

Rayman 2: The Great Escape Walkthrough v2

by InvaderHera

Updated on Aug 30, 2004

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.

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class=SpellE>Ubi Soft<o:p></o:p></pre><pre><span
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</o:p></pre><pre><span
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style='font-size:12.0pt;font-family:"Times New Roman"'>1. Story<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>2. Controls<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>3. Characters<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>4. Enemies<o:p></o:p></pre>
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>1. STORY<o:p></o:p></pre>
<pre><span
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</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:

1'> This is copied from the instruction manual, so I don't take credit for it.</p></pre><pre><p> </p></pre><pre> "Panic in the Chamber of the Teensies and the Fairy Council: Robo-Pirates from deep in space have arrived, determined to conquer and enslave their entire world. The time for combat <p></p></pre><pre>has come. Volunteers form small resistance groups and throw themselves into battle with the evil aggressors. Rayman and his friend Globox go to the edge of the <stl:place w:st="on"><stl:PlaceName w:st="on">Great</stl:PlaceName> <stl:PlaceType w:st="on">Forest</stl:PlaceType></stl:place>, where the <p></p></pre><pre>highest number of pirates are located."<p></p></pre><pre><p> </p></pre><pre><p> </p></pre><pre> "Rayman jumps from a tree and activates his helicopter for a soft landing in the middle of a thicket of bushes. 'The Pirates are coming straight at us!', cries Rayman to his friend. 'Get <p></p></pre><pre>ready ! The earth suddenly begins to tremble... Several trees collapse, creating a passageway for an army of robots. The <stl:City w:st="on"><stl:place w:st="on">Battle</stl:place></stl:City> begins! Rayman leaps into action, sending metal monsters flying <p></p></pre><pre>with his powerful energy spheres. A little later, Globox, trembling with fright, desperately tries to make the robots rust up by creating little rainstorms over their heads. A robot, creaking <p></p></pre><pre>horribly , crashes to the ground. 'Not bad, Globox! shouts Rayman with a smile. Globox tries to answer, but Rayman doesn't hear. The strained face of Ly has just appeared in his mind. <p></p></pre><pre>'Rayman...


```
style='font-size:12.0pt;font-family:"Times New Roman"'>2. CONTROLS<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Control Stick: Move<o:p></o:p>
</span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>A</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> on ground: Jump<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>A in air: Activate helicopter, A
again to stop using helicopter<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>A while under water: Swim up<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>A+ control stick while hanging on
ledge: Climb onto ledge<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>A repeatedly while between two
walls: Climb up walls<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>B: Attack<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Z on land: Target enemy<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Z at surface of water: Dive<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Z while under water: Swim down<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Hold down L: Read information you
got from the Yellow <span
class=Spelle>Lums</span><o:p></o:p></span></pre><pre><span style='font-size:
12.0pt;font-family:"Times New Roman"'>Start: Pause<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
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</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>3. CHARACTERS<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p>
</o:p></span></pre><pre><span
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<span
class=Spelle><span style='font-size:12.0pt;font-family:"Times New Roman"'>Rayman</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>: <span class=Spelle>Rayman</span>
is the main character, a strange guy with no limbs or a neck.<span style='mso-
spacerun:yes'> </span>He was captured by the <span
class=Spelle>Robopirates</span>, but his friend, <span class=Spelle>Globox</span>, helped
him escape.<span style='mso-spacerun:yes'> </span><span
class=Spelle>Rayman</span> must save the world <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>from</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> the horrible <span
class=Spelle>Robopirates</span>.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
class=Spelle><span style='font-size:12.0pt;font-family:"Times New Roman"'>Globox</span>
</span><span
```

style='font-size:12.0pt;font-family:"Times New Roman"': Globox
is <span
class=SpellE>Rayman's friend and helps Rayman escape from
the <span
class=SpellE>Robopirates. He is a coward,
yet he can still be useful, since he can make small rainstorms, good for watering plants
and <o:p></o:p></pre><pre><span
class=GramE>putting
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> out fires.<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Ly: Ly is a fairy.<span style='mso-
spacerun:yes'> She can create Silver <span
class=SpellE>Lums to give Rayman new powers.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
class=SpellE>Murfy
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: Murfy
gives <span
class=SpellE>Rayman advice in certain areas.
<span
class=SpellE>Rayman can also learn things from Murfy
through the Stones of Thought.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>The <span
class=SpellE>Teensies: The <span
class=SpellE>Teensies have forgotten who their king is, but they're still quite
wise. They created the Hall of Doors.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
class=SpellE>Polokus
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: Polokus
is the spirit of the world. He created everything,
but he left the world a long time ago. You can only
bring him back by collecting the four masks.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Clark: <stl:place
w:st="on">Clark</stl:place> is really strong and can break through walls, but he's not
feeling very well when you first meet him.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Sam: Sam is a snake that takes you
through the Marshes of Awakening.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Carmen: Carmen is a whale who makes
air bubbles.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Admiral <span
class=SpellE>Razorbeard: Razorbeard is the leader of the
<span

you

Shoot them, and they'll go away for a short time. You can't kill them.

Eyeballs: These don't come after you; they just jump up and down all creepy-like.

Giant Spiders: These spiders are big and chase you if you try to get away. They can climb up walls and move very quickly, so it's almost impossible to get away from one. There are also smaller spiders that give you less trouble, but still trouble nonetheless.

Helicopter Bombs: These are round bombs with a propeller that enables them to fly. They chase you until either you shoot them or they blow up.

Little Cyclops: These things look like the guardian of the `<st1:place w:st="on"><st1:PlaceType w:st="on">Cave</st1:PlaceType> of <st1:PlaceName w:st="on">Bad Dreams</st1:PlaceName</st1:place>`, except they're little and don't have the stylish hat. If you get too close, they'll eat you, so don't get close.

Sometimes they shoot fire, and other times, they hide behind walls, then, try to sneak up behind you when you turn your back.

Piranhas: Piranhas are in most of the water areas in this game, so you don't get to swim very often. Some even jump out of the water, making evil, little laughter, but you can just shoot them to kill them.

Robomonkeys: These stupid things chase you, then, stomp on you. You can throw Plums on their heads and lead them into running off ledges. Otherwise, you can't kill them.

Robopirates

style='font-size:12.0pt;font-family:"Times New Roman"': There are a lot of these dudes.
 They are the main enemies in the game.<span
style='mso-spacerun:yes'> They shoot at you, and some swat at you with their
hooks. Others are even more annoying and can drill
<o:p></o:p></pre><pre><span
class=GramE>through
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the ground and pop up in different
places.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Walking Barrels: These dudes are
weird. They are big barrels that shoot electricity
at you and sometimes cannonballs that leave behind evil smoke.<span style='mso-
spacerun:yes'> Just hide and keep shooting a wall until it <o:p></o:p>
</pre><pre><span
class=GramE>bounces
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> into them.<span style='mso-
spacerun:yes'> You can beat them very quickly this way.<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Whiplash: These remind me of an
enemy in Banjo-<span
class=SpellE>Kazooie (so I don't take credit for the name), so, yeah.<span
style='mso-spacerun:yes'> They are weird plant things that come out of the ground
and walls. They'll go away <o:p></o:p></pre>
<pre><span
class=GramE>for
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> a few seconds if you shoot them,
but you can't kill them.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Zombie Chickens: Zombie Chickens
are dead chickens that like to float out of the ground and attack.<span style='mso-
spacerun:yes'> They're annoying.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>5. TYPES OF LUMS<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Yellow <span
class=SpellE>Lums: These Lums are needed to get into
certain areas, and you can get information from them if you hold L.<span style='mso-
spacerun:yes'> There are 1,000 in all.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Red Lums:
Red <span
class=SpellE>Lums replenish your energy.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>

Purple Lums: When you shoot one of these, you can swing from it. Press A to let go.</pre><pre><:p> </:p></pre><pre>Super Yellow Lums: These are worth five Yellow Lums.</pre><pre><:p> </:p></pre><pre>Blue Lums: Blue Lums help you breathe underwater.</pre><pre><:p> </:p></pre><pre>Green Lums: When you die, you'll come back to the last Green Lum you got.</pre><pre><:p> </:p></pre><pre>Silver Lums: Silver Lums give you new powers. Ly can make them.</pre><pre><:p> </:p></pre><pre><:p> </:p></pre><pre><:p> </:p></pre><pre>-----<:p></:p></pre><pre>6. OBJECTS<:p></:p></pre><pre>-----<:p></:p></pre><pre><:p> </:p></pre><pre>Blockades: Blockades block doors and such. The white ones can just be shot at, but the metal ones must have a Keg thrown at them to break them.</pre><pre><:p> </:p></pre><pre>Cages: For every 10 cages you break, you get more energy. Teensies and Lums are found in these.</pre><pre><:p> </:p></pre><pre>The Four Masks: You need all four masks to bring Polokus back.</pre><pre><:p> </:p></pre><pre>Kegs: Kegs can break down doors, be lit on fire (which makes them fly), and are good for killing a Robopirate with one hit. Go next to one to pick it up. Press B to throw it forward or press A </pre><pre>to</pre><pre></pre>

throw it upward.

Magic Doors: These are found at the beginning and end of a level. Go through to be returned to the Hall of Doors.

Magic Spheres: Magic Spheres can open doors when they're put onto the pedestal of the same color.

Plums: You can ride on Plums across lava, and they can be thrown onto spikes or onto the heads of Robomonkeys. They are carried and thrown using the same controls as the Kegs.

Power Fist: This makes Rayman's attacks more powerful. After he dies or gets hurt three times, Rayman will go back to normal.

Shells: Have a Shell chase you until it stops running, then, get on to ride it. While riding, press A to get off (or to jump if it's going too fast), and press B to make it go faster. Some Shells can fly, too.

Stones of Thought: Go to these to get advice from Murfy.

Switches: Switches do special things when shot.

7. WALKTHROUGH

THE BEGINNING

First, there's a cut scene, and after a bit, you'll see that Rayman is locked in a cell on the Prison Ship.

class=SpellE>Globox will be tossed in there with him, and after talking, Globox will give <o:p></o:p></pre><pre>Rayman a Silver Lum Hooray, Rayman can use his basic fist powers again! And most importantly, you'll get to play the game for a short time. Shoot the nearby grate to break it, then, go <o:p></o:p></pre><pre>through Slide down here and get the Red Lums Again, there is a cut scene as Globox follows Rayman down, but bumps into him, pushing our hero off the ledge. He'll fall down to...<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>THE WOODS OF LIGHT<o:p></o:p></pre><pre> Yellow Lums: 5<o:p></o:p></pre><pre> Cages: 2<o:p></o:p></pre><pre> Here, you'll talk to Murfy Then, follow the stream over to a little alcove. Break the cage here, and Murfy will talk to you again. Now get the Yellow Lum that you freed, then, drop <o:p></o:p></pre><pre>down the hole here. Go along here and get 2 Yellow Lums here. Another is behind the waterfall. Now go onto a higher ledge, and use your helicopter to get to the ledge across from you. <o:p></o:p></pre><pre>Rayman will talk to the Globox babies, then, you can continue to the next room. On the left side of here, Murfy will explain how to get up the crevice in the wall. Just go in and repeatedly <o:p></o:p></pre><pre>press A to jump up the crevice and get to the top. Get the last Lum up here, then, break the cage up here, and there will be another cut scene. You can leave the level as long as you have all 5 <o:p></o:p></pre><pre>

Yellow Lums.

THE FAIRY GLADE

Yellow Lums: 50

Cages: 7

Start by going into the water. To the right is a tunnel going downwards. Swim down, and you'll find a cage. Break it for a Yellow Lum. Don't forget to use those Blue Lums for air.

Now return to land. Jump on that mushroom on the small island to bounce up to the vines above you. Climb across here to a ledge, then, drop down. Go forward, and you'll find a piranha jumping out of the water. Shoot it, then, cross the lily pads. (You'll get hurt if you go into this water.) Now cross some ledges to get to a switch. Shoot it to open a door, then, cross the top of this branch. (Jump over the water running over the branch. It might push you off.) You'll end up at a cage. Break it, then, go through the door that opened. Keep going until you find a weird machine

Climb onto it, then, go to one of the pieces of metal sticking out on the right side. From one of these, helicopter over to the small island in the water. From it, get onto the barrel, then, ride that through some Yellow Lums. Now get back onto land when you can and return to the top of the machine. Jump onto the things moving up and down, and then go into the alcove in the

the

 wall.</pre><pre> In here, long black enemies come from a grate in the wall. Leave them alone because you can't get rid of them. Just climb up the vines on the big tree, and go through the hallway up </pre><pre>here. Slide down some slippery water to get to another area with water you can't go in. There is another entrance to this area. You'll need to find it later in the game if you want all the Yellow </pre><pre>Lums and cages. Anyway, cross the vines on the wall and avoid the piranha. On the other side, drop through the hole. In this area, ignore the Robopirate for now. Just go forward to find a </pre><pre>tunnel. Go through to find another room. Shoot the piranha in here, then, get the Yellow Lums on the lily pads. Now climb up the ladders to find a cage. Break it for a Yellow Lum, then, get </pre><pre>the other Yellow Lum floating by the wall near a purple plant. Return to the previous area, and stand on the Blockade on the ground for a short time and then move. The Robopirate will throw </pre><pre>a Keg at you, and it should hit the Blockade and break it.</pre><pre> Drop through the hole, then cross the boxes. Climb up the webs over here while avoiding the falling Kegs, then at the top, shoot the weak Blockade to break it. Go through this </pre><pre>doorway, then, go left and Murfy will talk to you. Next, fight the Robopirate outside. After beating it, continue to the next room. Grab the Keg here, and throw it at the sleeping Robopirate to </pre><pre>blow

it up. Now get another Keg and return outside. Throw it at the Blockade to break it, then, go through to find another cage. Now return to the room with the Kegs, and climb up the `<o:p></o:p></pre><pre>grating<span style='font-size:12.0pt;font-family:"Times New Roman"'.Get the Yellow Lums on the climbable ceiling, then, go into the doorway up here. Helicopter down in the next room so you have time to shoot at the switch. It's okay if you miss, <o:p></o:p></pre><pre>though<span style='font-size:12.0pt;font-family:"Times New Roman"'.The ground is bouncy and will let you bounce until you can hit it.Just avoid the laser moving back and forth.The switch will open a door, so go through.Jump over some lasers, then, <o:p></o:p></pre><pre>defeat the Robopirate.Shoot the switch on the wall, then, drop down and go through the newly opened doorway.<code><o:p></o:p></pre><pre>Now jump over some more lasers, then, climb down some ropes (and get the Yellow Lums on them).Ly is stuck down here, and you must break the machine making the force field <o:p></o:p></pre><pre>around her.Go into the tunnel to find it.You have to bring Kegs over to the machine and hit each of the three Blockades on it.Unfortunately, this is harder than it sounds. Flying bombs will <o:p></o:p></pre><pre>come at you, so you must stand still and press A to throw the Keg straight up.Then, you shoot at the bomb to blow it up.So just repeat this until you destroy all three Blockades and free Ly.<code><o:p></o:p></pre><pre>The fairy will talk to you and teach you how to use Purple Lums.Just shoot them to swing from them.Climb back up the ropes on the wall, then, use the Purple Lum to cross the gap.Over <o:p></o:p></pre><pre>here, climb up between two walls, then, past here, you must helicopter down while getting Yellow Lums`

class=SpellE>Lums. You'll end up seeing a
<span
class=SpellE>Robopirate, too. Beat it and
break the cage near it, then, <o:p></o:p></pre><pre><span
class=GramE>continue
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> down.<span style='mso-
spacerun:yes'> At the bottom, continue to the next room.<span style='mso-
spacerun:yes'> <span
class=SpellE>Murfy will talk to you, then, you can go up the wind tunnels.<span
style='mso-spacerun:yes'> Just use your helicopter in them.<span style='mso-
spacerun:yes'> There are Yellow <span
class=SpellE>Lums in them, so <o:p></o:p></pre><pre><span
class=GramE>don't
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> forget.<span style='mso-
spacerun:yes'> Make sure you go into every single wind tunnel, or you may miss a
few <span
class=SpellE>Lums. <span
class=GramE>Anyway, at the top, swing across the Purple Lum to
get to a wooden area. Break the cage here to
<o:p></o:p></pre><pre><span
class=GramE>free
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> a <span
class=SpellE>Teensie. The <span
class=SpellE>Teensie and Rayman will dance, then, a Magic
Door will open up, letting you leave this level.
Keep reading to learn how to get the remaining <span
class=SpellE>Lums and cage...<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
The <st1:place w:st="on"><st1:PlaceName
w:st="on">Echoing</st1:PlaceName> <st1:PlaceType
w:st="on">Caves</st1:PlaceType></st1:place> has a tunnel that leads to the Fairy Glade.
 You have to fly up to it using a Keg.<span
style='mso-spacerun:yes'> I explained where it was at the end of the first
paragraph of the <st1:place
w:st="on"><st1:PlaceName w:st="on">Echoing</st1:PlaceName> <st1:PlaceType
w:st="on">Caves</st1:PlaceType></st1:place> <o:p></o:p></pre><pre><span
class=GramE>section
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
So, once you're here, drop down, and go to the bridge.<span style='mso-
spacerun:yes'> Shoot the <st1:place
w:st="on">Plum</st1:place>, and get onto it. Ride
it past the <span
class=GramE>bridge, and then jump off and climb across some webs.<span style='mso-
spacerun:yes'> Go across some <o:p></o:p></pre><pre><span
class=GramE>wooden
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> platforms, then, climb across more
webs. Be careful of the black flies as you go
along. Drop onto the platform at the end, then,
swing across some Purple <span
class=SpellE>Lums, and jump across some <o:p></o:p></pre><pre><span
class=GramE>more
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> platforms.<span style='mso-
spacerun:yes'> Now, you'll get to a <span
class=SpellE>Robopirate that is throwing Kegs at you.<span style='mso-

spacerun:yes'> Make him throw a Keg onto the Blockade on the bridge to make it fall, then, helicopter down into the hole <o:p></o:p></pre><pre>beneath the Blockade. In here, kill the sleeping Robopirate, and break the cage. Drop down the hole to return to <stl:place w:st="on"><stl:PlaceName w:st="on">Echoing</stl:PlaceName> <stl:PlaceType w:st="on">Caves</stl:PlaceType></stl:place>.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>THE MARSHES OF AWAKENING<o:p></o:p></pre><pre> Yellow Lums: 50<o:p></o:p></pre><pre> Cages: 5<o:p></o:p></pre><pre> Well, start off by going left across that log. Watch out for the piranhas jumping across it. Over here is a Yellow Lum, Zombie Chickens, eyeballs, and a weird guy that won't let you <o:p></o:p></pre><pre>go somewhere until you know the name of the place he's guarding. You'll be allowed past in due time; for now, return to the beginning now and cross the lily pads to get to some ropes. Climb <o:p></o:p></pre><pre>left and jump over the ropes to get to a little dock. Break the cage to free Sam the snake. After a short cut scene, shoot Sam's scarf to go water-skiing. Press A to jump and hold Z to go faster. <o:p></o:p></pre><pre>So watch out for Yellow Lums as you go along and avoid enemies. When you see a Super Lum, jump into the wall to get it and to hit a switch. Get the Yellow Lums that appear and kill the <o:p></o:p></pre><pre>Zombie Chickens in your path by holding Z to go into them fast. Now Sam will circle this next area several times. Try to hit the cages and then get the Yellow Lums left behind on your next <o:p></o:p></pre><pre>time around. Then, Sam will eventually take you to another area.<o:p></o:p></pre><pre> Watch out for the helicopter bombs here. They sit on top of the water in your way.<span style='mso-

spacerun:yes'> After the first one, run into the floating wood to get onto a ramp with Yellow Lums on it. Then, <o:p></o:p></pre><pre>there will be another group of bombs with a Yellow Lum in the middle. Past here, jump over a piece of wood sticking up to get another Yellow Lum. The next Yellow Lums are hard to get. <o:p></o:p></pre><pre>You have to hit the turtle shells just right so you bounce up and get them. Next is another Yellow Lum floating next to a Robopirate in a boat. Get the Yellow Lum behind the next helicopter <o:p></o:p></pre><pre>bomb, then, survive for a short time longer until you make it to land. After a short cut scene, break the cage and the freed Teensie will make you a Magic Door.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>THE BAYOU<o:p></o:p></pre><pre> Yellow Lums: 50<o:p></o:p></pre><pre> Cages: 7<o:p></o:p></pre><pre> First, there will be a cut scene. Razorbeard will eat a Yellow Lum, and even though it says the total is now 999, there is still secret Lum #1,000 to get... So, in this level, first go left. <o:p></o:p></pre><pre>If you have enough Yellow Lums, Ly should appear. It sometimes takes awhile, but eventually she'll let you go to an extra level, the Walk of Life. I explained it in the Bonus Levels section. <o:p></o:p></pre><pre>Anyway, let's continue with the level. First go onto the barrel and watch out for helicopter bombs being shot from the warship. Jump onto land when you get to it, then, break the cage on the <o:p></o:p></pre><pre>log. Now get onto another barrel and ride it to land. Climb up the ladder here, and then shoot the switch to make the bridge fall. </pre>

style='mso-spacerun:yes'> Cross it, and past here, beat the sleeping Robopirate and break <o:p></o:p></pre><pre>the cage nearby. Past here, shoot the Purple Lum to swing over to a barrel. Ride it along while shooting at the Zombie Chickens that fly at you. It will then start to sink, so jump to the branch. <o:p></o:p></pre><pre>Break the cage beneath it, then, helicopter to the bridge. You'll see another Purple Lum. Shoot that to swing over to an alcove. Break the cage here, then, return to the bridge. Cross it quickly, <o:p></o:p></pre><pre>since the warship will shoot at the bridge and you. Once on land, turn around to see a cage you ran past. It's hanging from the underside of part of the bridge. Break it, then, continue on past <o:p></o:p></pre><pre>here. Eventually, you'll find a Robopirate. Beat it, then, shoot the switch to extend the bridge. Cross it, then, watch out for falling Kegs and then rolling Kegs. Past them, you'll find more <o:p></o:p></pre><pre>rolling Kegs. Make your way past them, then, hit the switch over here. Cross the bridge, then, use the Purple Lum to cross the game. There's an annoying Robomonkey here. It will run over <o:p></o:p></pre><pre>and try to stomp on you, and you can't beat the dumb thing. Either run past or lead it to run off the edge of this area, then, go past here and hit the switch. The door will open for a limited <o:p></o:p></pre><pre>time. Run past the swinging scythes and go through the door. Get past more rolling Kegs, then, drop down to where the Kegs are rolling to. Shoot the cage to the left of where the Kegs are <o:p></o:p></pre><pre>falling, and get closer if the Lums don't come to you. Now climb up the ladder, and bounce on the round things. Break the cage here to free the <span

class=SpellE>Teensie, then, bounce to the top of here, where <o:p></o:p>
</pre><pre><span
class=GramE>the
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Magic Door will be opened.<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>THE SANCTUARY OF WATER AND ICE<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Yellow Lums: 50<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Cages: 2<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> First, there will be a cut scene.
You need a certain number of Yellow <span
class=SpellE>Lums, but if you were good about collecting, you should have enough.
 So when the level starts, go onto the dock <o:p>
</o:p></pre><pre><span
class=GramE>and
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> break the cage.<span style='mso-
spacerun:yes'> Now go back to the beach, and a <span
class=SpellE>Robopirate will come out of the ground.<span style='mso-
spacerun:yes'> Whenever he shoots at you or gets shot by you, he'll drill back
underground and appear <o:p></o:p></pre><pre><span
class=GramE>somewhere
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> else.<span style='mso-
spacerun:yes'> Kill this annoying pirate, then, climb up these ledges to find a
pool of water. Dive into the water and swim through
the tunnel to find a small room at the end. Break
the cage, <o:p></o:p></pre><pre><span
class=GramE>then
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, swim back through the tunnel and
return to land. Climb up the ladder here and you'll
find a big door and another <span
class=SpellE>Robopirate that will drill up from the ground.<span style='mso-
spacerun:yes'> Beat him, then, go right to <o:p></o:p></pre><pre><span
class=GramE>find
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> a Keg.<span style='mso-
spacerun:yes'> There are two doors in this area, so use the Kegs to break them
down. Through each of these doors is a Magic
Sphere. Put each Sphere onto the pedestal of the
same color to open <o:p></o:p></pre><pre><span
class=GramE>the
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> big door.<span style='mso-
spacerun:yes'> Go through, then, go along the upper edge of this room to find some
Yellow <span
class=SpellE>Lums. No go through the starry
doorway to get to a slide. If you go to the left,
<span
class=SpellE>Murphy will come and <o:p></o:p></pre><pre><span

class=GramE>tell
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> you about it.<span style='mso-
spacerun:yes'> So slide down the thing, and stay on the right in the beginning
because there are some Yellow <span
class=SpellE>Lums there, but also watch out for Lums in
the middle in other locations, too. <o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Just watch out for <span
class=SpellE>Lums, and make sure you have 49 Lums by the
time you get to the end. There's a boss battle
next.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Boss: Axel<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Okay, Axel will just shoot ice at you, so avoid it and swing
across those Purple <span
class=SpellE>Lums. At the last one, let go,
activate <span
class=SpellE>Rayman's helicopter, and shoot the icicle above Axel.<span style='mso-
spacerun:yes'> The icicle <o:p></o:p></pre><pre><span
class=GramE>will
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> land on the boss and you're done.
 <span
class=GramE>I know, that was quick. Cross
those Purple <span
class=SpellE>Lums again to get over the gap, then, go to the left or right to go
above the pathway where the final Yellow <o:p></o:p></pre><pre><span
class=SpellE>Lum
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> is.<span style='mso-
spacerun:yes'> Now, go forward, and there will be a cut scene where <span
class=SpellE>Rayman gets the first mask and talks to <span
class=SpellE>Polokus.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>THE MENHIR HILLS-PART 1<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Yellow Lums: 50<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Cages: 8<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> First, Murfy will come and tell you
about the walking Shell, but you must first ignore his advice and go to the right of the
big tree. (The Shell will likely run at you,
though. Just avoid <o:p></o:p></pre><pre>
<span
class=GramE>it
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> or shoot it.)<span style='mso-
spacerun:yes'> Anyway, behind one of the rocks here, there is a switch.<span
style='mso-spacerun:yes'> Shoot it, and a thing in the ground will open up.<span
style='mso-spacerun:yes'> It's not far from where you first entered the area.<span
style='mso-spacerun:yes'> Drop down it, and <o:p></o:p></pre><pre><span
class=GramE>break

the cage. Now climb back out using the spider web. Let's ride that Shell now! Have it run towards you, then, avoid it until it stops running. Walk into it to ride it. Just steer it across the

thorns

, and aim it at the door. Jump off, and it will blow up the door. Break the cage here, then, go through the doorway to the left. If the two Robopirates in here wake up, the door between them

will close until you kill both of them, so I suggest you walk quietly through that doorway. Break the cage in here, then, go back out and do whatever you feel like to the Robopirates.

Now, go through the next doorway. Out here, bounce up the mushrooms and use the Purple Lum to swing over to a ledge above where you came in by. Go to the Yellow Lum, and

break

the cage in the little building in front of the Lum.

Now drop down, get the Lum behind the tree, then, ride the Shell. You can't jump off for a while. Get the Lums as it runs while

dodging

the Whiplashes. In the bridge area, don't go left. It's more dangerous, and you'll miss a Yellow Lum.

Keep going, and once you're through here, let the Shell run up the ramp. Aim it towards

the door, then, jump off. The door is now open, but we still have a use for that Keg nearby. Grab the Keg lying in the grass, then,

go into the hallway down here. Now, you get to use

a

trick that you're not supposed to learn until later in the game. How special. Walk through the flame, and the Keg will light on fire and start to fly. Fly across the gap, and let go before you hit

the

wall.

Grab another Keg and throw it up into the cage above you.

Now, fly back across the gap again, and get another Keg.

Go through the door the Shell opened, and kill the sleeping

Robopirate

with your Keg.

Now hit the switch to the left, and go through the newly opened door for a cut scene.

Poor Clark is sick, and he wants you to find the

Cave of Bad Dreams

entrance

of which is in the Marshes of Awakening.

Hmmm, doesn't sound like a very pleasant place, but let's go anyway.

THE

CAVE OF BAD DREAMS

Yellow

Lums: 50

Cages: 0

To get here, go to the Marshes of Awakening, and cross the log to the left.

Past the 50th Yellow Lum, some Zombie Chickens, and some eyeballs is a weird one-eyed guy.

Talk to him

, and he'll let you into this level, now that you know the name of it.

So, start by going forward and swinging across the Purple Lum.

Quickly cross the floating skulls because they slowly

sink

If they sink too much before you can even attempt to cross them, just wait for some new ones to magically fall from the ceiling.

So go across here and onto a bone wall.

Cross some more

sinking

skulls, and past here, be careful of the weird arm thing.

Shoot it to make it go away for a short time.

Now swing across another Purple

to get to another bone wall. Jump over to some ledge and get the Lum over to the left. Now jump onto the bone wall on the side of the sinking pillar. At the top, swing across a Purple Lum to another pillar, then, jump to a third one. Past here are some more arms, then, you'll have to go up between two walls. They move apart after a short time, though, so you'll have to wait until they come closer together again. Around the top of these walls, you should jump back the way you came and get the Yellow Lum floating in front of the walls. Anyway, at the top of the walls, go up to another area. Helicopter to a lower area. Beat all the little cyclops dudes, and one will leave behind a Magic Orb. Throw it onto the pedestal, and drop down the hole that appears. Get the Super Lum, then, go into a bigger area. Don't bother killing the black enemies, since more will keep coming through the wall. Go onto the ledge to the left and into a hallway. Go left and jump onto the skulls. An arm will bring the second skull up higher. Now cross these moving platforms to get to another Orb. Throw it across the platforms until you get it to the other side. (It may take practice, but you'll get it.) Back in the earlier room, put it on the correct pedestal. Now, go back to the hallway and go right. Swing across the Purple Lum to get to an arm moving a skull. Stand on the skull to cross the gap. Now swing across another Purple Lum, then, ride across another skull. Kill the black things here, and get the Yellow Lums, then, go onto another skull.

spacerun:yes'> You'll be lifted up to an Orb.
Throw it from platform to platform until you get to its pedestal.<span style='mso-
spacerun:yes'> Put it on its pedestal, and the door will open.<span style='mso-
spacerun:yes'> Go through and get the Super <o:p></o:p></pre><pre><span
class=SpellE>Lum
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, then, drop down the hole.<span
style='mso-spacerun:yes'> Go forward and the Guardian will come and chase you down
the slippery green stuff. You can shoot and break
the green spikes to get them out of your way. <o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Don't bother jumping because <span
class=SpellE>Rayman will do that on his own.<span
style='mso-spacerun:yes'> Just stay ahead of the dude, and get the <span
class=SpellE>Lums. The hardest one to get
was the <span
class=SpellE>Lum to the far left near the end.
Make sure you <o:p></o:p></pre><pre><span
class=GramE>don't
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> miss it; it's hard to see.<span
style='mso-spacerun:yes'> By the end of this, you should have 45 Yellow <span
class=SpellE>Lums.<o:p></o:p></pre><pre><span style='font-size:
12.0pt;font-family:"Times New Roman"'>Boss: Guardian<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> This battle's weird. This
Guardian will begin by shooting fire. Dodge that,
then, he'll shoot skulls at you. Shoot them to make them stop moving.<span style='mso-
spacerun:yes'> If another skull hits it or you wait <o:p></o:p></pre><pre>
<span
class=GramE>too
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> long to cross it, it will fall
into the creepy, thorny floor below. So carefully
cross these skull platforms to get to the other side.
This is basically all you do the entire battle, actually.<span style='mso-
spacerun:yes'> Just <o:p></o:p></pre><pre><span
class=GramE>dodge
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> fireballs and cross skulls to get
from platform to platform. Not long after some
Purple <span
class=SpellE>Lums is the last Super Lum, so don't miss
it. Near the end of the "battle", the boss will
shoot four <o:p></o:p></pre><pre><span
class=GramE>skulls
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, then, stop for a bit.<span
style='mso-spacerun:yes'> When the skulls are about to fall, he'll shoot some
more. You have to be kind of fast with this part.
 Once you get across the entire place, go forward
for a cut scene. <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>When you are given an option, don't
take the gold, and the Guardian will give you the Elixir to heal <stl:place
w:st="on">Clark</stl:place>.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>THE MENHIR HILLS-Part 2<o:p></o:p>

Yellow Lums: 50

Cages: 8

Now go back to Clark, and give him the elixir. He is happily healed, so he'll run through a wall. I do that when I'm happy, too. Get onto the box and swing up four Purple Lums to get to a high up ledge with a cage. Break the cage, then, helicopter down to a lower ledge. Go through the doorway and hit the switch. The gate will open so that Clark can run through another wall. Go through there and down some stairs. You're back outside now. Jump onto the stump here, and swing across the Purple Lum to find another cage. Break it, then, go over to the Shell. Jump over it and climb up the vines behind it. Break the cage at the top, then, drop back down. Now ride the Shell up the steep hill near the stump. Be careful of the rocks that come out of the ground and the ones that fall. Stay on the left to get a few Yellow Lums, and once you're through here, there will be a cut scene.

THE CANOPY

Yellow Lums: 50

Cages: 4

Kill the spider at the beginning, then, climb up the web. At the top, helicopter down to break the cage beneath the ledge you ended up on. Go back up, then, break the cage up here that

is hanging over the hole. Now helicopter across the hole, and climb up the web at the other end. Drop down the hole over here, then, go straight. Get the Yellow Lums on the mushroom, and

kill the Robopirate over here, too. Go to where he was and onto the wooden thing to the right. From here, shoot the switch on the higher ledge you're facing to free Globox. Go back across here and to the left. Over here is a door blocked by lasers. Globox will do a rain dance to get rid of the lasers so you can go through. Through here, search every corner for Lums, and you should have 30 by now. Now make Globox do a rain dance near the plant. Jump onto the flower that appears. Get the Yellow Lum above it, then, the flower will float across a gap. Shoot the

Blockade on the pole over here. The pole will break and form a bridge, and Globox will come across. Now, past here, have Globox put out the fire. Then, past here, a Robopirate will come. <pre></pre> Globox will get scared and hide. Kill the Robopirate, and there will be a cut scene where Globox remembers to give you a Silver Lum. Now you can charge your attacks by holding B. Anyway, past here, Globox will get scared again. Dodge the cannonballs from the warship, then, a robot will come. The music changes, so he must be extra cool in some way. Once you kill him, go and get Globox to follow you. He'll rain dance and get rid of the lasers in another door. Through here,

class=SpellE>Globox will get scared again.
Kill another <span
class=SpellE>Robopirate, and come back for <o:p></o:p></pre><pre><span
class=SpellE><span style='font-size:12.0pt;font-family:"Times New
Roman"'>Globox<span
class=GramE>.
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>
Next, he will make a bush grow, but before you make use of it, go onto the nearby
boxes. Use the Purple <span
class=SpellE>Lum to swing over to the cage.
Break that, then, use the Purple <span
class=SpellE>Lum again to <o:p></o:p></pre><pre><span
class=GramE>swing
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> to the top of the building to find
a Super <span
class=SpellE>Lum. Now, get into the bush to
disguise <span
class=GramE>yourself, and go to the door.
The <span
class=SpellE>Robopirate guarding it will say stuff, then, the door will open.<span
style='mso-spacerun:yes'> Go <o:p></o:p></pre><pre><span
class=GramE>through
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, then, jump out of the bush and
break the cage to finish the level.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<stl:place
w:st="on"><stl:PlaceName w:st="on"><span style='font-size:12.0pt;font-family:
"Times New Roman"'>WHALE</stl:PlaceName><span style='font-size:12.0pt;
font-family:"Times New Roman"'> <stl:PlaceType w:st="on">BAY</stl:PlaceType>
</stl:place><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Yellow Lums: 50<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Cages: 4<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Go through the hallway, and kill the big barrel enemy.<span
style='mso-spacerun:yes'> Go back and go into the big tank of water.<span
style='mso-spacerun:yes'> Swim through (Don't forget to get the Yellow <span
class=SpellE>Lum above the treasure chest.) and <o:p></o:p></pre><pre><span
class=GramE>hit
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the switch at the other end.<span
style='mso-spacerun:yes'> Go through the door that just opened.<span style='mso-
spacerun:yes'> You can go beneath these ropes here if you want some Red <span
class=SpellE>Lums, but watch out for the jumping piranhas. <span style='mso-
spacerun:yes'> Go under <o:p></o:p></pre><pre><span
class=GramE>more
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> ropes past here to find some
Yellow <span
class=SpellE>Lums. Now climb up the ropes on
the wall, then, jump on top of the other ropes, and go outside.<span style='mso-
spacerun:yes'> Kill the <span

here, then, go onto some barrels

and

up some ropes. Helicopter over to that other wooden structure, and hit the switch that you can see from here. Go through the newly opened door, and be careful of the rolling Kegs.

Outside again, kill the sleeping

Robopirate. Now go to the right and get a Keg. Throw it at the door outside to break it down, then, break the revealed cage. A Purple Lum will be freed.

Climb onto the palm trees, and use the Lum to swing over to the wooden thing. Go through the doorway.

Here, [Murfy](#) will come and tell you about Carmen. You need to rescue her, so start by going into the water and swimming to the right. Swim through the tunnel, and when you're

back

on land, go forward and drop down into another room. Go right, and shoot the switch to free Carmen. Now go back and you'll find a Shell. Ride it up the hallway (Get the Yellow

Lums

), and press B to get across the gap. Jump off so it breaks down the door, then, go through, and break the cage. No go left and back into the water. Follow Carmen. You will need to use

her

air bubbles to breathe. Try to get the bubbles before the piranhas do; you can shoot at the piranhas to make them go away. At a wooden structure, swim through and up to get out of the

water

. Out here, go onto the ship and climb up the ropes. Up here, go right. Swing across the Purple Lum into the crow's nest and break the cage. Now, go across the wooden pole thing in the

other

direction this time. Go onto the waterfall area and slide down and get any Yellow

you can along the way.

Back on non-slippery land, get onto the ropes on the wall beneath you

and

climb down to hole.

There's a Robomonkey here, so have it chase you out of the hole.

Jump out of the hole so it follows you and falls.

Back in the hole, break the cage to free a Teensie.

Climb back up the ropes and go left.

The Teensie will make a Magic Door over here so you can finish.

THE SANCTUARY OF STONE AND FIRE

Yellow Lums: 50

Cages: 8

There will be a cut scene where you will need a certain number of Yellow Lums to get to the world.

You should have enough if you've been collecting Lums like you should.

When you

start, go forward and helicopter down to a lower ledge.

Past here, you need to beat the Robopirate.

Now jump onto the metal grate on the ground to bounce up to the metal building.

Shoot the Blockade here to release a Purple Lum.

Swing across it to get over to the pillar on the right to find a Yellow Lum.

Swing across to another part of land, and from here, shoot the

Blockade on the metal building you were just at.

Swing back to the metal building, then, use the new Purple Lum here to get a Lum and a Power Fist.

Swing back over to that other land area, and

and

go through the gap in the wall.

Beat the Robopirate, then, cross the platforms in the lava.

spacerun:yes'> You'll find a <st1:place
w:st="on">Plum</st1:place>, so shoot it to knock it into the lava.<span style='mso-
spacerun:yes'> Get onto it, then, shoot in the opposite <o:p></o:p></pre>
<pre><span
class=GramE>direction
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> to move it.<span style='mso-
spacerun:yes'> Go back to where that last <span
class=SpellE>Robopirate was, and go over to the hole in the wall across from the
land with the little tree. Jump onto the ledge and
go into a small room. Kill <o:p></o:p></pre>
<pre><span
class=GramE>the
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> black flying things, then, shoot
and grab the <st1:place
w:st="on">Plum</st1:place> here. Throw it at the
<span
class=SpellE>Robomonkey, and it should get stuck on its head.<span style='mso-
spacerun:yes'> Jump onto the <span
class=SpellE>Robomonkey's head and onto the ledge above.<span style='mso-
spacerun:yes'> <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Break the cage, then, go back.<span
style='mso-spacerun:yes'> Back in the previous area, where you got off the
<st1:place
w:st="on">Plum</st1:place>, get onto a higher ledge, and then you should be high enough to
helicopter back to that little tree place. <o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Now go back to where the first
<st1:place
w:st="on">Plum</st1:place> is. Now, you must ride
it through the tunnel between where the second <span
class=SpellE>Robopirate appeared and where you first entered the room.<span
style='mso-spacerun:yes'> Out in this first room, <o:p></o:p></pre><pre>
<span
class=GramE>get
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the Yellow <span
class=SpellE>Lum between the metal building and the pipe, then, continue along.
 You'll end up at a tunnel to the right.<span
style='mso-spacerun:yes'> Go through and jump off the <st1:place
w:st="on">Plum</st1:place>. Shoot and grab another
one, then, <o:p></o:p></pre><pre><span
class=GramE>throw
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> it onto the spike sticking out of
the lava. Get onto it, and jump to the next area.
 Grab this <st1:place
w:st="on">Plum</st1:place>, and throw it onto a spike sticking out of the wall.<span
style='mso-spacerun:yes'> Jump over to it, and get beneath it <o:p></o:p>
</pre><pre><span
class=GramE>before
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> it falls to catch it.<span
style='mso-spacerun:yes'> Do the same for the next spike.<span style='mso-
spacerun:yes'> Now, get onto the <st1:place
w:st="on">Plum</st1:place>, and jump into the hole in the wall.<span style='mso-
spacerun:yes'> Go forward and break the cage.
Now return to where the very first <st1:place
w:st="on">Plum</st1:place> <o:p></o:p></pre><pre><span

was and climb across the web. Be careful of the black flies. Keep going until you can no longer cross webs. Get onto the `<st1:place w:st="on">Plum</st1:place>` here to ride over to some rocks, then, climb up and go through to `<o:p></o:p></pre><pre>the next room.<o:p></o:p></pre><pre> Okay, so we're going to take a big detour. If you don't care about extra Lums, just go downstream (and skip ahead to the next paragraph). But, for those of us who want to get <o:p></o:p></pre><pre>everything, get onto another <st1:place w:st="on">Plum</st1:place> and go p the lava stream. Once you go far enough, you'll get to a big temple-like place. Go inside. Be careful of the things that shoot fire. Go to the left of <o:p></o:p></pre><pre>the bridge and onto the block. Go onto the pillar, then, onto the next pillar. Break the cage, then, go into the alcove below, and break the wall. In here, shoot the stalactite so it will fall into the <o:p></o:p></pre><pre>lava and makes a platform. Jump across it before it falls over. Shoot and cross another stalactite. Break the cage here, then, shoot the Blockades on the pillars so they fall. Go across them, <o:p></o:p></pre><pre>then, shoot and cross another stalactite. Now you should be on a platform that will float across the lava. Ride it until you can get off. Over here, fire will jump out of the lava at you, so keep <o:p></o:p></pre><pre>moving. Go up the ledges and break the cage. At the top, kill the little spider. Go into the room up here, and kill more little spiders. Next, swing across the Purple Lum, and then drop down to <o:p></o:p></pre><pre>the room on the left. Helicopter down across the lava to another floating platform. Jump from it to stalactites so that the fire doesn't get`

you. Get off when you can, and in the next room,

break

the right wall for Red Lums, the middle for a cage, Power Fist, and some more Red Lums, and the left one to unleash a big spider. Kill the spider, then, go through the left doorway and

drop

down into another room. Now, ride the Shell. Remember to press A to jump over gaps. This area can be very annoying and will likely take you many tries. Anyway, after the first jump,

keep

going forward. The Shell will run up the wall in a spiral and keep going. Survive long enough to get to a breakable wall. Jump off so the Shell breaks it, then, go through to get back

outside

. You're on top of the temple now, right above where you first entered it. Go across the log up here for some Yellow Lums, then, drop back down.

Get onto a Plum again, then, go "downstream" on the lava. When you see a Robopirate, jump onto the metal thing on the right, and kill the Robopirate. Go through the opening

behind

you and to the left. You'll get to where the Robopirate was. Break the cage, then, go back. Now helicopter over to the hole on the left. In here, the wimpy cyclops thing will hide

behind

things. Look away from it to make it sneak up behind you, then, turn around, and shoot it. Continue to do this until it dies and leaves behind a Plum. Bring it over to a hole in the wall,

and

get onto the Plum. Jump into the hole, then, go forward. Get the Lum on the pillar here, then, go forward until the ground falls beneath you. Down here, wait and a Plum will drop down.

Use it to ride across the lava. Don't go on the yellow lava, though, because it is hot enough to destroy the Plum. Watch out for a Yellow Lum at the wall next to the third yellow part of lava. When you get to the "lavafall", jump off the Plum and helicopter over and get the Super Lum floating above where the Plum stops. Land back on the Plum and continue going. Be careful of the the Whiplashes that come out of the walls and ceiling. Past here, you'll see land to the left, but ignore it. You'll return to it later. When you get to the third to last yellow spot in this room, go through the tunnel in the wall to its right. Bounce up the webs in here, then, climb up the webs. At the top, break the cage, then, helicopter down to the end of this room.

Go through the hole in the wall, and in this room, you'll find a Magic Orb. Throw it from one platform to another. Also, watch out for the fire, the black flies, and the black worms as you go along.

You'll eventually get to a hallway. Walk as far as you can, then, drop the Orb. Shoot the Plum in the lava here to make it come. Grab the Orb, and get onto the Plum. Throw the Orb with A and shoot to make the Plum move. Don't worry, Rayman will still be able to catch the Orb. Throw it to the other side of the lava, then, go and get it. Carry it forward and watch out for the black flies. Put the Orb onto the pedestal when you get to it, and there will be a cut scene. Go through the hole in the wall that the cut scene showed, and you'll end up in an earlier room.

Get onto the Plum so that you can get to the Yellow

floating in the air, then, ride the Plum over the lava again and go through the hole at the end. Now, for some reason, you're in a different room this time. Get on the `Plum`, and carefully break the wall while keeping away from the yellow lava. Jump through the hole in the wall and over some pillars. Now slide down the `Plum` thing here. Be careful of the fire. Later on you need to swing across a Purple `Lum`, then, slide down some more. At the end, drop down the hole. You end up on the higher ledges in the room with the pedestals. Get the Yellow `Lum` up here, then, get the blue Orb. Drop down and put it on the pedestal. Boss: Umber

Well, it's not really a boss, but whatever. Use the Purple `Lum` to get back up to the higher ledges, then, helicopter over and land on Umber's head. It will start walking. When you can, jump onto land. Now go up the stairs. Get the Yellow `Lum` to the left, then, go up some more stairs. You will get the second mask, and there will be a cut scene.

THE ECHOING CAVES

Yellow `Lums`: 50

Cages: 5

First, there will be a cut scene. Now, kill the `Robopirate` here, then, go up the wooden ramp nearby, and hit the switch. Helicopter over to that area where the arrow keeps pointing and drop

down the hole. Swim down through the water to get to a room. Hit the switch, then, swim back out. Now get the `Plum`, and throw it onto the `Robomonkey's` head. Jump onto it, and climb up the ropes. Get the `Super Lum`, then, go straight. Go across those two platforms to the trees. Behind the second tree is a `Super Lum`. Drop down where the arrow points. Kill the `Robopirate` down here, then, hit the switch. Go to the other side of this pit and hit the round switch. Some platforms will rise for a limited time, so quickly climb up them to get to a higher ledge. Climb up some ropes, then, go past here. You have to cross these platforms. They rise up and then flip over, so make sure you don't stand on them for too long. Don't forget to get the `Super Lum` over the first one, though. Once you're on the other side, climb up some ropes and shoot the round switch to open a door. Go through and hit the switch to the right. The door should now be open. Go across the bridge for a `Super Lum`, then, go through the door leading into the cave. Use the `Keg` here to break open the door. Break the cage that is revealed, then, get another `Keg`. Walk into the fire to make it fly. Fly over to the wooden area, and let go before you hit the wall. Now, go across the bridge before it falls, then, go up some ropes. Break the `cage`, then, jump over to that bouncy thing. You'll bounce up to a higher ledge. Get the `Lums` up here, then, go to the `Keg`. Fly this `Keg`, and follow the line of `Yellow Lums` up to a hole high up.

in the wall. If you drop into the hole here, you'll end up in the Fairy Glade, where you can get the remaining Yellow Lums and cage you missed before. For this information, go to the end of

the Fairy Glade section of the walkthrough. (And after you're done with the Fairy Glade, you'll end up right where you left off in this level, so you won't have to do this one over.) If you don't care, keep reading. I'll explain the rest of

Echoing Caves now. Drop down from here, and get rid of the Robomonkey. Grab the Keg here and fly it up to the switch across from the hole that led to the Fairy Glade. Let go before it hits the wall. Go through the newly opened door and throw the Keg here with A to break the cage. Now, fly a Keg to another area. Kill the Robopirate, then, go through the doorway and to the left. Jump

on the ropes to bounce up to some ropes on the ceiling. Break the cage so some Red Lums will appear. Now go back to the other side of the doorway, and shoot the round switch by the gate. Go through to the other side of the gate before it closes, and fly the Keg through. After flying a bit, land on some ropes. Cross them quickly, since they fall when you're on them long enough. Go across some falling platforms, then, fly the Keg up to the next area. Break the cage on the left to free a Teensie, and it will open up a Magic Door for you.

THE PRECIPICE

Yellow Lums: 50

Cages: 6

First, there will be a cut scene, then, you'll start the area. In this first part, the warship will shoot

cannonballs and Shells at you. You just have to run, climb across things, and swing

across

Purple

Lums.

Not much to explain, except that there is a cage after the second and third Purple Lums.

At the end, shoot the switch, break another cage, and go through the door.

In

here

, you must first run across a bridge, then, up a sinking structure. You won't have to swing across Purple Lums, but there are things you must bounce up.

There are also some rolling Kegs.

After the Power Fist is a cage to break.

Near the top, kill the Robopirate, and hit the switch.

Climb up the ladder and then break another cage, and shoot another switch.

Make sure you go

along

the entire length of the bridge here, since there are Lums you don't see at first on the end opposite the doorway to the next place.

Now, in the next place, you have to run and climb across things

again.

Next, you'll have to use your helicopter for a while.

Follow the trail of Yellow Lums and shoot any helicopter bombs that come at you.

After here is more running.

Next, go

through

a gap in the rock, and fight a Robopirate.

(Try to get the warship to accidentally shoot the Robopirate to make the battle easier.)

Now, go to the left of the opened door and up a ramp

to

get some Super Lums.

Now go through the door, and break the cage.

The freed Teensie will open a Magic Door for you.

THE TOP OF THE WORLD

Yellow Lums: 50

Cages: 2

After a cut scene, avoid the Robomonkey and get onto the chair. You'll go along a weird rail or something and can rotate around it in any direction. Get the Yellow Lums as you go along

and make sure you don't hit anything or you'll have to start from the last Green Lum. I think you should have around 26 Lums when you're done with this part, but my count might've been

off. After here, you'll be on solid ground again. (There are several of those big barrel enemies here. Remember, the best way to beat them is to hide and shoot the wall. Keep shooting at

the

wall until your shots are able to bounce right at the barrel. Then, you'll be safe from harm, and the enemy will get beaten pretty quickly.) Kill the big barrel, then, get the Yellow Lum in the little alcove in the hallway. Next, go past some rolling Kegs and up some ropes. The best way to kill the barrel here is to throw a Keg at it. Next, break the cage behind it and get the Lum on

top of one of the boxes and the Lum above the hole behind some other boxes. Now, get another Keg, and bring it through the doorway behind the boxes. Go onto the moving platform and

ride

it across the gap. It flips over if you don't get off fast enough. Break the door, then, go through, and the Teensie will come out. Get the Power Fist and the Lum. Now, to get back across

that

gap, climb across the web on the ceiling, and get the

class=SpellE>Lum. Now, go through the other doorway and up some ropes. Kill the barrel in the hallway, then, get the Lums at the end of the <o:p></o:p></pre><pre>hallway</pre><pre> and the Lums on the boxes and behind the boxes in the next room. Break the cage behind the boxes, then, go through the door. If there is no Teensie or Magic Door here, go back until <o:p></o:p></pre><pre>you</pre><pre> find the Teensie. Make sure it goes through that last door and makes you the Magic Door so you can leave.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>THE SANCTUARY OF ROCK AND LAVA<o:p></o:p></pre><pre> Yellow Lums: 50<o:p></o:p></pre><pre> Cages: 7<o:p></o:p></pre><pre>You can go to the thing on the left and talk to Ly if you have enough Yellow Lums. You'll be able to get to the Walk of Power, which I explained in the Bonus Levels section. Anyway, now <o:p></o:p></pre><pre>go</pre><pre> forward and kill the Robopirate. Go forward, and kill the Robopirate, then, jump onto the barrel. It will float across the water. Shoot the Zombie Chickens along the way. Now, jump onto <o:p></o:p></pre><pre>the</pre><pre> bridge thing. Be careful of the rolling Kegs. </pre><pre>At the top, swing across to a higher ledge using the Purple Lum. Now helicopter down to the log thing. </pre><pre>and</pre><pre> some turtle shells to get to a bridge. Drop down to the lower part, and break the cage behind you. Use the Purple Lum to swing across the gap. Now go forward, get the Power Fist on the <o:p></o:p></pre><pre>broken</pre>

pillar, and kill the Robopirate. Kill the eyeballs in this room, and get the Yellow Lums, then, go to the next room. Go up the stairs and kill the black worm things, then, at the top, jump down, and break the cage floating beneath the part of the path you were just on. Get back to the higher ledge and go to the next room. Kill the black worms in here, then, climb across the thing on the wall with the Lums at the top. In this next hallway, Whiplashes come out of the wall. Jump over some thorns, then, continue on to get to a weird, floating plant. Get on and ride it. Remember, don't shoot Whiplashes too early, or they'll come back before you've passed them. Also, when you're going over the thorns that you jumped over just before getting to the floating plant, you'll be at the right angle to shoot the cage behind the wall to the right. Shortly after, you will end up going down that thorny hole in the floor. In here, you must break the walls, and jump to other flowers when the one you're on catches on fire. At the third one, it will go past more Whiplashes. When the flower disappears, helicopter down to get some Yellow Lums. Then, in the next area, the wooden platforms fall. Go across them, and break the cage. Keep jumping along the ledges, and after passing a Whiplash, shoot the yellow switch on the wall. A platform will come out of the wall for a few seconds. Jump to it, and go into the next room. Go onto the spinning thing, then, go through the yellow lava, since I don't know a better way to do this. Ouch! Next, jump onto the ledge near the wall, and climb up the wall to a higher ledge. From here, break the cage far on another wall. Now, jump onto the rotating ledge thing. Jump up to some higher ledges, then, onto a ledge attached to the wall. Hit the switch, and go through the door. Kill the black flies in here,

then, go `<o:p></o:p></pre><pre>past them to a Whiplash. Go the left of it and shoot at it. After it goes away, your shots will bounce and hit the switch. Keep shooting until the door opens enough, then, go through. Go to <o:p></o:p></pre><pre>the left, and climb down the wall of the ledge you were just on. Jump onto the falling platforms, and quickly break the cage. Now, go back up. You now have to cross some ledges before the <o:p></o:p></pre><pre>moving wall can push you off. After a bit, you'll have to shoot the switch to the right to make a platform appear for a few seconds. Use it to get to another ledge that has a moving wall, then, <o:p></o:p></pre><pre>continue to the last room. Get the Lums behind the pillars, then, shoot the swirly rock thing. Your shots will bounce up and break the cage. You're done here.&code><o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>BENEATH THE SANCTUARY OF ROCK AND LAVA<o:p></o:p></pre><pre> Yellow Lums: 50<code><o:p></o:p></pre><pre> Cages: 4<code><o:p></o:p></pre><pre> There will be a cut scene, where you need a certain number of Lums to get in. Then, there will be another cut scene. Ly will give you a new power. Now you can fly. Activate your <o:p></o:p></pre><pre>helicopter and hold A to go higher. Use this to fly down beneath the area you started out on. Break the wall, and fly carefully through the hole. Go along the tunnel here and break the cage at <o:p></o:p></pre><pre>the end. Now get out of here and fly up through the hole in the ceiling. Fly through the thorny tunnel and watch out for Whiplashes and black flies. After here, you'll fly`

through the area as the wind blows you through. Eventually, you'll get to a calmer room with little pillars at the beginning. Get the Yellow Lums on those, then, continue forward and get the cage beneath the bride.

Get the Lums in the air and at the end, kill the black flies, and get the Super Lum behind the pillar hanging from the ceiling. Now, shoot the angled, bottom part of the pillar. Your shots will bounce, and break the thing beneath it. Drop down this hole. Now, fly forward here. Dodge the lava and thorns. Watch out for Lums along the way. Right at the end of the thorns, fly into the hallway to the left. (You really need to force your way to the left or the wind will blow you right past.) Break the two cages at the end, then, go back, and continue flying. At the end, there will be a cut scene and Rayman will lose his flying power. Boss: Foutch

Foutch will follow you and shoot horizontal and vertical rows of fire. Just run away from him, and dodge his attacks. When you get to a web, bounce on it, and shoot the stalactite to make it fall on Foutch. Do this three times to win. At the end, bounce on a web, and swing across a Purple Lum onto the bridge thing. Drop down the hole up here, and then go forward. There will be a cut scene, and you'll get the third mask.

TOMB OF THE ANCIENTS

Yellow Lums: 50

Cages: 6

Go down the stairs and across the water in front of the gate. Break the cage, and hit the switch. Go through the gate, and kill the big spider. Go forward and avoid the Zombie

Chickens, then, drop down the hole. Hit the switch. Be careful of all the spiders down here (you can't get rid of the big one) and climb up the web. Go across the little platform things here

and

avoid the piranhas. Next, go up another web, and go to the left. Kill the Robopirate and the spider here and watch out for the arm sticking out of the coffin. Go up the web, and hit the switch

switch

up here, then, return to that hallway. Go forward and to the right now. There are arms in the coffins here and a Robopirate. Hit the switch behind the left coffin in the back. Now go

back

to the hallway and up a web. Go across the platforms in the water. Be careful of the piranhas. Now climb up the web. If you want the secret Lum, you start from here. See my Secret Lum

Lum

section for the explanation.

If you're not getting the secret Lum, drop down the hole up here. Shoot the cogs on the right until they stop moving to open the gate, then, jump onto the barrel

barrel

on the left before the gate closes. Jump onto another barrel, then, go up a web. Kill the Robopirate, hit a switch, and go into the next room. Go across the falling bridge and onto

something

floating in the water. Jump across to another one when the laser rises up. Jump onto a barrel and ride it to another web. Climb up, then, fly the Keg to another wooden area. Don't go through the doorway nearby. You'll miss some Lums if you do. Instead, kill the Robopirate here, then, break the cage over the water by the pillar. Swing across the Purple Lum to get back to the area with the Keg. Now fly the Keg into the tunnel high on the wall. Drop down the hole. Fly this Keg up to the bridge near the ceiling. Climb across the web to another bridge. Fly this Keg to another dock. Go to the left, and break the cage. Kill the Robopirate that sometimes appears, then, drop through the hole onto the barrel beneath the dock. Ride it to a web, then, climb across the web. Shoot the Zombie Chickens as you go along, then, drop onto another barrel. Ride it along and watch out for Zombie Chickens. Swing across the Purple Lum in here, and climb up the web. Get onto that big structure near the ceiling. Swing across a Purple Lum to get to the other side of the thing. Go towards the center of it, and break the cage. Now, swing across the Purple Lums to get back to land. Go up the web here, and kill the spider. Shoot some more cogs to open a gate, then, drop down the hole. Here is where that door from earlier would have led. Go onto the barrel here and ride it along. Along the way, you'll need to shoot switches shortly before getting to them to get rid of the electricity in your path for a limited time. Past

here

, a Robopirate will throw Kegs at you. Jump from one barrel to the other one that appeared to dodge the Kegs. Past here, go up the ropes and get to another room. Kill the Robopirate, then

bring the Keg upstairs. Use it to break the door, and break a cage. Now, swing across the Purple Lum to get to some ropes. Climb up and drop down the hole. Go forward and hit the switch

and there will be a cut scene in this next room. Boss: Evil Clark

Oh, no! Clark is being controlled, and he's coming after you! Avoid him and hit switches here to make a laser appear for a limited time. Jump to the side opposite Clark. He'll jump over it and land on his stomach. Shoot the thing on his back to do damage to it. Keep doing this until you win, and then there will be another cut scene. Stand on top of Clark and break the cage

and you're done.

Yellow Lums: 50

Cages: 3

There will be another cut scene. With enough Lums, you can enter this area. Start by swinging on the Purple Lum to get some Yellow Lums, then, go across the bridge and drop into

the

pipe.

Climb up the ropes, then, swing across the Purple Lum to get to a spinning platform.

Shoot the two switches to make the electricity in the hole go away, then, drop down the hole.

(This may take many tries, since that second switch is hard to get for some reason.)

Drop down again, and kill the two Robopirates in this area.

Get the Power Fist, then, continue on.

Outside

is another Robopirate.

Beat it, then, climb up the boxes.

From the bridge up here, helicopter to the area with the switch.

Break the cage beneath where you jumped from, then, hit the switch,

and go through the door.

Kill the Robopirate, then, climb up some ropes.

Out here is a river with boxes on it.

Break the cage over the river and beat the Robopirate, then, continue long the river

At the end, helicopter over to the hot air balloon, and there will be a cut scene.

Rayman will jump out of the hot air balloon to a lower area.

Here, there are rocks, a box near a big building

and a big robot.

When the big robot jumps, the box and the rocks will jump up, too.

You'll see that there are Yellow Lums beneath the rocks, but you can't get them yet.

Get onto the box

and when it bounces into the air, jump into the hole in the wall.

You'll slide into another room.

Get rid of the Robomonkey here, then, go up the stairs.

On the bridge, shoot the Blockade

on the door to the right to free some Globox babies.

Break the cage here, then, go onto another box.

When it goes into the air, jump and slide down another thing.

style='font-size:12.0pt;font-family:"Times New Roman"'> Now ride the Shell. At the top of the big wooden structure are some Yellow Lums. It may take practice, but if you keep running upwards and off the edge, you'll eventually manage <o:p></o:p></pre><pre>to land on top of the structure. Once you've gotten the Lums, go to that grassy area. (Follow the arrows if you need to.) There are two switches here, one on either side of the grassy area. <o:p></o:p></pre><pre>(One on the left wall and one on the right.) From the grassy area, run up the walls to run into the switches to press them. Once both are pressed, the big gate will open. Go through there, and <o:p></o:p></pre><pre>run over to the big robot. It will chase you, so keep pressing B to go faster. You have to make the big robot run through the rocks to destroy them and reveal Yellow Lums. Remember to run in <o:p></o:p></pre><pre>wide circles, or else the robot will likely stomp on you. (It will get you every time if you make sharper turns.) Get the Lums from those rocks, then, run over to the bridge not too far away. <o:p></o:p></pre><pre>Jump over the gaps in the bridge, then, Rayman will jump down a hole. In this area, get on that box floating in the water to catch a <stl:place w:st="on">Plum</stl:place>. Throw it to land, then go and grab it. Throw it onto a <o:p></o:p></pre><pre>higher area of ground, then, grab it again. Put it beneath the Super Lum, then, get onto the <stl:place w:st="on">Plum</stl:place>, and get the Lum. Now go back to the water and swing across the Purple Lum to get to a pipe. <o:p></o:p></pre><pre>Get the Super Lum, then, continue on through here until you get to Uglette, where there will be a cut scene. Now you'll be riding a flying ship. It can go out of the water a little bit, but not too <o:p></o:p></pre><pre><span

much

Don't hit anything. Press B to shoot. You'll need to shoot down structures in your way. Explore this narrow set of passageways to find all four mines. Rescue the Globox babies from

every

mine, then, return to Uglette. There will be a cut scene, and you'll get the fourth mask.

THE PRISON SHIP

Yellow Lums: 94

Cages: 0

First, you'll be sliding down a long area. I don't think I need to explain it too much. Just get the Yellow Lums along the way and shoot any switches you see. At the end, get the Lums

around the hole, then, fall through to another area. Go forward and over here, get the Power Fist and beat the scary Robopirate that shoots flames. Shoot the switch down here, also.

Now climb up to a higher ledge. On the big machine up here, you can slide down the side of it to get a Lum. Also, from here you can climb on the underside the floor above you to get a

Super Lum.

Now, go back up to the top area. The switch you pushed made a Shell appear. This is a flying Shell, so get on it and fly around the room. (You're supposed to press Z to stabilize

it

, but it doesn't seem to make things any easier.) Get the Lums down by the lava and the three near the wall beneath those bridge things, then, go over to the big door. In front of it are Lums

and

a switch.

spacerun:yes'> Fly low over the switch to make the door open and go through. In here, you have a long area to fly through. Later, you'll be in a room where you're being shot at. Just go <o:p></o:p></pre><pre>straight through (but you do need to fly a little crazy to avoid getting hit). There are Red Lums leading to a hole on the right, but this only leads to a pointless series of rooms that will just make <o:p></o:p></pre><pre>this level take longer. Like I said, go straight. Get the Super Lum in this last room, then, there will be a cut scene once you fly to the other side of the room. The Crow's Nest level will <o:p></o:p></pre><pre>automatically start. I suggest pausing and returning to the Hall of Doors to save, otherwise, all your hard work on the Prison Ship will be for nothing.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>THE CROW'S NEST<o:p></o:p></pre><pre>Boss: Grolgoth<o:p></o:p></pre><pre>Part 1<o:p></o:p></pre><pre> (If you just got here from the Prison Ship, remember that your game is not saved. Pause and return to the Hall of Doors if you want to save your game.) Anyway, here we have the <o:p></o:p></pre><pre>final battle. There will first be a cut scene, and then you'll fight the Grolgoth. First, it will shoot helicopter bombs at you. They don't blow up when you hit them, but they will bounce back at <o:p></o:p></pre><pre>the enemy. Shoot the bombs back into the boss to hurt it. (You have to aim it right, or the Grolgoth will just get out of the way.) After hurting the boss, it will shoot stuff from its feet. It will <o:p></o:p></pre><pre>also try to jump on you sometimes. Hurt the boss three times, and there will be another cut scene.<o:p></o:p></pre><pre></pre></pre>

Part 2

Now, you're on a flying Shell.

The Grolgoth has wedged itself between two pipes, looking rather creepy, and we need to knock it into the lava below. One of those tunnels has an orb

, so go and get it. You can shoot with it up to five times before needing a new one. Just press B. So shoot each of the robot's hands once to make it fall into the lava. It will take damage,

so

be mean and shoot it the remaining three times to do extra damage. Once the boss takes enough damage, it will shoot two homing missiles at you. They're really annoying. Just try to fly a little

crazily, since if you go in a straight line, the missiles will catch up. Luckily, the missiles will often crash when you go into the tunnels and then turn around to fly back out. More will keep coming

, but at least you got a break. Also, when the Grolgoth takes enough damage, the lava will rise whenever you fly into a tunnel. Don't worry,

you'll have enough time to get the orb. Then, you can shoot the boss again and wait for the lava to go down. Just repeat the process until you win. Hooray, you're done! Now you can watch the ending.

8. BONUS LEVELS

THE WALK OF LIFE

To get here: At the entrance of the Bayou, you'll find a circle of stones. If you have enough Yellow

pressing

A and B really fast.

If you win, you get a Power Fist or a refill of your energy.

9. THE SECRET LUM

Even though, in one cut scene, Razorbeard ate one of the 1,000 Yellow Lums, there is still a 1,000th Lum hidden in the game.

It is found early on in the Tomb of the Ancients.

After pressing

several switches, you'll make platforms rise in some water.

When you are crossing these platforms, stop and look at the wall to the left.

Notice how one side of the wall seems to be a slightly different color?

Where the two colors meet, the wall looks a bit off, like the walls aren't really flat.

They aren't, there is a gap between those two walls.

You need to get in, so climb up

the

web to get up to a higher ledge where you see a big moon in the sky.

Face the water and helicopter to the wall to the right (the one I was just talking about).

Go along it, and you should

find

that the wall you're near stops, like I said.

Go behind it to get between two walls, and you'll get to a ledge.

Go down the stairs here, and you'll get to some

Robopirates.

Keep beating

them

until enough platforms appear.

Cross these platforms, then, bounce on the web to get to the Yellow Lum in the skull's eye.

This Lum will affect your total percentage, but it won't count

towards

your total number of Lums. You'll still finish the Tomb of the Ancents with 50 Lums, not 51.

10. GAME TIPS

When letting go of a Purple Lum, you should wait for Rayman to do a little flip in the air before using the helicopter. That way, he will usually be high enough to fly over to where you need to

be

.
To get things above rolling Kegs that are a bit too high to jump to, jump onto a Keg and Rayman will bounce into the air.

To kill the dreaded Robomonkey, make it chase you. Jump off the edge of something and use the helicopter. The monkey will follow you off the edge and fall as you safely fly back to land.

Sometimes when you get a Red Lum, a few after it will start flashing, and it will sound like a clock ticking. If you don't get them all in time, the remaining ones will disappear.

To ride a Shell, let it chase you until it gets tired and stops. You'll hear it skid when it stops. Just get on it, and it will start running. Sometimes if you run off the edge of something, you can

move

the control stick down and get it to run in the air, sometimes making it run up walls. Also, when jumping across something, sometimes holding down on the control stick will keep it from

landing

wrong and exploding.

The best way to kill one of the big barrel dudes is to hide behind a wall so it can't shoot you. Shoot at the wall so that it bounces off and hits the barrel. If you keep shooting, it shoot die within seconds

.

11. GLITCHES

I've only found two glitches in this game, and they only happened once. I don't know how to make them happen again, but they're funny to read.

Glitch one occurred in the Fairy Glade. In the room with the big machine (the one you have to throw Kegs at), I once walked too close to the Keg dispenser. Poor Rayman fell through it and died.

In <st1:place w:st="on"><st1:PlaceName w:st="on">Whale</st1:PlaceName> <st1:PlaceType w:st="on">Bay</st1:PlaceType></st1:place>, I was swimming through the tank at the beginning, and when I jumped out of the water to shoot the switch, Rayman kept swimming through the air, where he eventually drowned.

12. COPYRIGHT STUFF

Ubi


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