



Rayman Raving Rabbids

CIS 487
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Basic Info

- Game title: Rayman Raving Rabbids
- Company & Author:
 - Company: Ubisoft
 - Directors:
 - Patrick Bodard
 - Jacques Exertier
 - Yoan Fanise
 - Florent Sacré
 - Producer: Pierre-Arnaud Lambert
 - Writer: Jacques Exertier
 - Type of game: Party, single-player, multiplayer
 - Price: \$10-\$20
 - Minimum stated hardware requirements: Wii, Wii controller, nun chucks, TV with HDMI port
 - Actual hardware required: Wii, Wii controller, TV with HDMI port, nun chucks



Game Summary

- Quick overview: A series of mini games is played, with both single and multiplayer.
- Story line (if any): Rayman is kept prisoner by the Rabbids and must complete a number of minigames to earn plungers and use them to free himself.
- Player's role: Player is portrayed as Rayman himself, and is the one starring in the minigames.
- Installation: Disc on Wii (game available on other systems, including PlayStation 2, Microsoft Windows, Xbox 360, Game Boy Advance, and Nintendo DS)
- User Interface: TV screen
- Game Play: Story mode or Score mode
 - Story Mode: follows the fifteen days of his imprisonment, where he tries to defeat the trials (minigames). (single player)
 - Score Mode: Can play past trials again to improve their score. (single or multiplayer)
- Scoring: Win each mini-game throughout the story to advance to the next game, once all the games have been played you will be taken to the next level. Things are unlocked as you go through the game, depending on how many points you score each day.



Game Summary Cont'd

- Artwork:
 - Artist: Florent Sacré
 - 3D characters
 - Mostly 3D backgrounds
 - Sound and Music
- Composer: Mark Griskey
 - Sounds:
 - Sound effects when walking/during minigame play/during transitional periods, e.g. when seeing scores or changing outfits.
 - Music: some of the games actually center around songs, music in specific scenes, music choices good and motivating.
- Special features: Possible "Aid with dyslexia"
 - "In a 2013 study of dyslexic children conducted by Sandro Franceschini et al. and published in the March edition of Current Biology, it was concluded that playing action sections of the game increased dyslexic children's ability to read by improving their attentional skills.[7] These findings were replicated, confirmed and expanded in another study by Simone Gori et al. Cerebral Cortex in which playing action sections in the game increased dyslexic children's ability to read together with their magnocellular-dorsal pathway functionality.[8]"
- Manual (if any): no manual, but story is easy to follow and instructions are given in every game, some more clear than others.
- Bugs: Some of the scoring is pretty iffy. As in if one clearly won the game, it will tell you that you lost.



Game Review

Good:

- Progression of game is fun, at first the bunnies hate you and the feeling is mutual, but by the end a sort of repartee has formed, and the bunnies start to cheer you on.
- Changing characters is entertaining, as each one is interesting and there are accessories that go with them.
- The mini-games themselves are pretty fun, not a lot of repetition, so you don't feel like you're playing the same game over and over again, although there are certainly themes. Playing multiplayer is also fun, as there is plenty of room for competition between opponents.

Bad:

- The ending is not as satisfying as it could be, some of the mini-games are near impossible to accomplish (at a certain age), even after continuous trying.
- Bunnies can be annoying, and a bit grotesque, at times.



Game Review Cont'd

Similar games in the same genre?

- Compared to other Rayman games, it holds up. The Rabbids are a good idea, but there are other Rayman games that have less instances of comedic animal cruelty.
- To other games in this genre in general, Mario would be comparable, as there is a general story, you have a number of boards that you are trying to beat, and you can play with multiple players.
- Party vs Story.

Better or worse than similar games?

- It is on par with other games that are similar to it, as there is nothing glaringly wrong or worse with it than there are with any others. A lot of games of this genre have boards or levels that are frustratingly impossible to finish to the satisfaction of anyone playing. Music and art are just as good as any others, although perhaps not better than Rayman Legends.
- Made good use of the Wii capabilities and controls.

Appropriate audience for this game?

- It is marked age 7-8+, although from experience, it is just as fun for a teenager or young adult. (perhaps even easier to play)

Summary

Overall strengths and weaknesses.

- Strengths:
 - Good art
 - Good music
 - Story makes sense
 - Good game-play overall
 - Very creative
 - Comedic
- Weaknesses:
 - Rabbids may not translate well across all age groups, although there is a certain charm to them.
 - Humor is a bit juvenile.
- Is the game worth purchasing?
 - For fun, yes. Especially in groups, and if you're competitive.
- How could it be improved?
 - Perhaps a difficulty level could be added.



Game Play

