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Rayman 2: Great EscapeUnversion cover artDeveloper (s)Ubi Pictures (N64, PC, DC)Ubisoft Annelly (Revolution)Ubi Soft Shanghai (PS1)Ubi Soft Milan (Forever)Publisher (s)Ubi SoftDirector (s)Michelle AncelProducer (s)Arnaud CarrettPauline JacqueyDesigner (s)Michel AncelJean-Christophe GuyotSerge Hasco'tArtist) MichelComposer (s)Eric ChevalierSerymanEngineering Platform (s)DreamcastGame Boy ColoriOSMicrosoft WindowsNintendo 64Nintendo DSNintendo 3DSPlayStation 2Release October 1999 Nintendo 64EU: October 29, 1999NA : 6 November 1999Microsoft WindowsNA : November 5, 1999EU: July 24, 2000DreamcastNA: March 21, 2000EU: 26 July 2000PlayStationNA: 31 August 2000 EU: 8 September 2000AU: 2000PlayStation 2EU: 22 December 2000NA: 30 January 2001Game Boy ColorEU: 1 4 December 2001 ON: January 1, 2002Nintendo DSEU: March 11, 2005NA: March 28, 2005AU: March 2005iOSWW: 1 March 200 25 March 2011NA: 27 March 2011AU: 31 March 2011 Genre (s)PlatformMode (s)One-playerRayman 2 : The Great Escape is a platform video game developed by Ubi Pictures and published by Ubi Soft for Nintendo 64, Microsoft Windows, PlayStation and Dreamcast. An improved remake called Rayman Revolution (Rayman 2: Revolution in North America) was developed by Ubi Soft Annelly for PlayStation 2. The alternate remake, known as Rayman 2 Forever, was developed by Ubi Soft Milan for Game Boy Color. The game received critical acclaim after its release. It is believed that it has raised standards regarding 3D, level design and gameplay. The game has been mentioned in some of the Best Games of All Time lists in the past. The Rayman 2 storyline takes place in a world called Glade of Dreams, and revolves around its invasion and occupation by an armada of interstellar Robo-Pirates, led by Admiral Razorbeard. Before the invasion, the Robo-Pirates destroyed more than a hundred planets in the galaxy, with the intention of enslaving their inhabitants. After the invasion of The Dream Polyana, the Robo-Pirates fought against Rayman, Globox, and other allies. After several battles, Rayman's capture occurs after the explosion of the Primitive Core. Lee Feya telepathically communicates with Rayman, explaining the consequences of the damage, with the destruction of the nucleus of 1000 yellow llamas and the capture of many fighters. Rayman's powers are also lost because of this, and he is captured by the Robo-Pirates at the beginning of the game. History In this cutscene, Rayman gives one of the four masks of Polokus, the spirit of the world. The destruction of the core of the world significantly weakens and disables Rayman's powers, leading to his subsequent capture and imprisonment aboard the prison ship Buccaneer. Globox, Rayman's friend, is also captured and placed in the same cell as Rayman aboard the Buccaneer. Globox Rayman Silver Lam gave him Lee the fairy, which temporarily restores some of his powers. Rayman escapes from the prison ship through the gutter, but during the escape he again separates from Globox. Falling from the ship, Rayman eventually finds himself in the Forest of Light. Rayman decides that his best chance to find Lee, and begins his search through the woods. It comes through Murfy, a flying encyclopedia, which serves as Rayman's guide throughout the game, as well as three of Globox's children. Rayman, unfortunately, informs them of his breakup with Globox, to their horror. The children tell Rayman that Lee was captured by the Robo-Pirates and taken deeper into the forest. Deeping into the forest, Rayman frees a group of teenagers - small creatures with magical abilities that were locked in a cage. After bickering among themselves about which of them is their king, they inform Rayman about Lee's whereabouts in the fortress in the Limits of The Fairy Field. They allow Rayman access to the hall doors for the price of some yellow llamas. After the collection, King Teensie creates a network of portals that connect the hall doors, which Rayman uses in order to gain access to various areas throughout the Dream Field. Eventually, Rayman finds Lee captive in a force field in Feinaya Polyana. After his release, Rayman tells Lee about his breakup with Globox and the loss of power. Because of the destruction of the Heart of the World, Lee is unable to restore Rayman's powers. However, she tells Reimann about four ancient masks through which Polocus, the spirit of the world, must be awakened to defeat the Robo-Pirates. Four masks are hidden in secret sanctuaries consisting of four elements: water/ice, earth/stone, fire and air. Lee informs Rayman that his only hope is to find four masks, defeat their guardians and wake up The Little Man. Worried about Rayman's progress, Admiral Razorbeard sends several warships to chase and kill him. Rayman approaches the entrance to the Water and Ice Sanctuary, the site of the first of four masks. He defeats his guardian, Axel, in battle and collects the first mask that teleports him to a kingdom where Polocus rests forever. Talking to Rayman through his dreams, Polokas congratulates him on his search, and encourages him to collect the three remaining masks. Rayman goes to Menhir Hills, where he learns to tame and ride on horse-drawn walking shells. Rayman is familiar with Clark, a friendly giant who is terminally ill after accidentally swallowing a Robo-Pirate. He asks Rayman to extract the Elixir of Life from the Cave of Bad Dreams, a kingdom that can only be accessed if the occupier is asleep. Rayman asks the sorcerer to hypnotize him, which is transported to the Cave of Bad Dreams. Once there, Jano, the keeper dreamworld, offers Rayman a choice of eternal wealth rather than taking an elixir. If the player accepts Jano's offer, he will play a humorous finale, which depicts the overweight Rayman, stuck on a small island surrounded by treasures. Rejecting the offer will give Rayman the elixir he uses to treat Clark. Rayman is then reunited with Globox, who was captured by the Robo-Pirates and taken to a remote detention facility. Globox shows that he got another Silver Lam, which greatly enhances Reiman's offensive capabilities. After destroying the warship with his new powers, Rayman is sent to Whale Bay, where he frees a benevolent whale, Carmen, who was imprisoned by pirates to use her fat to oil the engines of his ships. Carmen informs Rayman of the location of the second mask, which is located in the Sanctuary of Stone and Fire. Its keeper, Umber, is an inanimate statue that Rayman uses to walk on lava and get a second mask. Once received and transferred to Polokus, Razorbeard becomes furious with Rayman's success and orders numerous fleets of warships to kill him. A group of warships ambushed Reiman in a mountain abyss and nearly killed him, but he eventually escaped. Rayman arrives at the Rock and Lava Sanctuary, and gets a new force from Lee, which gives him the opportunity to fly. However the keeper of the sanctuary, Fotch, wounds Rayman, causing him to lose the ability to fly. After defeating him and getting a third mask, Polokas teleports Reiman to the Iron Mountains, which houses an extensive network of mines. Rayman steals a warship and rescues all the children of Globes from the mines. When Uglette and the children leave, one of the children hands Reiman a fourth mask, claiming to have found her in the mines. Rayman goes to Polok, who congratulates him on his work, and uses the power of all four masks to awaken himself. Polokas tells Rayman that he can destroy all robo-pirates in the Dream Field, but he has no power in the air. Polocus then creates a portal that leads Reiman to the Airborne Buccaneer, in which he must defeat Admiral Razorbeard and save Globox. Aboard Buccaneer, the general visits Razorbeard, who introduces him to Grolgoth, a large-powered exoskeleton that makes the user invulnerable to damage. Razorbeard buys it, and plans his final showdown with Rayman. Shortly thereafter, Rayman enters Buccaneer and finds both Razor (located inside Grolgoth) and Globox in the ship's nest. During the fight, Razorbeard destroys the floor, plunging him and Rayman in Furnace. During the descent, Lee telepathically rescues Rayman from falling and creates a reasonable flying projectile, which he uses to knock Grolgoth into the lava. Razorbeard avoids the vehicle in small shuttlecraft, and initiates self-destruction, which destroys Buccaneer with Rayman still inside. Later, at Reiman's funeral, everyone gathers for a memorial service. They could only restore Rayman's left shoe, however, the shoe suddenly appears to respond to a counter presence as a limp, one-legged Rayman emerges nearby, to the delight of all present. Gameplay Screenshot Fairy Polyana, the second level of the game game is played from a third-person point of view and the player has control over the camera, although in some situations this control is limited only to certain angles. At several points in the game, the player loses control while cutting out scenes that usually show dialogue between the characters. By collecting llamas, the player discovers more information about the game world and its back story, which can be read by standing still and pressing a certain button for some time. Some back story is also obtained through (optional) instructions from Murfy, a flying encyclopedia that gives explanations for all kinds of gameplay elements. Unlike its predecessor, which was a 2D platformer, Rayman 2 is a 3D platformer. The player moves through a mostly linear sequence of levels, battling the enemy Robo-Pirates, solving puzzles and collecting llamas. Collecting enough llamas gives the player access to new parts of the world. Some llamas are hidden in small cages in which other freedom fighters or teens are imprisoned, and can be obtained by hacking cells. Rayman starts the game with minimal ability and he can get more opportunities as the game progresses. The main weapon available in the game is Rayman's fist, with which you can shoot energy balls. Eventually, the balls can be charged before you shoot them, making them more powerful. Rayman can also enter a strafing position that allows him to easily aim balls while avoiding enemy attacks. Rayman later gets a chance to swing over the big gaps with Purple Lums. Rayman can also use his helicopter hair to slow down his descent while jumping, with some segments later in the game allowing him to fly with his hair. There are also various elements Rayman can use throughout the game, such as the explosive barrels he can throw, the giant plumb he can ride to chase him through dangerous surfaces, and the missiles he needs to ride to access new areas. Rayman 2 - problems with the iron mountains playing this file? See the media report. In addition to the basic, story-based sequence of levels, there are also several levels in which a player can get bonuses in the trial In addition, collecting all the llamas and breaking all the cages in the level, the player opens a bonus level in which one of the children Globox Globox against the robot pirate. When the player controlling the child wins the race, Rayman receives health or nutrition. Versions of Rayman 2 have been released on a wide variety of platforms, with several differences and name changes between versions. Nintendo 64 and Microsoft Windows Nintendo 64 version of Rayman 2: The Great Escape was released first, followed by Microsoft Windows release in the same year, with improvements made to the Microsoft Windows version (mostly relating to graphics, sound, music and texture quality). The Nintendo 64 version of the game was ported to the Nintendo DS DC Studios under the name Rayman DS on March 24, 2005. Very few changes have been made to the game from the Nintendo 64 version. Parts of some music tracks have been taken out and some graphic textures have been simplified, probably due to storage restrictions on the Nintendo DS cartridge. The port also added touchscreen controls. On May 26, 2011, GOG.com re-released Rayman 2: The Great Escape, along with Rayman 3: Hoodlum Havoc and Rayman Forever, made it compatible with Windows XP, Windows Vista and Windows 7, as well as a digital version of the game soundtrack as bonus content. On January 26, 2012, Ubisoft announced that Rayman 2 would be added as a bonus for pre-ordering the Microsoft Windows version of Rayman Origins. The Dreamcast version of The Dreamcast has a variety of changes from versions of Nintendo 64 and Microsoft Windows, including several 2D sprites, replaced by 3D models, improved texture quality and minor level design changes. The Dreamcast version also features exclusive mini-games, six hidden crystal glob collectibles and replaces the Door Hall with island doors for world maps. Michel Ansel has previously stated that he considers this version the best version of the game. The Dreamcast version was later ported to iOS devices in March 2010 (which was later removed from the App Store in late 2013) and Nintendo 3DS in March 2011. Both ports do not have Globox Village and mini-games present in the Dreamcast release. The PlayStation PlayStation remake was developed by Ubi Soft Shanghai, and is the first version to have characters spoken in real languages (English, French, German, Spanish and Italian), replacing glibberish-spoken characters initially. Numerous level design changes have been made, and some levels and cutscenes (namely the fake ending seen if the player accepts Jano's offer) have been removed altogether. There are only 800 yellow llamas in this version, with the razorbeard scene eating the yellow Lam changing so that he will eat red llamas instead. Characters such as Ninjaws mini-boss, who first appears at the end of the Sanctuary of Stone and Fire are exclusive to this version, and characters who have not had speaking roles before, such as guardians Axel, Umber, and Fotch, now speak when he encounters them. This port was released on PlayStation Network on December 18, 2008 in North America and July 28, 2010 in Europe. PlayStation 2 This version, titled Rayman: Revolution (Rayman 2: Revolution in North America), was developed by Ubi Soft Annelly and released on December 22, 2000. It has many improvements including new mini-games and bonus challenges. Rayman's ability updates, level revision, new music tracks, the ability to switch between glibberish from other versions and newly recorded real-language voices, three new bosses, and a redistribution of the yellow llama. The hall doors have been replaced by three central hubs, called Minisaurus Plain, Globox's House and Rainbow Creek, in which walking to every level freely, playing Ly bonus challenges unlocked by releasing a revolution of exclusive prisoners called Familiar Spirits, and buying the ability to upgrade or new mini-games from Teensies with the yellow Lams player assembled. To date, Revolution is the only edition of Rayman 2 that allows players to save when the level has only been partially completed, but like all versions of the game, it still uses manual saves. It is also the only version in which the 1000th yellow llamas can get normal, and therefore actually changes the total back to 1000, despite razorbeard still eating it and the overall change is up to 999/999. The 1000th Lam turns out after beating Clark and getting Lumz Radar, a magnetic gadget exclusively for revolution that helps players track down any missed yellow lams. However, despite numerous improvements and gameplay improvements, the frame rate is not as high (30) as the nearly permanent 60fps version of the Sega Dreamcast, and some graphical effects from this version, such as the blue ring trails that accompany the fully charged golden fist ball, are also gone as the new game engine, 'RenderWare', was used instead. This port was released on PlayStation Network on May 1, 2012 in North America. Boy Color game called Rayman 2 Forever (Rayman 2 in North America), this version was developed by Ubi Soft Milan. This is a 2D side scroll, and follows the history of other versions. It was released in June 2001 in North America and in December 2001 in Europe. He has two identical boss fights. The second boss is Razorbeard, although the sprite for the general Robo Pirate is used. Ly and Globox appear only in cutscenes. The development of Rayman 2 was originally conceptualized as a 2D platformer, just like the first game. The prototype development began in early 1996 and was due to be released on PlayStation, Sega Saturn and Microsoft Windows in the fourth quarter of the same year. The Rayman 2 prototype featured some use of prerendered bitmaps 3D models that differ from those hand-painted presentation of its predecessor. A single-level prototype can be in the final version of the game on PlayStation if the player completes a certain percentage of the game. (quote needed) Reception ReceptionReview scoresPublicationScore3DSDreamcastDSiOSN64PCPSPS2CGMNN/AN/AN/AN/A[28]N/AN/AEGMNN/AN/AN/AN/AN/AN/A9/10[29]EurogamerN/AN/AN/AN/AN/A9.10[25]N/AGame Informer7.5/10[41]9/10[32]N/AN/A7.75/10[33]N/AN/AN/AGameFanN/AN/AN/AN/A9/10[31]N/AN/A96%[30]GameProN/AN/AN/AN/A[55]N/AN/A[56]GameRevolutionD[42]N/AN/AN/AN/AN/A[23]N/AGameSpot9.3/10[21]9.4/10[37]6/10[38]N/AN/A9.3/10[51]8.2/10[22]9.1/10[53]GamesRadar+7/10[43]N/AN/AN/AN/AN/AN/AIGN5.5/10[44]9.6/10[36]6/10[39]5.5/10[48]N/A9.2/10[52]9.2/10[24]8.8/10[54]Jeuxvideo.comN/A9.5/10[57]N/AN/AN/AN/AN/AN/AN/ANext GenerationN/AN/AN/AN/A[27]N/AN/AN/ANintendo LifeN/AN/A4/10[26]N/AN/AN/AN/AN/AN/ANintendo World Report5/10[45]N/A6/10[40]N/AN/ AN/AN/AN/AONNM60%N/AN/AN/AN/AN/AN/AOPM (USA)N/AN/AN/AN/AN/AN/AN/AN/AN/AN/ATouchArcadeN/AN/AN/AN/A-A-50 N/AN/AN/AN/AN/AN/AN/AVideoGamer.com7/10-47-N/AN/AN/AN/AN/AN/AN/AN/AAggregate EstimatesGameRankingsN/A93%13-13-13 59%-16 N/A89%-12-91%-11-87%-14-85%-15-metacritical/AN/A58/100-19-53/53/53 100-90/100-17 -N/AN/A90/100-AwardPublicationAwardGame Developers AwardsExcellence in Level Design (2001) received critical acclaim after its release. Jeff Lundrigan reviewed the Nintendo 64 version of the game for the next generation, rating it four stars out of five, and stated that with its cute character designs and slick, polished gameplay, Rayman 2 is one of the few titles that can honestly claim to offer something to any gamer of any age or skill. The computer version of Rayman 2 won the Silver award from the Association of Entertainment and Entertainment Software Publishers (ELSPA), which indicates sales of at least 100,000 copies in the UK. Rayman 2 received acclaim from both critics and fans, scoring 9 on Nintendo 64, 9.2 on Microsoft Windows and PlayStation and 9.6 on IGN's Dreamcast. He also received the IGN Dreamcast Game of the Year 2000. It has been praised in most aspects including gameplay, audio, graphics and controls, praising colorful, vibrant worlds, soundtrack and varied gameplay. IGN's Brandon Justice called it the most impressive feat of game design and performance platforming genre ever seen. Jeff Lundrigan reviewed the Dreamcast version for Next Generation, endorsing four stars out of five, and declared, Just go out and buy it. You won't be disappointed. The reception for Rayman DS was mixed or average, citing graphic flaws and camera problems, although it supported controlling the game using a touchpad, it was seen as careless and inconvenient, partly due to the fact that the game was a direct port of the Nintendo 64 version. 3D got received mixed reception due to the fact that it is a direct release port of Dreamcast, without the true use of 3DS capabilities, except for stereoscopic 3D. Links to b Wolpaw, Eric. Rayman 2: Great Escape Reviews. Gamespot. Received on June 20, 2015. Judge, Brandon. Rayman 2: Great Escape Review. Ign. Received on June 20, 2015. IGN's Top 100 games. Ign. Archive from the original dated October 9, 2014. Received on June 20, 2015. Ryan Davis. The greatest games of all time. Gamespot. Archive from the original on November 9, 2012. 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