere in its base. Jump across the stream of lava and climb up the wall, into a hole. You'll reappear from where you've just been, but since you put the Gold Magic Sphere in its base, you'll see that you've opened another path. Go through the lava again and onto the platform, avoiding the brighter pits. Go into the hole to a new room.

This part is so hard, that I can't say how hard it is! I was stuck here for ages, and it also takes a bit of luck to pass. Jump onto the Magic Plum (careful!) and make your way through a bit of the path until you see fragile pieces of wall. Shoot at them to make them wobble a bit. Watch out that you don't fall into the brighter bits of the lava field! Repeat the process until you manage to break the pieces and form a hole. Note: If you opened the wall and died instantly, the next time you reappear, the wall will be closed again. However, if you manage to get it open for a long enough amount of time before you die, next time you reappear, the wall will be open! Jump off your Magic Plum and fly to the hole you've made. Jump onto the tall pillars and get to the other side. Get the Green Lum, and prepare yourself for another slide!

This time, as Ly says, you could slow down by holding the DOWN button. Do that for the whole of the slide. As you go down, try getting Red Lums and turning sharp turns. Jump over the fire and continue to another sharp turn, to the right, this time. Try to grab a Yellow Lum. At the end of the slide, quickly jump up and hit the Purple Lum. This requires good reaction. Anyway, if you do, swing to the other side. Slide down another slope and once you got to the end, you fall down a little hole. See the Purple Lum that you keep seeing when you slid down? You could now use it to jump from the bottom of this room to the higher platforms. Jump to the higher platforms and grab the Silver Magic Sphere. Throw it to the ground and pick it up at the bottom. Place it onto its base and Umber will come to life.

Umber is the easiest guardian to beat. All you have to do is jump onto his head from the highest platform. He won't shake you off or hurt you in any other way. Watch him carry you along the lavapath and when you gain control, quickly use your helicopter and jump to the other side before he sinks and probably die. When you get to the other side, go up the slope and before going on, go to your left. Get the final Yellow Lum and follow the path to your second Mask, finally!!! After all the practice you had got from here, the levels onwards will not be giving you that much trouble - just in the meantime!

Level 11: The Echoing Caves (62/100)

No. of Lums: 50

No. of Cages: 5

Special: Alternate Entrance to the Fairy Glade, Ride on keg

Area 1 (10/30)

Yes, so this level's difficulty is also in the sixties, so it might cause you some troubles. Still, it's shorter and easier than the Sanctuary of Stone and

Fire! At the beginning, you'll see a pirate go into the room with the pair of metal doors guarding it. After that, you'll see Rayman jump from a cliff to the ground and ignores the Super Yellow Lum. You'll also see a new icon to the bottom left of the screen. This shows how many switches out of four you have activated. After the switches are all on, you'll open the metal doors and be able to go through.

When you gain control, a pirate will invade you behind. Whenever you hear those familiar high-pitched sounds, you'll know a pirate has appeared. So turn around once you hear that sound and kill the pirate. Go behind the place where you fought the pirate and go up the wooden house's corridor. Hit the first switch and go to the end of the path. Fly, using your helicopter, onto a little hill and fall down the pit.

Go into the water, then swim your way down. There are no Blue Lums this time, but the path is quite short. Follow the underwater path until you re-surface. Go into the room and hit the second switch. Swim back to where you were from and jump back onto land.

Shoot down a Magic Plum from the tree and grab it. Carry it to the next room, and hurl it straight onto the Monkey Pirate's head! Get onto him and climb onto the netting. This bit is quite frustrating - not because you die - because I always tend to fall to the ground and have to start over, but you'll get the hang of it after a few tries. At the end, get the Super Yellow Lum which Rayman had missed and jump down, back to the place at the beginning of the game.

Follow the wide path to the edge of the cliff. After jumping onto two pillars, jump to the other side of the cliff. Walk along the path and get the Super Yellow Lum right behind a big, dark tree. You'll hear the sound of a pirate again, but don't worry, he's not behind you. Fall down the cliff to a place with water and a few short pillars and kill the pirate you've just heard. Go the other side where the pirate had been and get the Red Lum that came out of him. Hit the third switch to your left and go back.

Hit that red button you had seen earlier in level 4 (after the Monkey Pirate) and you'll make the pillars go up higher. Quickly, use them to get to a higher cliff before they shrink again! Remember not to get too nervous or you'll fall down, and anyway, you've got all the time you'll need. Once you do get to the upper cliff, climb onto the netting. At the top, you'll get to a brighter outside area. There, grab the Green Lum.

Don't worry, this area is almost over. Jump onto the flying platform, and when it takes you very high and about to tip you over, jump onto the next, while getting the Super Yellow Lum above you.. Repeat until you get to flat land. Climb the netting slightly to your left and go into the wooden house and turn to your right. Hit the red button again to open the doors to your left. Go through it, and you'll come back to the darker area. Hit the final switch (YEAH!) to open the metal doors. Follow the path along the side of a mountain and at the end, get the Super Yellow Lum and jump down. Go through the doors that you had opened, into the next area.

Area 2 (15/30)

Grab a keg, then take it to the plastered door behind you. Hurl at it and blast it open, revealing your first cage. Shoot it open then grab another keg and bring it into the fire torch. GO! From now on, this level will be quite straight forward. You had some practice on riding kegs way back in the Menhir Hills. As you know, if you press UP, you go down, and if you press DOWN, you'll go up instead. It'll take a while to get used to, so be patient.

Try getting the Yellow Lums as you go, avoiding sinking into the murky water with dead fish. Make your way to a building slightly to your left. Get off the keg by pressing A and run through the little wobbly bridge by climbing up the netting to your left and at the top, look to your back. Jump onto the trampoline with a painting of a pirate on it and bounce very high onto another wooden bridge (it's steady) and get the Yellow Lum. Shoot to open the cage and three Yellow Lums will come to you. Get back down the netting and jump to your right. After getting the Yellow Lum, light another keg.

Ride on the keg through the echoing cave, avoiding the poles of the cave while

collecting a few Yellow Lums. When you get to the part where you're in a big, wide room, go to the passage on the top-left of the room. When you're there, get off the keg and jump down the pit to the alternate entrance to the Fairy Glade.

Level 2: The Fairy Glade - Alternate (30/100)

No. of Lums: 2

No. of Cages: 1

Special: Free final cage and get the two final Yellow Lums

Alternate Entrance (16/30)

After you jump down the pit, you'll see you're in a small and dark cave. Turn around and follow the path until you see a bridge. See the Magic Plum? Shoot it down and get onto it. Go along the stream behind the bridge and you'll see some spider webs along with a metal barrier. You'll see that you can't go any further with your plum anymore, because you're going up the opposite direction the water is going. So jump onto the web and follow it, killing the black monsters you had seen some time ago in the previous level. At the end, jump onto the platform and get the Green Lum.

This bit is quite hard. You'll need to use the Purple Lums to swing across to the pillars, and the pillars are so far away. So use your helicopter to jump as far as possible. Anyway, after jumping along some pillars, you reach a wooden platform.

You'll meet a pirate tossing those tiresome kegs at you again. Just as you did in the Fairy Glade before, stand on the plastered hole in the ground and when a keg is about to land on you, move away and let it blast the wooden bridges and the door to form a hole. Go into the hole below the metal building the pirate is standing on and into a room.

Kill the sleeping pirate by holding onto SPACE until your punch becomes electrically charged and lets go itself. One shot will kill him. Get the Red Lum which came out of him and walk to a corner and you'll see the final cage! Hit it open and get the two Yellow Lums. Congratulations, you've got all the Yellow Lums and freed all the cages in this level at last!

Jump down the pit in front of the chair to return to the level.

Level 11: The Echoing Caves - Continued (62/100)

No. of Lums: 50

No. of Cages: 5

Special: Alternate Entrance to the Fairy Glade, Ride on keg

Area 2 - Continued (15/30)

Jump down onto the wooden bridge and walk to the right. You'll see a Monkey Pirate. Make him fall into the water. Grab a keg then light it using the fire torch. Scorch back to the big, wide room and aim for the switch on top of the wall. Jump off using your helicopter and land on the bridge. If your aim is good, the keg should crash into the switch and activate it. This should open the door to the next area. Walk along the wooden bridge and onto where the Monkey Pirate was and walk into the tunnel.

Area 3 (22/30)

Grab a keg and take it under the cage hanging from the ceiling. Toss it up to open it then grab another keg. Light it then zoom across the tunnels!

It's hard to make it, since the tunnels are narrow and are so close to the toxic water. It'll take a while to get used to but this part of the level is quite

straight forward. Try grabbing Yellow Lums as you go and once you passed the automatic door, you'll get to another big and wide room.

When you're about to crash into the wall, quickly jump off the keg and land on a wooden bridge. After getting the Green Lum, kill the pirate and walk into the room. Before jumping onto another wooden bridge, go to your left.

Bounce up the web trampoline and hang onto the higher web. Climb your way through it until you see a cage. After hitting it, jump down and back to the wooden bridge.

This time, jump across the gap and follow the bridge to a Red Lum. Then, go back to the wooden bridge you landed on after the keg ride and walk to the very right. See the red button? Shoot to open it then run across the wooden bridge to a keg. Quickly, before the metal gate closes, light it and zoom across the tunnel.

Things really do get harder now. The ride will be really tedious, and you'll need to be very skilful on steering the keg while having very good reaction. Use the Yellow Lums for a guide and you'll get to the outside area before you know it! Aim for the netting and jump to climb onto it. Quickly, before it falls, use it to reach the wooden bridges.

You'll see another keg! Oh no! Don't worry, the ride will be very, very short. The purpose is just to get over to the other side! There, walk along the little path and jump onto the wooden house, taking Yellow Lums as you go. Notice that you'll see more of these surroundings in the next level. Anyway, from there, shoot to open the cage to free a Teensie. Follow him back along the path to a Magic Door and there, in the view, you'll see a pirate airship, shooting cannons, which you'll have to race in the next level...

Level 12: The Precipice (58/100)

No. of Lums: 50

No. of Cages: 6

Special: Race the airship

Area 1 (12/30)

You'll see a pirate introduction where Razorbeard wants his henchmen to capture you, dead or alive! The whole of this level will be the airship trying to kill you by firing cannons at you!! You'll also realise that it will also shoot red Walking Shells out. Those are actually called Flying Shells, which you'll get to ride on later in level 18. They can't be tamed yet. Your only hope is to jump over them as they pass! So you'll have to run quickly to avoid them, making this level the most straight forward one in the game! Some tips are that you shouldn't jump or use your helicopter while walking through the broken bridges. But when you're getting from a Purple Lum or netting to a bridge, use your helicopter, even though it seems very slow (it's safer).

As you approach through the Magic Door, jump onto the wooden bridges on the slopes of the cliff. Quickly run through the bridges (without using your helicopter), collecting Yellow and Red Lums as you go. When you see two nets hanging, jump to hang on them. Once you get to the other side, jump onto the bridges and run through more, then turn to the right. Jump over the gap and onto some more bridges. Follow them till you get to a Purple Lum. Swing to the other side and get the Green Lum.

While getting more Lums, run through more bridges, onto a wooden house, pass another bridge, jump onto the smaller ones and follow them to a Purple Lum (everything is broken!!). Swing to the other side and shoot the cage hanging from the wooden stick. Get the Green Lum and run through more bridges.

Now, quickly walk along the bridge while avoiding cannons and Flying Shells. Climb through four hanging nets and onto another bridge. Walk through it while avoiding a Flying Shell coming from your back and swing onto the Purple Lum to

another set of bridges and get the Green Lum.

Run past the bridge, a wooden house, another bridge and onto a netting. Use it to get to the other bridges. Follow them until you see a switch. Hit to open it and see the cage? Hit to open it as well. Now walk into the tunnel to the next area.

Area 2 (18/30)

Follow the bridges to the top, where you get a Green Lum. Spiralling up those bridges seems very hard and frustrating, and takes a bit of practice. But don't give up!

If you manage to survive, prepare yourself to something even harder! Bounce up the trampoline and follow the path, collecting Yellow and Red Lums as you go, up to another trampoline. Notice that the tower you're on is sinking!! You'll now have to avoid falling into the water as well as the cannons from the airship! If you manage to make it alive, bounce onto the trampoline and follow the path to a set of barrels.

Climb up to the top and kill the pirate. Free the cage then climb up the netting to a switch. Shoot to activate it and you should create a bridge path. Go through the bridge, collecting Yellow Lums as you go, then at the end, jump to the exit.

Area 3 (14/30)

At last, the hard parts are over. Jump onto the bridges and run through them, getting Lums as you go. Follow them, climb on the nets, avoid the Flying Shell and cannons until you get to the bit where you have to climb through five nets hanging from the cliff. Jump off, using your helicopter, into the darker cliffs. Follow the Yellow Lums (my, what a great row of Lums!) and shooting the flying bombs when necessary. At the end, land on the bridges and get the Green Lum.

Okay, I promise you, this will be the last time in this level where you'll have to run through broken bridges! Follow them until you get to a hole in the cliff. Go in, follow the path and get the Green Lum.

Fight the advanced version of a pirate. Whenever you try to stay a safe distance away from him, he'll run towards you! So the fight will be quite dangerous. Keep shooting at him until he dies.

While still avoiding the cannons fired from the airship, shoot to open the cage to your left and the metal doors behind it will open. A Teensie will pop out but don't dance with him yet. Go to the far left and follow the slope to two Super Yellow Lums. Go back, dance with the Teensie, and jump into the Magic Door.

Level 13: The Top of the World (48/100)

No. of Lums: 50

No. of Cages: 2

Special: Ride on the Magic Chair

Area 1 (18/30)

Another easier level! See what did I tell you after you completed level 10? The levels get easier and easier in the meantime! This level is even easier than the Cave of Bad Dreams, and you only have five (easy to beat and pass) enemies to face! Also, this level is very straight forward, and won't be very frustrating. As you approach into this level, you'll see a Monkey Pirate travelling towards a cliff on a Magic Chair. The chair is a kind of transportation which runs on an electric path. It could turn 360 degrees in both clockwise and anticlockwise but cannot go off its path.

When you come out of the Magic Door, make the Monkey Pirate fall off the cliff and sit on his Magic Chair. GO! As you ride on the chair, the first thing to remember is not to get dizzy! The second thing is if your head or body hits something, you immediately die. And thirdly, you can still shoot when on the chair.

While following the Yellow Lums, pass the metal building, go above the wooden house, avoid three metal bridges by turning 360 degrees either to your left or right, go through the tunnel, dodge the thorns (it's quite hard here, so you'll have to be careful), avoid the pirate's shots and over another wooden house. Get the Green Lum.

This part is a bit harder, but not that much harder. Pass the wooden house, avoid the structures, go into the tunnel, move from the black metal bits, dodge the building, avoid more metal bridges, then that'll be the end of your ride!

Area 2 (10/30)

The hard bit of the level is over! Kill the barrel guy (even though his life bar looks long and his electricity zaps look strong, he's incredibly weak and vulnerable) by advancing on him (don't bother to avoid his shots) and he should be dead before you know it!

Follow the corridor and see a gap to your right? A Yellow Lum is there. After getting it, walk through the path until you see barrels rolling at you. Jump over or on them and aim for the path on the right.

Climb up the netting and you should arrive in a big, wide room with lots of boxes and another barrel guy. You could either kill him by throwing a barrel at him or just by shooting him (this way I think is easier, because if you get hurt, you could refill your life bar by getting the Red Lums that burst from him when he dies, and using the barrel might sometimes miss).

When he dies, shoot the cage to free three Yellow Lums. Get them, then climb up the boxes and search everywhere for two Yellow Lums (if you see a hole in the ground, don't fall in, 'cos it's a murky water trap!). After getting them, take a key to the room on your left and you'll see a flying platform. Go on it to the other side and quickly walk off before it tips you over!

Take the key to a plastered door and throw to blast it open. You will meet a Teensie which appears not to be in a cage! In the room, you can get another Yellow Lum and a Golden Fist. Follow the path back to where the flying platform is and jump up to climb onto the web to get a Yellow Lum. Go back to the room where you last fought the barrel guy and go forwards (following the Teensie). Get another Yellow Lum and climb up the netting. Kill another barrel guy and go to your right. After grabbing two Yellow Lums, follow the passageway to another room filled with boxes and again, try finding two Yellow Lums hidden behind the boxes. At the far end of the room, hit to open the cage to free three Yellow Lums. Jump on the box next to you to get another Yellow Lum.

Go up the wooden path, through the automatic door, dance with the Teensie then jump into the Magic Door. Easy, wasn't it?

Level 14: The Sanctuary of Rock and Lava (50/100)

No. of Lums: 50

No. of Cages: 7

Special: Alternate Entrance to the Walk of Power, Ride on Flower Platform

Area 1 (10/30)

This level is quite easy too. Don't worry... you'll face something harder in the next few levels! Though the name of this level seems like the advanced version of the Sanctuary of Stone and Fire, I'll tell you it's not! This level is much easier and shorter! You might also expect to fight another guardian in this level but no, he is hidden somewhere which is outside of this level! You'll have to wait longer before you see him...

When you appear through the Magic Door and follow the path to the left, you could open an entrance to the Walk of Power if you have 450 or more Yellow Lums. The Walk of Power allows you to race Ly for the second time and whether you win or not, you'll earn a Golden Fist if you manage to make it to the end! Have fun!

If you're a bit damaged and want to heal, go to the left and jump on the pillars, one by one, getting a Red Lum on each one, before they disappear. Now, go back to the original path and onto a net. Kill the pirate then jump onto the metal boat. Shoot to kill any Zombie Chickens that get in your way. At the end, jump onto a (steady) wooden bridge and grab the Green Lum.

Follow the bridges and once you turn to the left, avoid the rolling barrels by

jumping over them. Make it to the end and shoot at the Purple Lum. Swing into the hole and using your helicopter, land onto the branch. If you want, go to your right to get a Red Lum, but avoid the little piranhas which come out infinitely.

Follow the path until there's a gap. From there, kill the fragile bouncing eyeball and jump onto another branch. Follow it then using your helicopter, jump onto a giant turtle shell and onto another. Jump onto a wooden bridge and follow it till you see a cage. Shoot it to free a Purple Lum and use it to swing to the other side. Follow the bridge and jump over onto a platform and get the Green Lum.

Jump onto the platform to your left and get the Golden Fist (if you didn't go to the Walk of Power yet). Advance until you see a pirate. If you have the Golden Fists, two shots would be enough to kill him. Go into the room and kill the group of eyeballs. You can get up to five Yellow Lums here. Follow the path to a Green Lum.

Walk up the path and kill a few giant caterpillars. When you're about to cross the bridge, jump over the barrier decorated with flowers, using your helicopter. Quickly turn around and shoot open the cage. A Super Yellow Lum will come to you.

Now follow the path again, this time across the bridge to the next area.

Area 2 (12/30)

Kill the four caterpillars then jump onto the platform to your right. Jump onto the metal carved wall, getting Yellow Lums as you go (wow... someone must be kind enough to decorate this area!). Continue up the path and shoot the brambles when necessary (anyway, they're too high up to harm you...). Jump across the lava pit and turn to your back. See the cage behind the glass? Shoot to open it and free three Yellow Lums, which will come to you later.

Follow the path to a floating flower platform surrounded by a few Yellow Lums. After getting them, go back to the slope you came from to this room. Get a Red Lum on both sides.

Jump onto the platform and it will take you back along the path (remember not to jump off!). When you're near a bramble, shoot to make it disappear inside its hole. During your ride, get the three Yellow Lums that were from the cage you freed.

The floating flower will take you into the bramble-covered area. Shoot the wall a few times until it breaks. When it catches fire from an orange triangle, wait until it completely lights up then jump onto the platform and get the Green Lum and a Yellow Lum.

Jump onto another flower and once it stops, it catches fire from another orange triangle. When it is completely lighted up, jump, using your helicopter, to another flower, while getting a Yellow Lum. Shoot the wall a few times to break it.

The flower will then take you across the area of brambles. Once again, when you're very close to one, shoot to make it disappear back into its hole. On the path, you could also get a few Yellow Lums. When the flower disappears, fall down to the platform below you and after getting two Yellow Lums on your way, get the Green Lum. If you use your helicopter while doing this, a wind will be blowing you to the left, so I recommend you not to use it.

You enter another lava room (at least it looks better than the ones you saw in level 10...). Carefully jump from one of the pillars to another, before they fall. On the 1st one, jump onto the steady platform. From there, try shooting open the cage to reveal three Yellow Lums. Jump across to the other side, avoiding the flames from the orange triangle, to get them.

Jump to another platform and get a Yellow Lum. At the end of the path, see a triangle-shaped switch? Shoot it to create a new platform, then immediately jump onto it before it goes right back into the wall. Jump onto the next platform and into the next area.

Area 3 (18/30)

Though this part of the level is quite tedious, all you have to look out for is correct timing.

Jump onto the little platform and get a Yellow Lum. Using your helicopter, jump onto the big rotating platform and go around it anti-clockwise to get a Yellow Lum. Now, a very tricky bit. Keep under the little platform above you and use it for shelter to cross the lava fall. If you couldn't manage it (I couldn't), you'll just have to get hurt quite a lot!

If you survive, jump onto the steady platform and climb up the metal carved wall. After getting the two Yellow Lums, jump onto the higher platform and get another Lum. Turn around until you see the big, black pillar (change the camera view if necessary) with the rotating platform below. Now, another hard bit. Jump onto the little platform you used to avoid the lava fall and when it takes you to where there's a steady, little platform above you, jump onto it.

Using your helicopter, fly along the rotating platform and you should about see a cage hanging from the ceiling. Shoot to free it, and three Yellow Lums from it will come to you. Follow the path back to the steady platform. Now, instead of flying off, look to your back and you'll see a path. Jump onto it and hit the triangle switch. This should open the door to another room for quite a while. Go in before it shuts again.

After getting the Green Lum, follow the path, killing the black monsters as you go. Jump over the lava pit, aiming for the plain ground, instead of the bramble. This part requires patience!! Shoot at the bramble to make it disappear then quickly shoot the triangle switch to open the door to the next room. Wait until the doors are fully opened (?) and jump through them, carefully!!!

In this next room, jump to your left, using your helicopter. Quickly turn around and you'll see you can hang onto the metal hinges. After getting two Yellow Lums, climb back up and follow the path to a Yellow Lum. Jump onto the platform when the wall of brambles are in and quickly turn to your back and shoot to open the cage and free three Yellow Lums. Jump back onto the platform to get them. Go back to where the bramble wall is and jump to another platform. If you made it, YEAH! Follow the path to a Green Lum. This bit is very, very hard, but it is quite short. When the bramble wall is in, run through the path and jump onto the next one. Also, look out for another bramble wall and walk along the path.

Quickly jump onto the unsteady pillar and using your helicopter, fly to the next one, while trying to shoot the triangle switch to your right to create a little bridge for you. Jump onto the final pillar and onto the bridge you turned on. Quickly, jump to the next platform and avoid the last, but not least, bramble wall. Follow the path to a small, final room. Behind the pillars to your left and right, get the two final Yellow Lums. Shoot at the stone with the twirl on it and your shots should reflect to the top. This allows you to open the final cage and free a Teensie. Dance, then jump into the Magic Door.

Level 15: Beneath the Sanctuary of Rock and Lava (60/100)

No. of Lums: 50

No. of Cages: 4

Special: Get 4th Silver Lum, Meet Foutch, Get 3rd Mask

Area 1 (16/30)

Finally, a harder level! Still, you may find it easier than level 10 or 11, but this level is just cooler! You get to fight another guardian that truly matches your strength, rather than one just killing himself for you and not hurting you at all!!

Umm... Again, you appear in the Council Chamber of the Teensies, and if only you've collected 475 or more Yellow Lums, they'll let you enter another "New World."

When you appear in this level, Ly will come and talk to you. "There's good news and bad news," she says. Rayman chooses the good news first, and Ly will give you another Silver Lum! Now you can fly using your helicopter! The bad news

(which is hardly bad...) is that your mission gets harder, well duh? Anyway, you'll have to accept that, 'cos the game wouldn't be fun anymore if it is easy-peasy, Rayman-squeezy...

Anyway, to fly, you'll have to press A and then hold on to it. You'll soon get used to it! Shoot to kill the caterpillar on the other side, and fly to there. Get the row (or column) of Red Lums. Fly back to the platform you were standing on and fly to the centre of the lava pit. See the cage behind the metal bars? To get there, turn around and you'll see a fragile wall attached to the side of the platform you were just standing on. Shoot to open it, then carefully fly into the next room.

There's a path for you to walk on, but watch out for a bramble! At the end, try shooting the cage to open it and three Yellow Lums will come to you. Go back to the first room and fly up the ceiling to a bramble-covered passageway.

Avoiding contact with the brambles, shoot the black monsters and kill them (it's a bit hard, I know). Remember, if you touch the ceiling or walls of this passage, you get hurt, but if you touch the floor, you immediately die, so be careful.

After avoiding the sticking out bramble, follow the path and while avoiding another bramble coming out from its hole and get a Yellow Lum. Fly through the path and turn left. Avoid another bramble and land on the green floor. Get the Green Lum. Now, if you try to fly to the left, a fan will blow you back, so stick to the right.

Fly to the right and avoid the orange triangle's flames by going on top of it. Also, you can get a Yellow Lum. Fly into the hole and into another room with brambles. Go through the smaller hole into a big room with a lava fall to your right. Fly straight to the platform while killing the black monsters. Follow the little path to a Green Lum.

Fly under the brambles, avoiding the flames of two orange pyramids by flying to the very right. After that, fly under another set of brambles and go to your left. Avoid the bramble to your right and get another Green Lum.

Get the Yellow Lum then break the fragile wall to pieces. Fly into the hole and into a big, hot lava room with lava falls in it. Shoot at another fragile wall and go into the hole you've made. Get another Yellow Lum next to the lava fall and avoid the one in front of you by going to the right.

Land onto a greenish-blue pillar if you can, and get the Yellow Lum. Land onto another pillar slightly to your right and get another Lum. Land on the platform and follow the path, getting Yellow Lums as you go. Get the Green Lum after you had crossed the bridge.

Go forwards a bit and kill the black monsters that will come out swiftly and directly to you. After they've disappeared, get the Super Yellow Lum behind the angled pillar hanging down below the ceiling. Turn back and shoot the cage hanging from under the path you were walking on. Three Yellow Lums should pop out and come to you.

Come back to the place with a fragile floor and fly up, slightly, and shoot at the angled pillar to make your shots reflect downwards to crash open the blocks to form a hole. Jump into it and fall beneath the Sanctuary of Rock and Lava..

Area 2 (18/30)

See another fan behind you? This one is more powerful than the first one, and if it blows you too fast, press the DOWN key and you should slow down (slightly). Dodge a few lava falls and get a Yellow and Red Lum on your way. Follow the path, getting a Yellow Lum. When you get to the bit to where there's a bridge of brambles, go over it to the left hand side to get another Yellow Lum. Fly along the lava path until you see another bramble bridge. This time, go under it to get the Yellow Lum. Follow the path and as you go deeper, get the Green Lum. Grab the row of three Yellow Lums then you'll see another bramble bridge. Go over it, to the far left (as far as you can) and get another Yellow Lum. This part is quite tricky. Try getting into the room to the very left of the path. If you miss it, fine. You won't die!

If you manage to get into the room, follow the path to the end and free the two cages hanging below the ceiling. Two Super Yellow Lums from each will come to

you!!

Go back along the path and follow it to a narrow passageway. While avoiding the bramble on the right wall, grab another Super Yellow Lum. Avoid another bramble hanging from the ceiling and get the final Super Yellow Lum. Now, you'll see one of those fragile walls again. Though it looks like one, it really isn't... It's an automatic door! Just simply fly through it!!

Area 3 (20/30)

When you go in, guess who you'll meet but Foutch, the Guardian of the Sanctuary of Rock and Lava!

Before the battle begins, Foutch punches you and you lose your flying ability (how cruel!). He'll then chase you around the lava battlefield and to avoid his horizontal line of fire, simply jump up (use your helicopter if necessary). If you get a bit too close to him, he shoots a vertical strip of fire at you. To avoid it, simply move away in another direction. If you make contact with him, he spins like mad and kills you! Keep jumping onto the platforms and avoiding his attacks. When you get to a spider web, bounce very high and turn around. Keep shooting at the stalactite hanging on top of him (Rayman's shots will go for it) and this drains away around 2/5 of his huge, gigantic and unbelievably long life bar. Repeat this again for two more times. After the first time you drop the stalactite on his head (Isn't a Gold Magic Sphere meant to be dropped instead?), the frequency of his shots will increase. He'll add the vertical shot on you after the horizontal one. After you drop the second stalactite on his head, he gets even madder! He'll shoot fire (the horizontal then the vertical) at you at almost two times faster than he used to do! After you drop the third one on him, he's toast and turns into a Purple Lum and a group of Red Lums. When he's finally beaten, get the Red Lums and use the Purple Lum to swing onto the platform above you. Follow the path and jump into the pit. Walk up the bridge and Rayman will find the third Mask and take it to Polokus. Yippee!

Level 16: Tomb of the Ancients (56/100)

No. of Lums: 50

No. of Cages: 6

Special: Rescue Clark

Area 1 (12/30)

Now, if it wasn't for Foutch, you'll still be flying right now! Anyway, who cares? Oh... come on! We love harder games, do we? If we still have the flying ability, then what's the point in the levels ahead? They'll be as easy as the Woods of Light! Don't feel upset...

Anyway, before you gain control, you'll see a pirate introduction, and as usual, Razorbeard gets really angry... Hehe!

In this level, your friend, Clark, needs your help again! He's been captured (or controlled, rather) by a group of pirates! How mean! You may also find that this level is a sort of advanced version of the Cave of Bad Dreams... With the addition of pirates!

Walk down the big metal stairs and when you are face to face with the big gate, turn around and jump over the swamp. Shoot to open the cage and three Yellow Lums will come to you. Turn around and hit the switch to open the gate.

Jump back over the swamp and go through the opened gate. After getting the Green Lum, walk onwards and a giant spider will sneak behind you from its web. Keep holding onto Ctrl and shoot until it's dead. Walk on and avoid stepping on the drains with those familiar ghosts you've seen from level 7 rising up...

After the metal drains, shoot to kill a few Zombie Chickens and then walk around the metal platform to get five Yellow Lums. Using your helicopter, jump into the large gap and kill the spiders when necessary. Shoot the switch on the coffin to make a boat rise up (you'll need it later). Quickly run away from the big spider

and climb up the web, 'cos these spiders come out infinitely.

Back to the top, jump onto the boxes and shoot the piranhas to kill them when necessary. At the end, climb onto the metal platform and follow the path to a web. After climbing to the top, get the Green Lum. You'll see that the path forks. As usual, I love going to the left first, then the right, then forwards. Follow the path to the left. Jump over the murky water and kill the pirate. Now, go along the metal platform and shoot to make the big hand you saw from level 7 shrink back and quickly jump onto the bones and onto the web. Try to climb to the right as fast as you could to avoid getting hurt by the spider. Jump onto the wooden post and get the Green Lum.

Hit the switch to make another boat rise. Now, as the camera isn't in a good view (and cannot be changed), turn around till Rayman faces you. Jump off, using your helicopter, and aim slightly to the right, onto the boat where the last pirate you fought was on. If you didn't get the Red Lum which came from the pirate, do it now, and follow the metal path back to where the path forks. Get another Green Lum.

This time, go to the right. After killing the piranha, follow the path to a group of coffins and shoot the hand to make it go back into its chest. Advance then kill the pirate. Go to the very back of the grave to a balcony. Turn to your left and the camera will change view. You'll see another switch behind the coffin. After getting the Green Lum, shoot it to make the final boat rise up. YEAH!

Return to the room with the Green Lum and this time, go forwards and climb up the netting. Go along the passageway and get the Green Lum at the end. Jump onto the boat, then onto the bones and repeat, killing piranhas as you do. At the end, jump onto the piece of wood and climb up the web. See the very big moon? Cool, right? Anyway, jump down the big hole with two fire torches on its sides. Area 2 (14/30)

You land on another platform. Go to the left and see the cogwheels on the opposite side? Keep shooting at them until the gate is fully opened and take your chance to jump onto the metal boat! It will take you to a wooden boat. Jump onto it and onto the metal boat. The boat you're on will take you at rapid speed through a pirate's shots and when it stops, climb onto the web on the little cliff.

At the top, turn behind you and kill the pirate. When he's dead, turn around and you should see a path blocked by a laser. Shoot the red button to stop it for a while and continue to get a Green Lum.

This bit is quite hard. Run through the fragile bridges and onto a wooden boat. When the line of laser is up to the highest point, quickly jump onto another boat. Jump onto the metal one and it'll take you to a web. Climb onto it and follow it to the left and onto some steady wooden bridges.

Follow them to a Green Lum and a keg. Grab the keg and carry it through the fire torch. Zoom across to the other set of wooden bridges and take the three Yellow Lums while doing it. After killing the pirate, shoot the cage hanging down the wall behind you, to free a Purple Lum. Use it to swing back again to the other side and light another keg. This time, aim for the narrow tunnel in the wall. Once you're in it, press A to jump off and go down the pit to the exit.

Note: Back to where you last fought a pirate, you may see there's a path into a hole. Go in there instead if you want to skip area 3, and take a shortcut to area 4.

Area 3 (15/30)

This area is quite tricky. After getting the Green Lum, you may see a Golden Fist to your right, but I don't see what's the point in getting it. You won't really need it. Anyway, light another keg and if you want, get the Golden Fist and aim to the wooden platform. Press A to jump off the keg. Climb onto the web and go to your left, getting as many Red Lums as you can. When you get onto another wooden platform, get back down and light a keg.

Fly to the other side and land on the wooden bridges. Look for a cage at the end of the bridges. When you spot it, go to the very left and hit it to free two Super Yellow Lums (!!). When the cage is open, a pirate should appear. After

killing him, fall down the gap between the bridges and you'll land on a metal boat.

As you go further, you'll be invaded by a herd of Zombie Chickens!! Keep shooting to kill them. When the boat stops, jump then climb onto the web on the ceiling. Follow it and after getting a Yellow Lum and a few Red Lums, jump onto another metal boat and it should take you along the murky water and down to the next room. When you see a Purple Lum, use it to swing to a web. Climb up to a bridge and follow it to another Purple Lum.

Swing to the other side and shoot to free the cage. Two more Super Yellow Lums will come to you!! Swing on the Purple Lum which also came out (ignore the metal boat beneath you). Swing onto another Purple Lum and after getting a row of Red Lums, you'll land on solid ground and no more Zombie Chickens will attack you. Follow it and climb up the netting. At the top, watch out for the spider! When you kill it, follow the path to some cogwheels. Shoot at them repeatedly and once the pit is wide enough, jump in.

Area 4 (16/30)

You take a Green Lum and land on a platform. Jump onto the metal boat and when it takes you through the murky water, jump, when necessary, to get any Yellow Lums. When you're near the electricity, shoot the red button to stop it when you're very close to it. If you shoot it too soon, it might zap you and kill you as you pass. Repeat this for a few times until the boat takes you to where a pirate tosses exploding kegs at you.

Remember, there's a wind blowing you forward, so be careful. To avoid the kegs, jump from one boat to another. It's a bit hard, I know, but you'll soon get used to it. When you're finally under the wooden building, let the boat take you to flat land. Get the Green Lum.

Follow the path to the right and climb up the netting. Follow the corridor to a big room, and another advanced version of a pirate will come to fight you. You could use the kegs if you want. They're up the slope and to the left of the corridor. When he's dead, go up to that corridor (if you try to go back, electricity will block you) and to the left. Grab a keg and carry it to the plastered door. Throw the keg at it to blast it open. Shoot to open the cage and two Super Yellow Lums will, again, come to you!!!

Go back near to a keg and swing on the Purple Lum to a netting. At the top, fall down the big hole.

Area 5 (18/30)

Follow the path to a pair of metal doors. Hit the switch to open them, and you'll meet Clark! When he and Rayman were about to hug each other, Clark will be controlled by Razorbeard! Your objective is to destroy the metal device on his back.

Clark will run at you in the style like a Monkey Pirate but will damage you with his hands instead of feet. Quickly shoot the three red buttons, as you go around the room, to create a laser. When it is created, jump over it to the other side and Clark should follow you and trip over! Keep shooting at the device on his back before he gets up again! After a few times, the device should be out of order and Clark will revert back to normal.

He's so happy that he holds Rayman upside-down and he spots a cage! Get on his back and shoot it open. A Teensie should pop out and create a Magic Door for you in the middle of the room. Jump in, and Clark will go away.

Level 17: The Iron Mountains (64/100)

No. of Lums: 50

No. of Cages: 3

Special: Ride on hot-air Balloon, Meet Uglette, Steer Airship, Rescue Baby Globoxes, Get 4th Mask

Area 1 (18/30)

For the last time, you meet the Teensies in their Council Chamber and they will let you enter the final "new world" if you have 550 or more Yellow Lums.

This level tests a lot of the skills you had got from the levels you've played before. The first area tests your timing and fighting abilities. The second area tests your Walking Shell and teaming up (with the Baby Globoxes) skills. And finally... The third area tests your Magic Plum and... A new thing... Stealing a pirates' airship and using it to save the Baby Globoxes!

As you come through the Magic door, it's raining! Follow the wooden bridge and use the Purple Lums above you to reach a few Yellow Lums. After that, follow the wooden bridge into a big metal pipe. Follow the wet path and climb up the netting. At the top, walk along the path and use the Purple Lum to swing onto the rotating platform, using your helicopter. Aim for the Green Lum.

This bit is very, very hard, and frustrating. Jump over the beam of laser, or you'll immediately die. Try getting a few Yellow Lums and hit a switch at side of the platform to stop a bit of electricity at the centre of it. If one switch is on, it is almost impossible to hit the other! If you cannot hit the other, try slipping through the gap in the electricity in the middle and fall down the hole (it's very hard, isn't it?). Get the Green Lum at the bottom.

Fall down the drain and walk through the grass. When you're halfway up the little slope, a pirate will invade right in front of you!! Quickly run back and hit him from there! Once he's dead, walk along the path and an advanced version of a pirate should come. After killing him, jump over the murky water and onto a metal platform. Follow it and jump onto the big box to get a Golden Fist.

Continue and jump over the murky water. Follow the path and jump to solid ground. Grab the Green Lum and kill the advanced version of a pirate near the end. You'll reach an open area. Kill another advanced version of a pirate. Ignore the boxes for now. Follow the wide path to two Red Lums. Come back to the boxes and climb up them. At the top, get onto the wooden bridge and take the Yellow Lum. Fly to the wooden platform and get a Red Lum. Shoot to open the cage and three Yellow Lums should pop out. Hit the switch to open the gate then follow the grass to a pirate.

After killing him, get a few Red Lums then climb onto the netting to your left. At the top, follow the wooden platform to a Green Lum. To your right, jump onto the boxes. Even though the water looks clean and fresh, you die if you fall into it! Kill the advanced version of a pirate standing on a little platform then shoot to open the cage hanging from it. Three Yellow Lums should come to you. Follow the boxes and jump onto the hot-air balloon. If you made it, YEAH!

Area 2 (20/30)

When Rayman spots land, he quickly jumps off. You land on some grass and see a really big chicken jumping about. Go to the very end until you see a box. Get on it, and when the chicken jumps and makes a shake, you bounce up and quickly climb into the hole.

Slide down the slide and follow the path until you reach a Monkey Pirate. Make him fall into the murky water by flying to the right and landing on the metal path again. Go up the stairs and on the corridor, see the plaster? Shoot at it to free some Baby Globoxes. They'll guide you later on.

Follow the path and open the cage to free a Super Yellow Lum. When you're done there, go back down and onto a box. When it bounces high, jump into the hole and slide down the slide to a Walking Shell! GO!

As you go, you'll see the path forks in many ways. I'll just tell you what to do in the main path, but is you go to other paths, you can find two Super Yellow Lums and a few Red Lums. On the main path, follow the arrow pointing up. They might be created by the Baby Globoxes but I'm not sure. Anyway, keep going straight until you meet the third arrow.

This time, it shows you should make a U-turn, so turn to your left. Follow the path to a metal bridge then make another U-turn along the wooden path and down the slope. You should be on the grass now, if you survive. You'll see a few Baby Globoxes and it's all right... they won't get run over by you! Though you don't run over them, you'll have to run over the two switches to switch them on. The

metal doors should open.

Follow the path back to the giant chicken and when you get close to it, it should try to stamp on you! Rapidly press SPACE to make the shell go faster. Try making it stamp on the four menhirs to destroy them. If you manage, a Yellow Lum will pop out from under each of them.

When you're done, go further and you should see a metal bridge. When you're about to fall off the gap, press A to jump up. Repeat the process again. You should then enter a hole in the mountains.

Area 3 (22/30)

After everything you've played so far in the Iron Mountains were quite straight forward, bright and happy. Now, prepare for something harder, darker and sadder...

Jump onto a box floating on the murky water to get a Yellow Lum. Grab a Magic Plum and throw it onto the grassy land. Quickly run back to get it before it disappears! Get on it and go to the wooden house. Jump to get a Super Yellow Lum.

Go back to the murky water and use the Purple Lum to swing onto a metal pipe. Jump onto a wooden bridge and follow it to Uglette. She's crying! She had lost her babies! Rayman decides to use the airship belonging to the pirates. This bit is very hard. Since the airship's life bar is very limited, you should be more careful not to crash into the walls. Also, you steer it like you do with the keg. If you press DOWN, it'll go up, and if you press UP, it'll go down.

First, go along the path to the South Mine. Once all the Baby Globoxes are on board, continue, shooting at anything that blocks your way. When you get to an open area, go straight and pass the little cliff.

After shooting down a few wooden houses in your way, you arrive at the North Mine. Continue, and not far away, is the West Mine. Make a U-turn and go back along the path to that open area.

This time, go slightly to your right and after shooting down a wooden house, you arrive at the East Mine. Go back to the open area and turn right. After passing the South Mine, you arrive back to Uglette, with all her babies! The steering was tough, wasn't it? Congratulations!

When Uglette hugs her babies and says thanks to you, a Baby Globox will give you the fourth Mask! He said he found it in the mine. Then, Uglette decides to use the airship to take them home... Wherever it is...

You take this final mask back to Polokus and you'll see that he wakes up. He'll then make your powers stronger!

Level 18: The Prison Ship (75/100)

No. of Lums: 94

No. of Cages: 0

Special: Fight final pirate, Ride on Flying Shell

Area 1 (18/30)

This level is my worst level of all... It is very hard and tedious, but it is very straight forward. The bit I really find hard is the Flying Shell ride, where you'll have to dodge all sorts of things, like wooden poles and metal bridges.

You'll see a pirate introduction where Razorbeard receives a visitor. He buys the Grolgoth, a master destruction robot, for a large sum of money. You'll get to battle this robot in the next level.

The level begins with a big, long slide. The first bit of it is quite hard, but the second bit is easier. Jump over the lava then go to your right a bit. Try not to go to your right too much, or it'll be very hard to go left afterwards. Pass the lava and hot rocks (if you touch them, you'll die) and continue the slide, getting Yellow Lums as you go.

Jump over the lava and follow the slide to the second part of it.

Area 2 (16/30)

Hit the switch slightly to your right to stop the laser. Follow the slide and jump, when necessary, to get any Yellow Lums. Jump over the little gap and turn to your right. Hit the switch to create a wooden path for you. Follow it until you see another one and shoot to open it. You'll form another path. Go along it and hit the switch. A wooden and narrow path will form, and once you're in mid-air, go to your very right and land on a metal platform, rich with Yellow Lums and a Super Yellow Lum.

Slide around it in circles till you've got all of them then fall down the hole in the middle.

Area 3 (20/30)

You enter a big room with metal platforms and a lava pit at the bottom. Follow the path and go to your right. Then climb down the metal bars a bit and jump to hang under the path you were on. Climb your way to a Super Yellow Lum. Go back again, but this time, climb down the metal bars to the bottom.

Go straight on and jump onto a little platform to get a Golden Fist. Come back and turn to your right. As you're going, the toughest pirate in the game appears! Keep shooting it with your golden punches until he dies. Then hit to activate the switch at the end of the path. After getting some Yellow Lums, return to the bit where you were in the beginning of this area.

You'll discover that the switch you just hit creates a Flying Shell Generator. When a shell runs and sleeps at the end of the path, go and mount on it. GO! Piloting a Flying Shell is very tricky. It combines your skills both from the Magic Chair skill from level 13 and the keg skill from level 11. If you press UP, it'll go down, and when you press DOWN, it'll go up. If you turn to your right, you'll also realise that it'll turn like the Magic Chair! So don't get dizzy!

As you launch, search under the metal bridges for a few Super Yellow Lums. You'll also find a few Yellow Lums, in which one is between the metal buildings near the lava.

When you're done, try to run over the switch on the metal platform to switch it on and open the metal doors, then after getting a few Yellow Lums, go into the next area.

Area 4 (27/30)

This bit is so hard that it took me months to pass! It's best to follow the Yellow Lums as you go. Follow the hall and turn left. Fly between the metal gates and under the wall, getting a Red Lum. Fly up to avoid the stairs then follow the stairs to a skull painted wall and fly down.

This bit is the hardest of all. Go into the hole and avoid the wooden pillars. Easier said than done, though!! The best way to pass this is to stay at the bottom and scratch your shell until red stars come out, but not too hard, or it'll explode. Keep scratching it on the floor until you reach the next room. Avoid the more wooden pillars using the strategy I've noted above. You'll then reach an open area when you're shot by lasers. Fly to the left and into a tunnel, where you could grab a row of Red Lums and a Super Yellow Lum. You'll then reach another area, where you have to battle the Grolgoth.

Note: Back to that area where you were being shot by lasers, you may spot another tunnel. You could go in there to the exit too, but you won't find any Lums there.

Level 19: The Crow's Nest (65/100)

No. Lums: 0

No. Cages: 0

Special: Fight the Grolgoth

Phase 1 (20/30)

The whole of this level is just fighting Razorbeard in his Grolgoth! If you want to save during the fight, you could press ESC and choose the "Hall of Doors" from the menu.

The Grolgoth's life bar is as long as Foutch's but if you hit him, it's nowhere near draining away 2/5's of his life bar! Okay, so you can't do much damage to

him, but his attacks are quite weak. He'll fire three Flying Bombs at you for his first attack. Simply hit to make them bounce back at him then try shooting at him and he'll try to jump onto you.

Quickly run around a bit till he lands and misses you. After this, he'll jump onto you again and you'll have dodge this one. He then falls through the ground and destroys it! You'll go falling down too!!

Phase 2 (22/30)

When you're about to fall into the lava, Ly will bring you to a Flying Shell. Follow the tunnel and grab some bullets at the end. Shoot at the Grolgoth's arms then keep shooting at him. He'll then fall into the lava.

Razorbeard will then fight back. He'll shoot you with two Flying Bombs. As they follow you, fly near the wall of a tunnel then quickly move away. The bombs should hit the wall then explode.

Repeat the process where you grab the bullets and shoot at his arms. When the robot is busted, Razorbeard gets out and blasts his robot!

When you finished, you'll see the credits and if you had collected all the Lums and freed all the cages, you'll see your name below where it says "Bast Player!"

~Congratulations~

You've beaten the game!

Bonus Levels

Special: Race Ly / Race Pirate

The Walk of Life (12/100)

No. of Lums: 50

No. of Cages: 0

Special: Restore life bar

My Best Time: 1' 49' 42'

Here, you'll get to (kinda) race Ly or follow her. You start with 30 seconds remaining, and each time you reach a checkpoint, the time remaining is restored. If you accidentally fall off and die, you reappear from where you last got the checkpoint and the time remaining will be the same as the remaining time you had when you first reached there. The Yellow Lums are on the path, so take them as you go.

Quickly jump onto the web and avoid falling down the clean, fresh water. When you reach flat land, you reach your first checkpoint.

Bounce on the web to the tunnel and follow the path to the end and using your helicopter a bit, fly onto the wooden bridges to the second checkpoint.

Run along them and climb onto the vines onto the steady platform. Jump onto another and you'll reach the third checkpoint.

Jump onto the wooden bridge and climb onto the vines up onto a wooden bridge. Follow it to a platform with the fourth checkpoint.

Jump onto a wooden bridge and follow it to the end. Jump over the gap and climb up the vines to a land covered with grass. Jump onto the web and bounce into the hole. Follow the path and jump onto the cliff to your fifth checkpoint.

Jump onto another cliff, then follow the path to a tunnel. At the end, jump onto the platform with the sixth checkpoint then jump onto another platform, then to another. Use the web to bounce to the other side and follow the path to a

tunnel. At the end, is the finish!

Ly will restore your life bar to max! Then you dance with a Teensie and jump through the Magic Door. Ly waves goodbye.

The Walk of Power (16/100)

No. of Lums: 50

No. of Cages: 0

Special: Get three Golden Fists

My Best Time: 1' 28' 34'

The rules of this level is the same as the Walk of Life, with only a different route.

Start off by going into the tunnel and follow the path then jump onto a platform. Jump onto the cliff then follow the path. At the end, jump over the stream to the first checkpoint.

Jump onto the platform then follow the path to a stream. Jump onto the moving lily pad then onto the little cliff, where you get to the second checkpoint.

Follow the path into a tunnel and keep jumping on the platforms. At the end, get on a lily pad. Jump on a moving lily pad and before it moves away, quickly jump onto a steady one to reach the third checkpoint.

Jump onto another moving lily pad then onto a steadier one. Repeat this again then jump onto another lily pad with the fourth checkpoint.

Jump onto a moving lily pad to another one, which doesn't move. Use a few moving lily pads to reach a steady lily pad then jump onto solid ground. Follow the path to the fifth checkpoint.

Jump onto the lily pad then jump again to reach the other side. Turn to your left, follow the path then jump over the steam. Run along the path to the end. Ly will give you three Golden Fists! You'll then dance with a Teensie and jump into the Magic Door. Same as before, Ly waves goodbye.

Globox Village (32/100)

No. of Lums: 50

No. of Cages: 0

Special: Restore life bar or get Golden Fists

My Best Time: 0' 56' 75'

In this bonus level, you get to play the role of a Baby Globox. You'll have to race the pirate to get to the end. If you win, either Rayman's life bar will go up to max, or he'll be awarded with three Golden Fists! All you'll have to do is to keep pressing the LEFT, RIGHT, LEFT, RIGHT keys fast as you can. If you play the piano, like me, you won't get very tired with it. If you don't play the piano, you might find your fingers will get very tired at the end! If the LEFT and RIGHT keys are pressed at the same time, you'll immediately slow down, so I recommend you to only use one hand to do this (preferably your second and third fingers).

Good luck!

If you want to exit while playing a level, first press ESC to bring up the menu. Choose "Abandon." When it says "Are you sure to abandon?" choose "Yes" and another menu should appear. Choose "Quit" and when it asks you whether you want to save the game, choose "Yes" if you want to and "No" if you don't want to. Then when it asks you if you want to quit, choose "Yes."

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