



PlayStation

NTSC U/C

PlayStation

# Jumping Flash! 2



SCUS-94108  
94108

SONY



COMPUTER ENTERTAINMENT

**WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**HINT LINE**

Hints are available:

Within the U.S.

1-900-933-SONY (1-900-933-7669)  
\$9.95 per minute pre-recorded information  
\$1.15 per minute live representative assistance  
\$4.95 for mailed out tips

Within Canada

1-900-451-5757  
&1.25 per minute (U.S. dollars)

For U.S. callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Associated Support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age. Please obtain permission from a parent or guardian before calling. This service requires a touch tone phone.

**CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE**

1-800-345-SONY(1-800-345-7669)

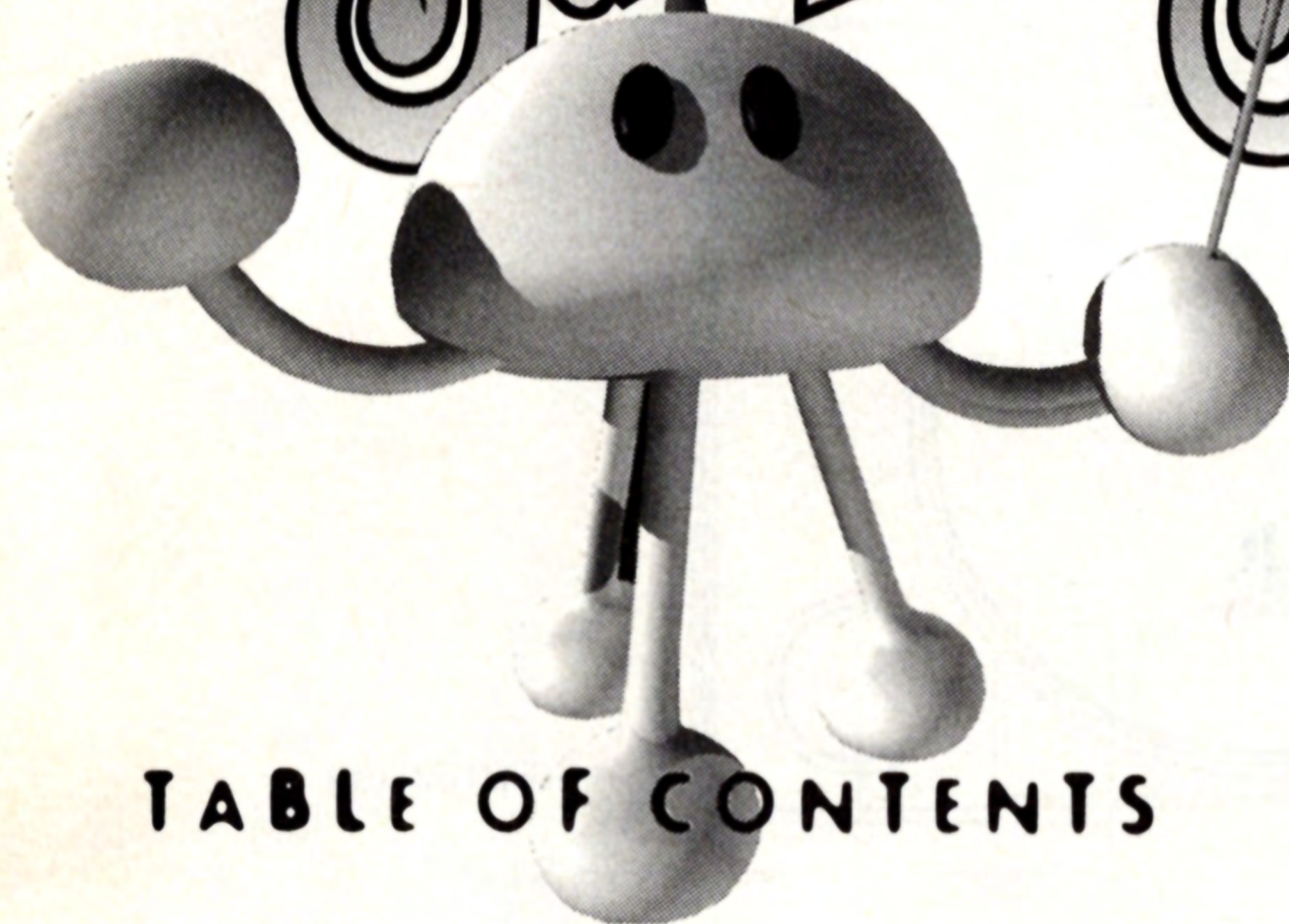
Call this number for help with technical support, installation or general questions regarding the Playstation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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<http://www.sony.com>

Our news is always hot! Visit our website and find out what's happening at Sony - new titles, new products and fresh tidbits about the Sony PlayStation™ game console.

# Jumping Flash!™



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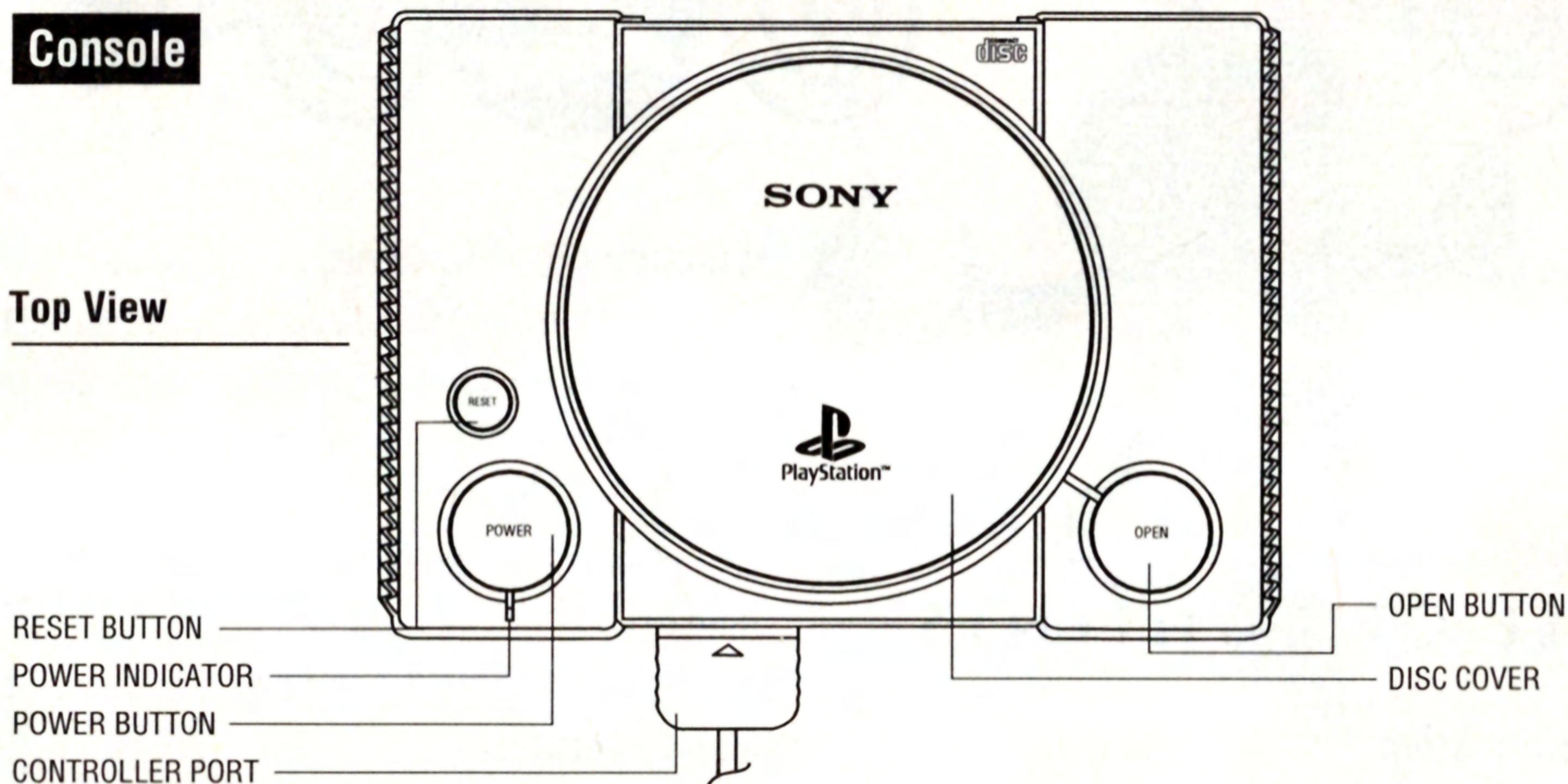
### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc. Insert the Jumping Flash! 2 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

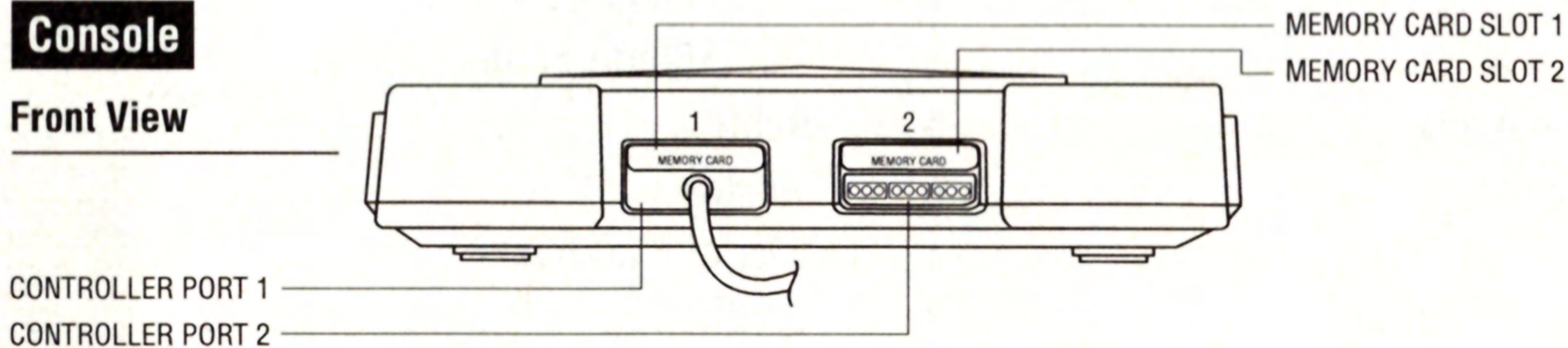
**Console**

**Top View**



**Console**

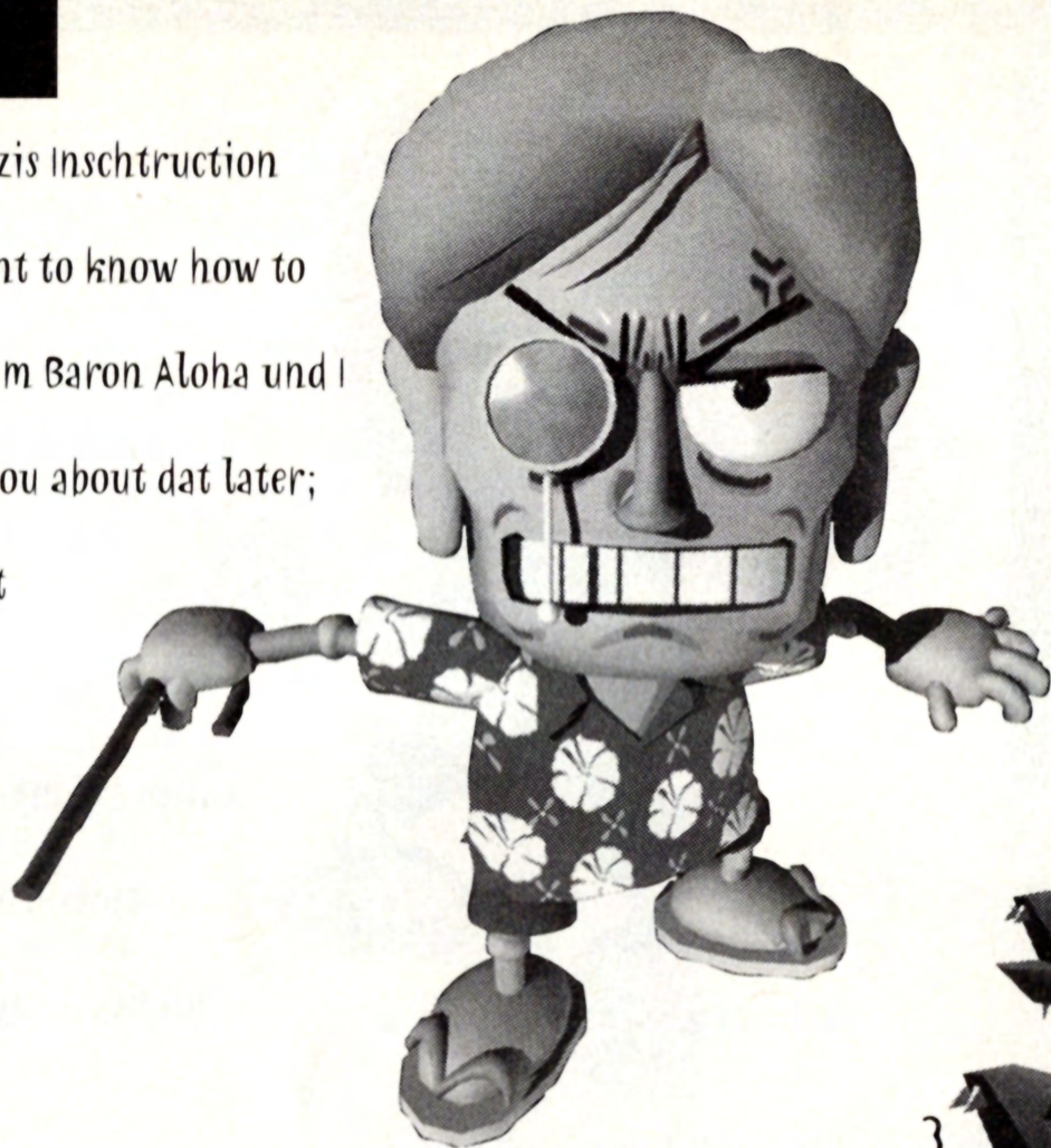
**Front View**



# STARTING UP

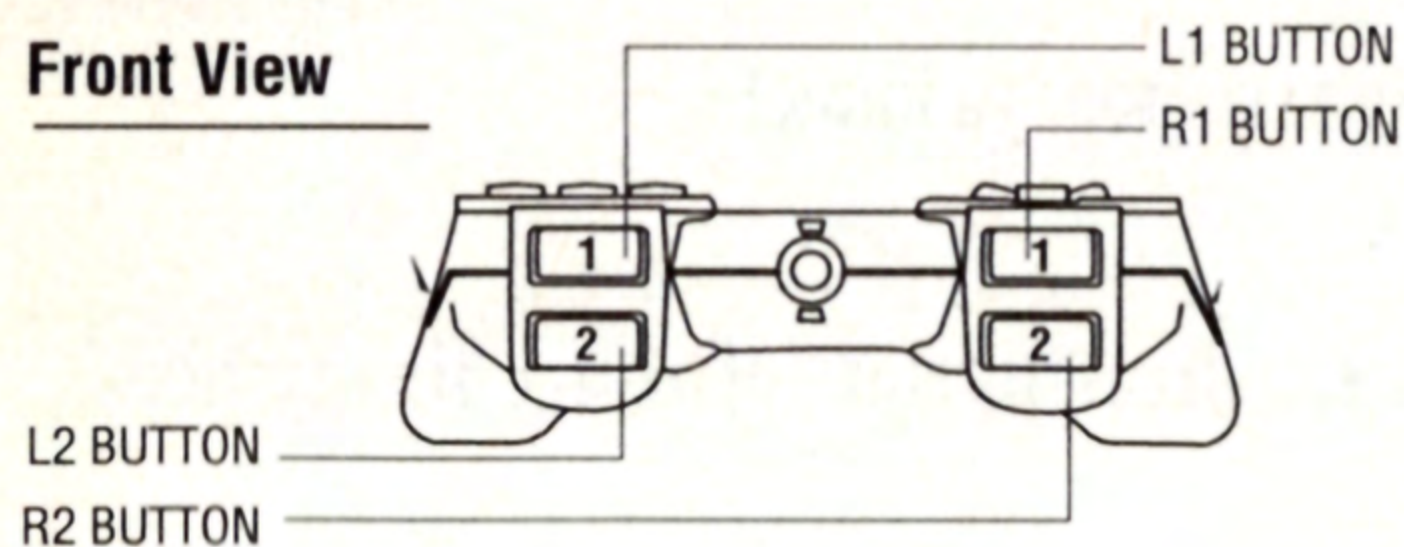


AH! Goodt! You haff decided to read zis Inschtruction Manual! Dat is voonderbar if you vant to know how to help me out of der trouble I'm in! I am Baron Aloha und I haff been attacked on my little world. I'll tell you about dat later; just keep reading zis book und get real goodt at getting my bacon out of der fire! Ya! Goodt!

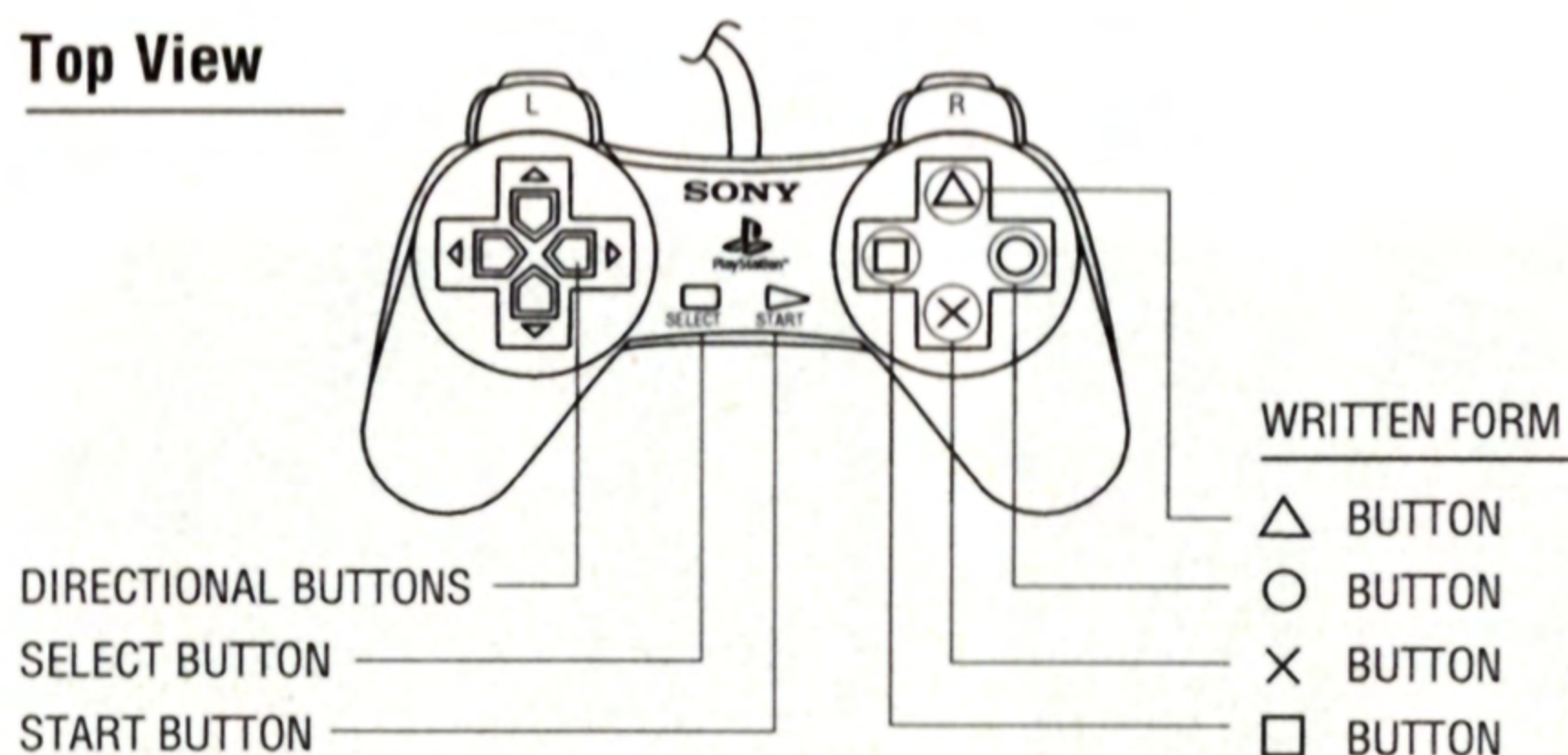


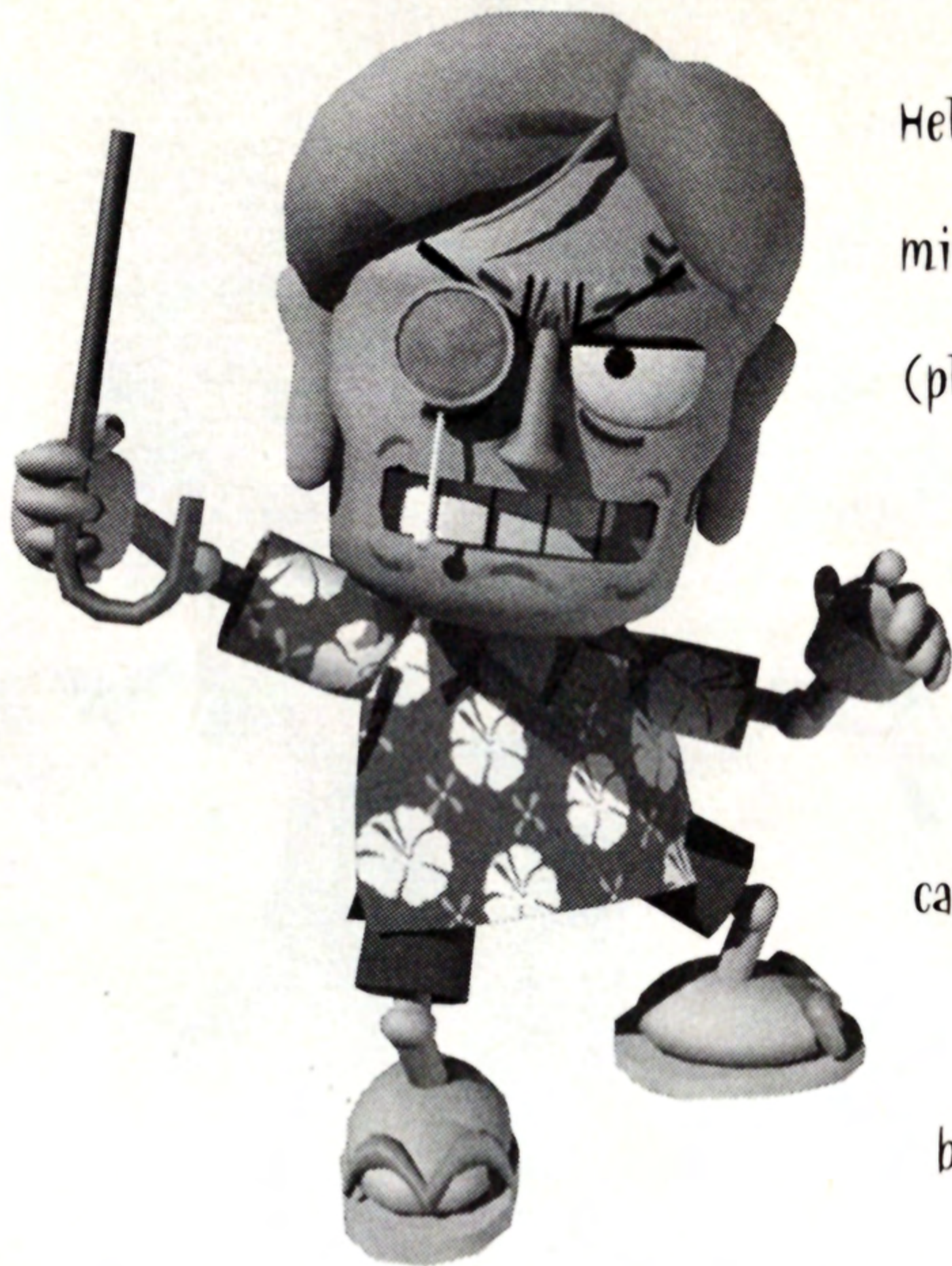
## Controller

### Front View



### Top View





Hello, it's me again, Baron Aloha. Like I vas saying, zer I vas, minding my own business at my hide-out on Little Muu (planning my next universe conquering schkeme), ven allofazudden, zis big schnook Captain Kabuki comes outta novhere und tears my precious planet to pieces! Vf all der nerve! Zo, I lit out of zer like a bat outta heck, und I called for my old nemesis, Robbit to come und save my biscuits from burning. Ya, I know vat you're thinking, but hey, I pay my taxes too, ya know!

Vere does this leave you? Vell, you get to power-up der latest, greatest, state-of-ze-art hippity-hopping schteel und chrome bunny zis side of der Milky Vay! Get hoppin' hero, und kick der schtuffing outta Kabuki und put Little Muu back into vun piece!



# CONTROLS

## GROUND CONTROLS

### DIRECTIONAL KEYS



Move schtraight ahead



Move schtraight back



Rotate to der right



Rotate to der left

**RIGHT/LEFT + ↑**

Turn und move to der right or left

**RIGHT/LEFT + ↓**

Quick turn (turn back at twice der normal schpeed)

**□ BUTTON**

Shoot

**⊗ BUTTON**

Jump

**○ BUTTON**

Use a Special Veapon.

**△ BUTTON**

Nada, zilch, bupkis.

**R1 or R2 BUTTON**

Hold und press **UP** or **DOWN** to look in those directions.

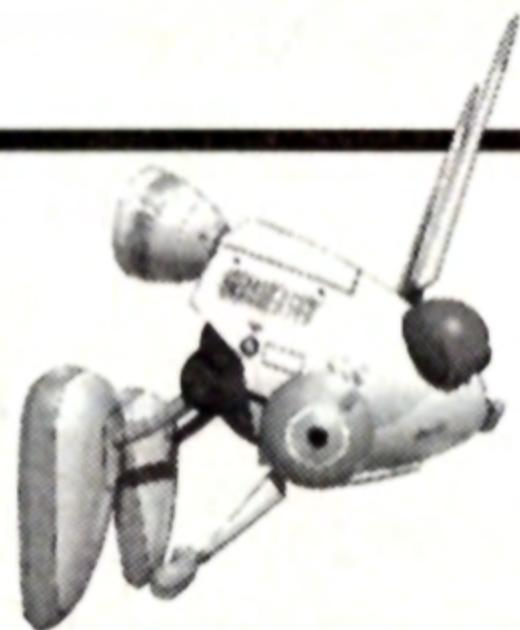
You can fire your big schots at der enemies flying above you by using zis system.

**L1 and L2 BUTTON**

Zippo, naught, nothing (see **△ BUTTON**).

**START BUTTON**

Pauses/resumes ze game.



Zer are two vays to operate zis electronic bunny, ground mode und air mode. Sinze Robbit can make leap upon leap (you'll love zis part), he can almost fly! Ya, I'm not kidding you here! He schtays up in ze air for long enough, anyvay. You'll need to master both vays of movement to get ze best battle schstrategy.



**AIR CONTROLS**

**DIRECTIONAL KEYS**

**BUTTON**

[Same as Ground Controls]

**BUTTON**

Shoot

Hold down ze  $\rightarrow$  or  $\leftarrow$

Jump (up to three times)

**BUTTON**

Move laterally

R1 or R2 **BUTTONS** +  $\uparrow$  or  $\downarrow$

Use a Special Veapon

**START BUTTON**

Move view Up or Down

Pauses/resumes ze game

**BASIC CONTROLS**

Oh yeah, ze Game Start, Load, Save, and World Select operations all use zees basic controls. Zey also vork for selecting Memory Card Data. Note: Use ze **OPTIONS** screen to select your own button configurations.

**DIRECTIONAL KEYS**

Highlight ze Options

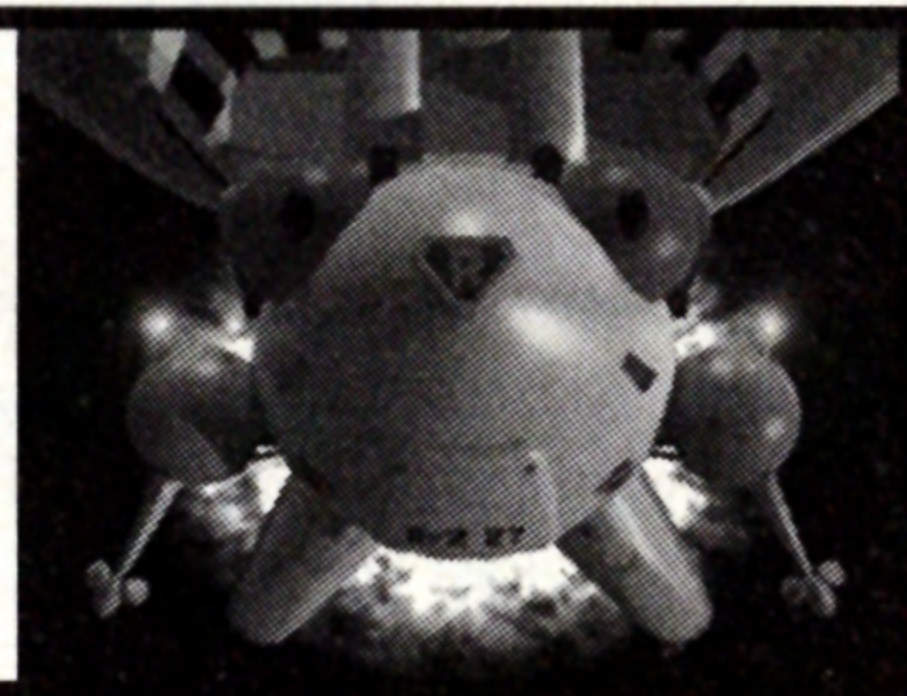
**BUTTON** und **START BUTTON**

Make a selection

**BUTTON**

Cancel a selection

Robbit can jump up to three levels [by pressing und holding der Jump Button three times before he lands on der ground]. Zis allows him to shtay airborne for quite zome time, zo use it to your advantage! The controls listed below operate vile Robbit is in der mid-air.





# ADVANCED TECHNIQUES

(Or, How to impress your friends und family)

## MID-AIR TURN AND ATTACK

One most efficient battle tactic is to jump out of ze path of an enemy attack und vile you're in ze air, train your sights on him und blow him into little bitzes. To do zis move, once you have jumped, release ze ⊗ and press ze **DIRECTION KEY** for ze direction you vant to face. Der Robbit vill turn quickly und zen you can let der enemy haff it!

Note: Oh yeah, ven you do a double or triple jump, your view automatically shifts to schtraight down (vere you are about to land).

## TIME YOUR JUMPS!

Ze whole point of ze three-level jump is to maximize your jumping ability. Zis is done by timing your jumps zo dat even if ze Jump Gauge has dropped a little, you schtill haff the power to increase your jumping distance. To jump higher, press ze ⊗ **BUTTON** ven ze Gauge reaches ze top. Repeat to make ze third jump. Zis move can be mastered to give you incredible distances in your jumps! Zo, practice, practice, practice.

## READ ZE JUMP GAUGE

Not to beat a dead horse, but ze Jump Gauge appears on ze right side of ze screen during game play. You are trying to press ze ⊗ **BUTTON** for ze second und third jumps just before zis gauge reaches der top. You'll get der highest jumps zis way!



JUMP3



JUMP2



JUMP1

TOP





Five items appear on the title screen. Select your choice here (unless this is your first time playing, silly, then you'll only be able to select **GAME START** and **OPTIONS**).

•THE CHOICES ARE•

**GAME START:** Start. [well, d'uh]

**TIME ATTACK:** Compete in time trials.

**LOAD:** Load/retrieve saved game.

**SAVE:** Save game.

**OPTIONS:** Choices, choices, choices. You can change the settings during a game.

Hello my darling fans! It is I, the incredible Captain Kabuki, here to guide you through the next phase of this instruction manual. Let's see, how to get started. Well, just put the shiny thing in the doo-hickey, press a couple of buttons, and presto! You're piloting a wicked little Robbit! (What? I have to be more precise? How banal...)

Set the disc in the disc holder, turn the PlayStation game console ON, and close the cover. Press **START** to start the game. (Ooh! But wait until you see me in the intro video!)



## STARTING the MAIN GAME

Select Game Start when you wish to begin a regular game. If you end your

game and return to the title screen, or if you load data

that has been saved, the

last world completed

appears at the

upper right of the

words **GAME START**. Use

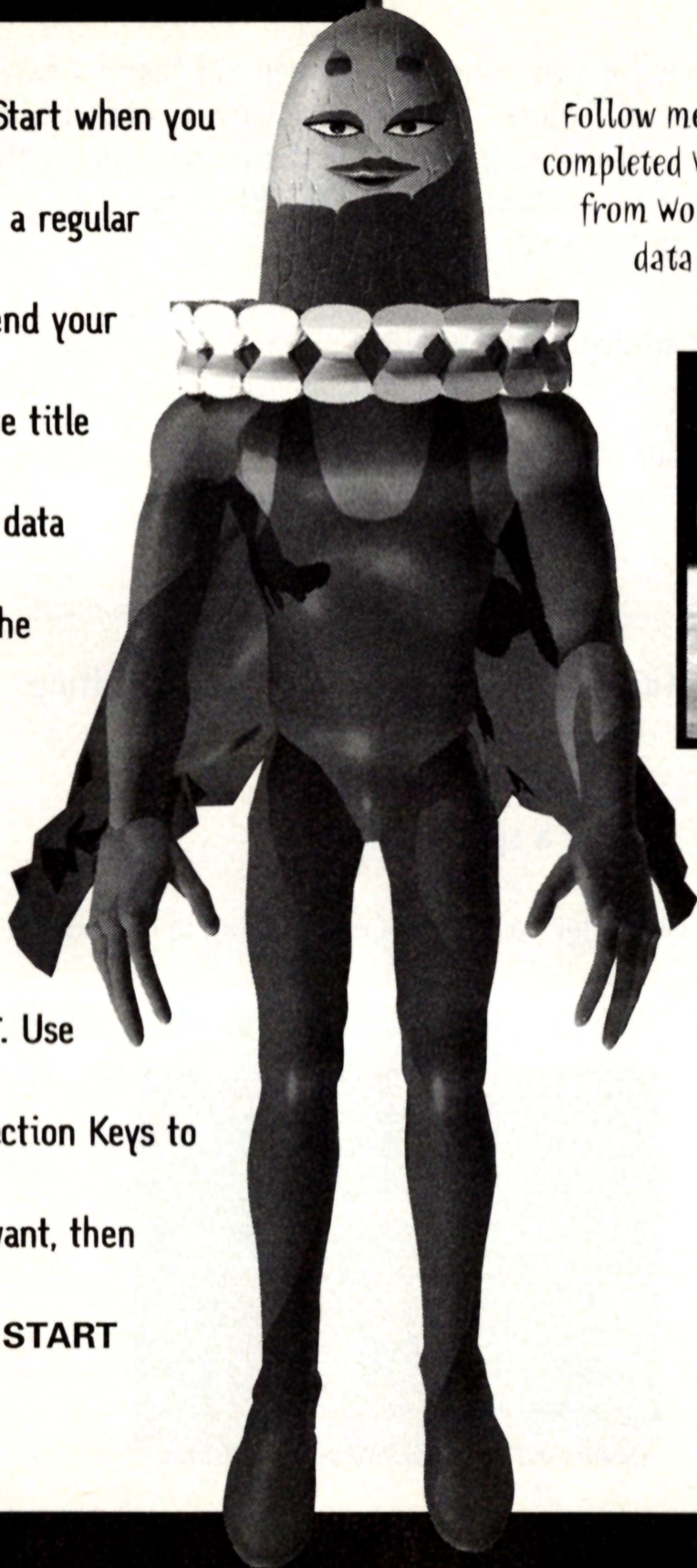
the left and right Direction Keys to

select the world you want, then

begin by pressing the **START**

or **⊗** **BUTTON**.

Follow me on this; if you played for a while and completed world 3, you can then select any world from world 1 to world 3. You can also save this data on a memory card. (My pretties, those memory cards do come in handy!)



There are just scads of options for you wanna-be-bunnies out there! What? Stay serious? Oh, Pooh. Ahem. There are several features that are adaptable to your whims as a player via the Options Screen. They are: change controller configuration, choose between stereo and mono sound output, switch the movie mode **ON** or **OFF** like you would even think of missing any of my scenes], and more to be named below.

The following is a list of the available **OPTIONS**:

**VIEW CONTROL** - The default setting is **REVERSE**:

- |                 |                                     |
|-----------------|-------------------------------------|
| R1 or R2 + Up   | Shifts the view <b>DOWN</b> .       |
| R1 or R2 + Down | Shifts the view <b>UP</b> .         |
| <b>NORMAL</b>   | Opposite of <b>REVERSE</b> Setting. |

**CONTROLLER** - The Type-A setting listed below is also the default setting:

- |   |                      |
|---|----------------------|
| <input checked="" type="checkbox"/> <b>BUTTON</b> | Jump                 |
| <input type="checkbox"/> <b>BUTTON</b>            | Shoot                |
| <input type="checkbox"/> <b>BUTTON</b>            | Use a special weapon |

Note: Choose the setting that is the easiest for you to use. (You're going to need all the help you can get, sugar.)



# OPTIONS

## SOUND MODE -

Like I said earlier (were you paying attention?), you can play it with either **STEREO** or **MONO** sound.

## SUPPORT AI -

AI refers to artificial intelligence. I guess the producers thought you could use a little help. And that's just what you'll get!

## MOVIE MODE -

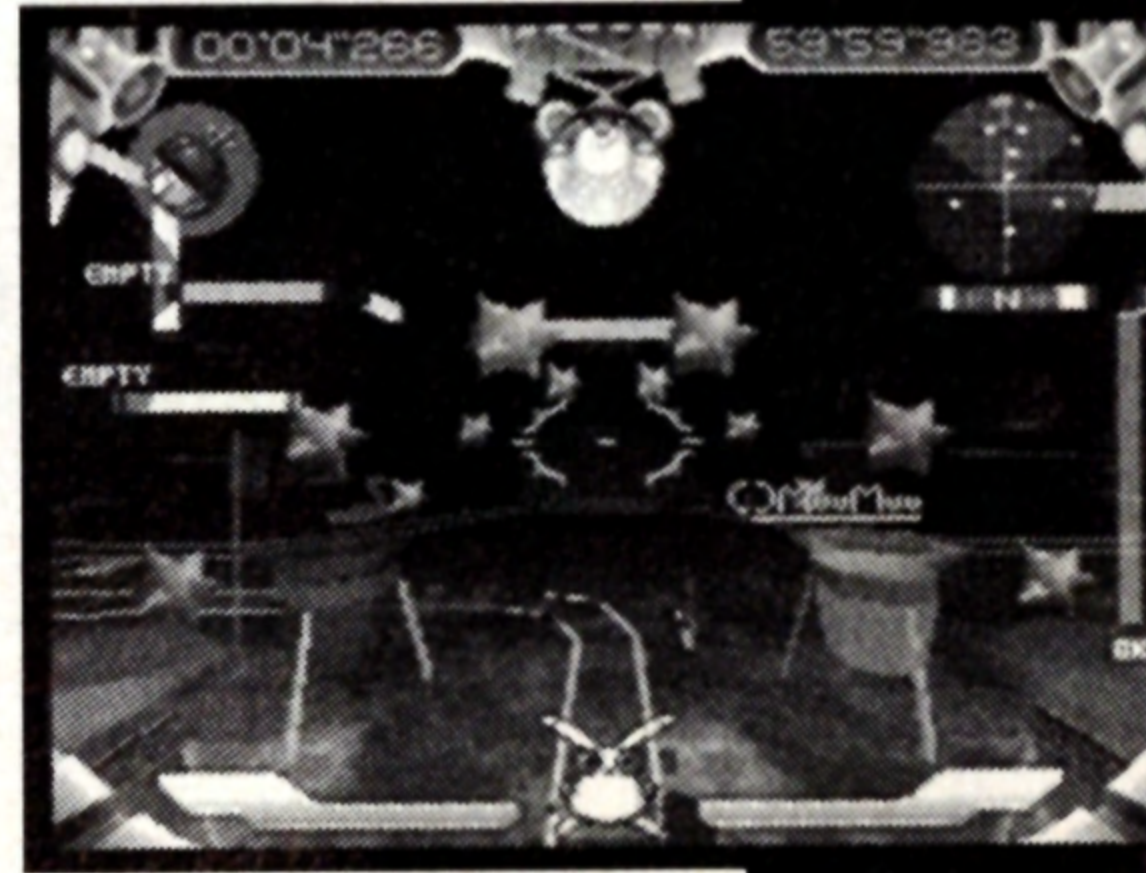
I'm ready for my close-up, but you'd better bring a BIIIIIG Lens! It's simple kidlings, **ON** means you want to be dazzled by my out-there performances in between hopping through levels. (You'll also learn some pretty key stuff if you pay attention!) **OFF** means you are in a really big hurry to get through the game. Who needs plot? Who needs story? You'll find out! AH HA HA HA HA HA HA HA!

## PERFORMANCE -

If you perform very well in the game you may be awarded a medal. Once you get a medal, they'll show up on this screen. "I wish to thank my Mom & Dad, the producers for believing in me..."

## MOVIE SOUND -

After playing, you can view any portion of the movie up to the world you have cleared.




{For the sake of clarity, I'll avoid improvisation here.} The **LOAD** feature allows you to continue play using data you saved earlier. When you select **LOAD** from the title screen, the load menu appears. Use the **DIRECTION KEYS** to select the data you want to play with, then press the **START** or **⊗** **BUTTON** to confirm your selection. The Confirmation menu then appears. Answer **YES** to load the selection you chose or **NO** to select something different.



The **SAVE** feature saves data up to a certain point in the game. If you quit a game, select **SAVE** when you return to the title screen and the **SAVE** menu will appear. **STATUS** shows the last world you completed. Choose where to store this status by selecting one of the three **DATA** options, then press the **START** or **⊗** **BUTTONS** to confirm your selection. The Confirmation Menu appears before the save process takes place. Answer **YES** to save the data you selected or **NO** if you wish to select something else.



**Important** - If you write over a previous selection, the old data will be erased. If it says "**YOUR CARD IS FULL**" then you cannot save to it because it is full.



## BEFORE LOADING OR SAVING

You cannot Load or Save Jumping Flash! 2 without a memory card inserted in your PlayStation™ game console. And, please, do not remove or insert the memory card while loading or saving is in progress. If data on the card is destroyed for some reason, format it before you load or save. Only insert a memory card in memory card slot #1.

### •SCREEN ITEMS•

**NEW GAME** - Indicates game start status.

**STATUS** - Displays the current status of game play.

**DATA 1-3** - Displays data numbers available for loading and saving.

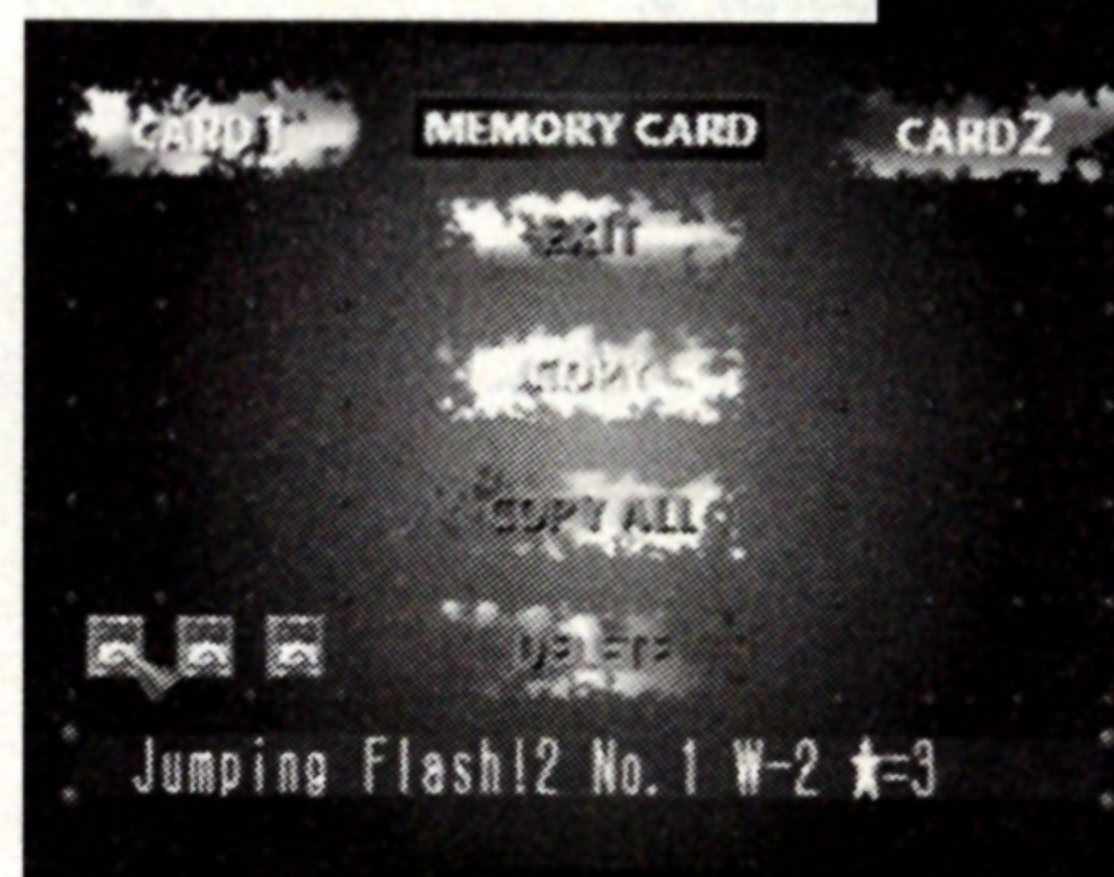
**NEW DATA** - Indicates that you are starting with new data. [Only during load]

**EXIT** - Returns you to the title screen.

**NO DATA** - Indicates that there is no Loaded or Saved data.

**WORLD EXTRA 1-6** - Displays the max number of available worlds.

**COMPLETE** - Indicates that the game is completed. This happens after you have cleared the last stage, the ending is over, and you have returned to the title screen and saved your game.



**GAME OVER** If you run out of time, take too much damage, or fall off the edge of the world, you lose one life. As long as your remaining life is greater than 0, you can restart from the beginning of the stage. When your life count is 0, the game is over (and I beat you!)



**CONTINUE**

You can continue play (any number of times, my good fans), if you select **YES** from the **GAME OVER** screen before the count reaches 0.

**•OTHER FEATURES•**

**PAUSE** - Press the **START BUTTON** during the game to pause. The following options are available:

**CONTINUE** - Continues the game.

**TRY AGAIN** - Start the game again from the beginning of the stage. This deducts 1 from your **LIFE COUNT**.

**QUIT** - End the game and go to the **GAME OVER** screen. This takes your **LIFE COUNT** down to 0.

**WORLD SELECT** - You can select the following features by pressing the **□** **BUTTON** on the World Select Screen:

**CONTINUE** - Continues the game.

**QUIT** - End the game and go to the **GAME OVER** screen.





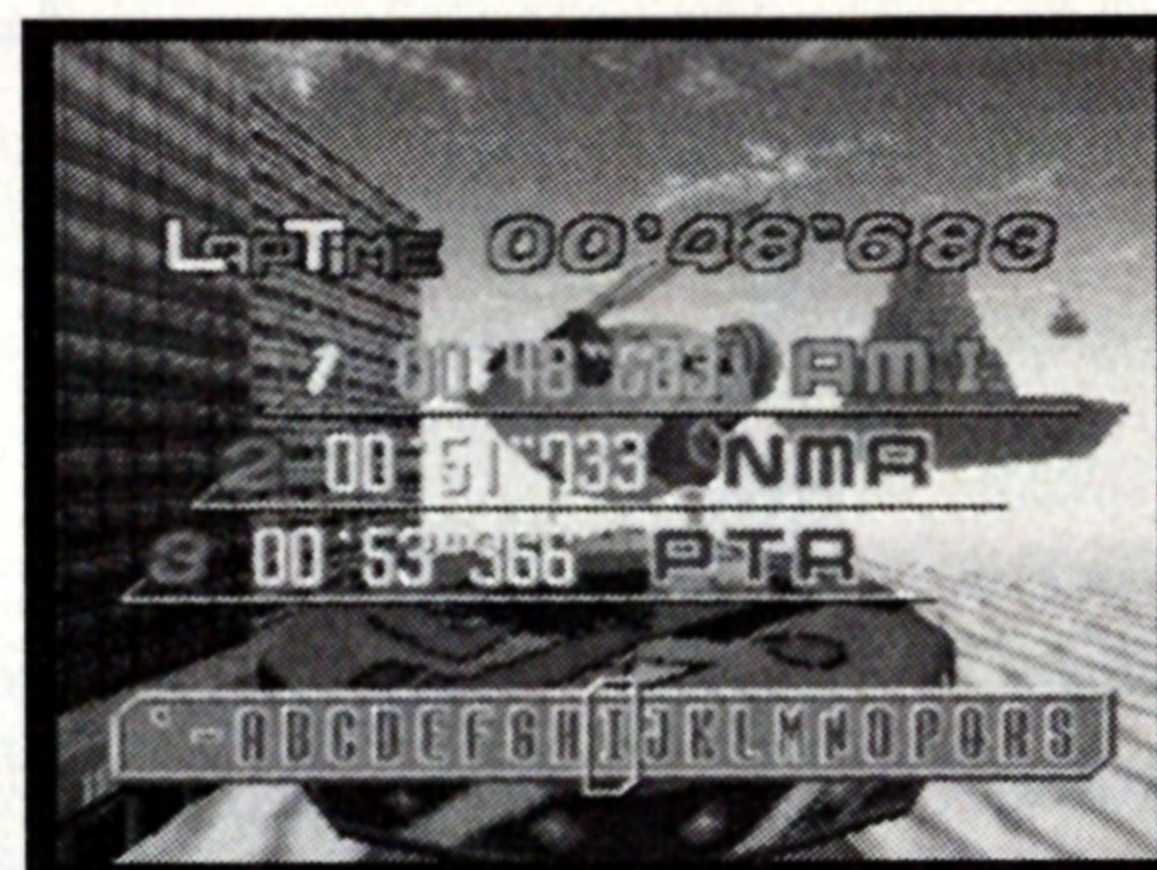
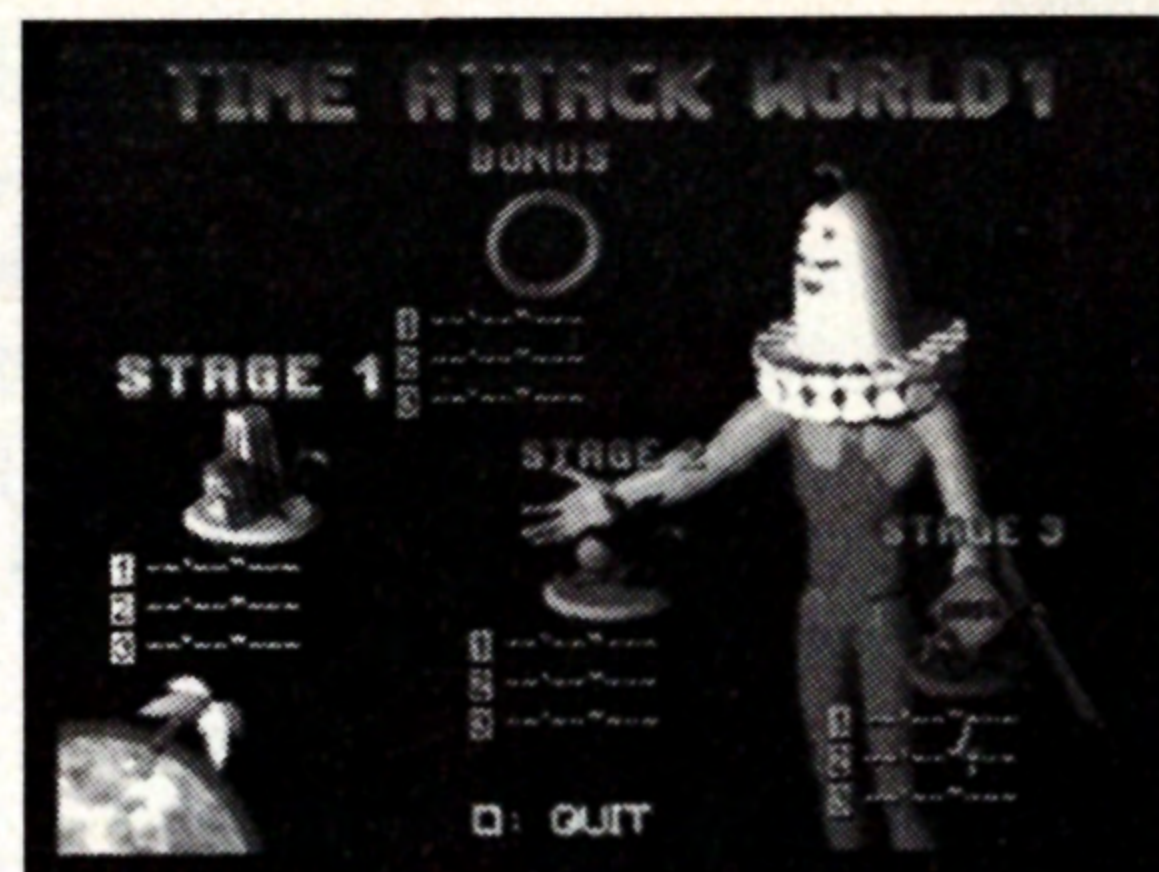
# TIME ATTACK

Time attack mode lets you compete against the best time for clearing a single stage. Select **TIME ATTACK** from the title screen, choose the stage you wish to compete on, and your time trial begins. You can only choose from the stages that have been cleared. If you have stored completed stages on your memory card you will need to load them first.

If you are one of the top three contenders in the **TIME ATTACK**, you will be able to enter your insignia on the screen. **BONUS SCREENS** are also available for **TIME ATTACK** (but you do not earn any **BONUS ITEMS**).

Go For The High Score! Begin the **TIME ATTACK** with Robbit's standard weaponry. The Score display shows your best time, while the Time display counts up your time as you play. Your time is displayed in 1/1000 second units.

Now pardon me while I go bottle up a few more worlds. Maybe the Announcer can tell you how to hook things up and destroy my lovely collection. I'm no longer in the mood. But do have fun trying. What's the point if it's not going to be fun, right? AH-HA HA HA HA HA HA HA HA HA HA!





**ROBBIT**

Can you believe this incredible twist of fate? Robbit has been sent to actually assist the nasty Baron Aloha! Old enemies make new friends? Hard to believe. The good news is our hero has been upgraded to the next level of multifunctional pest control machinery! Owned by the Universal City Hall, Robbit is state-of-the-art technology custom built to defend this sector of the galaxy. His legs contain powerful electromagnetic hydraulic springs which allow him to jump high in battle. He also has a new energy tank in his belly which allows him to travel on an interplanetary journeys.

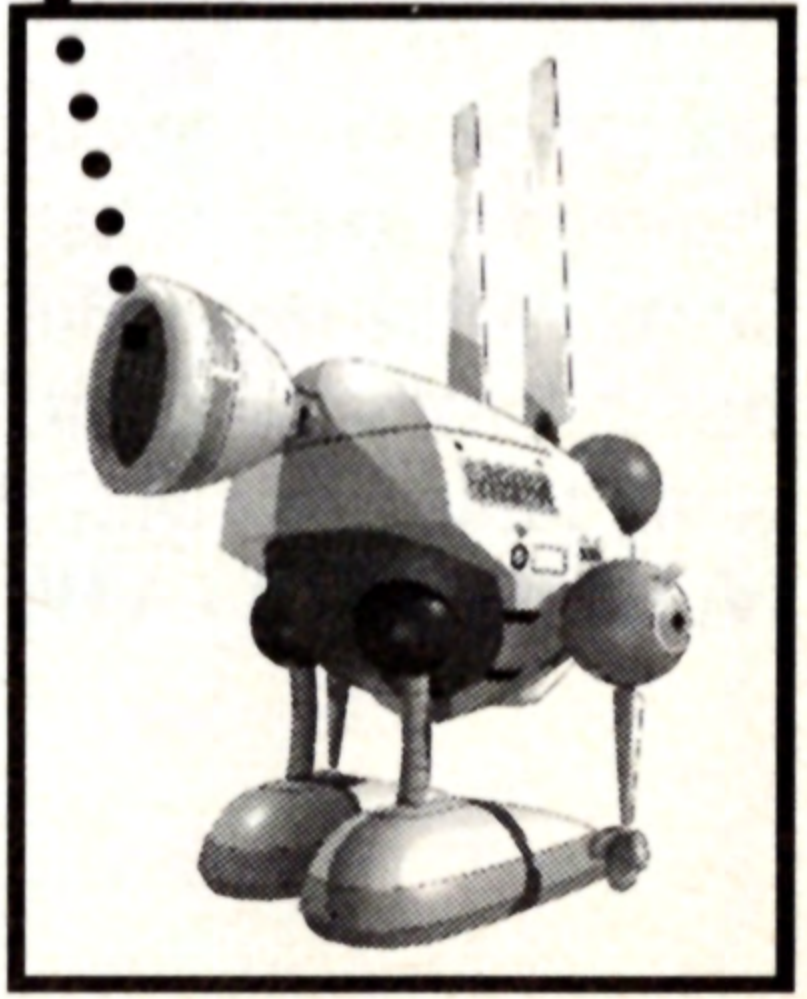
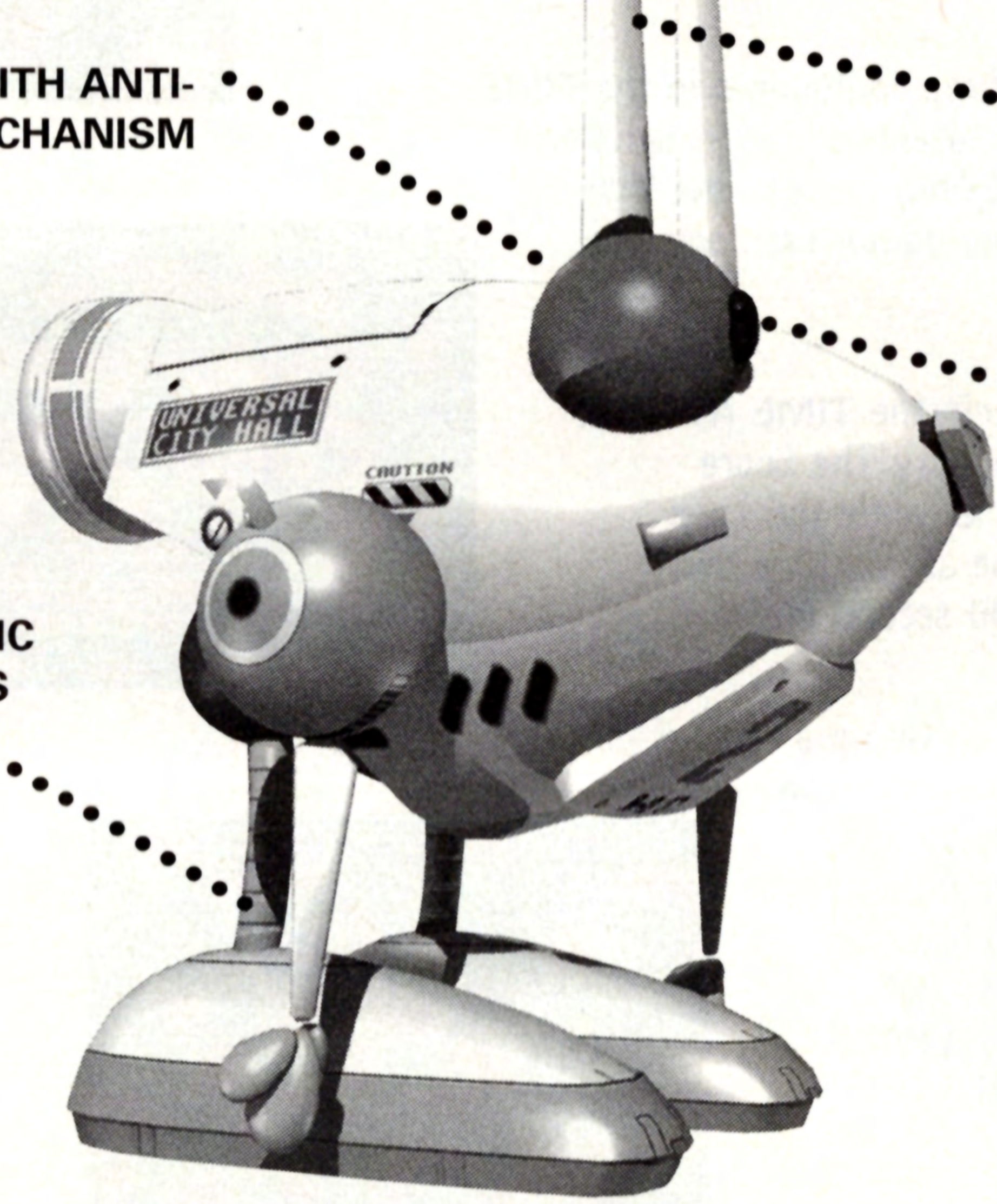
**SCOPE WITH ANTI-BLUR MECHANISM**

**360 DEGREE ROTATING HIGH-ANGLE RADAR**

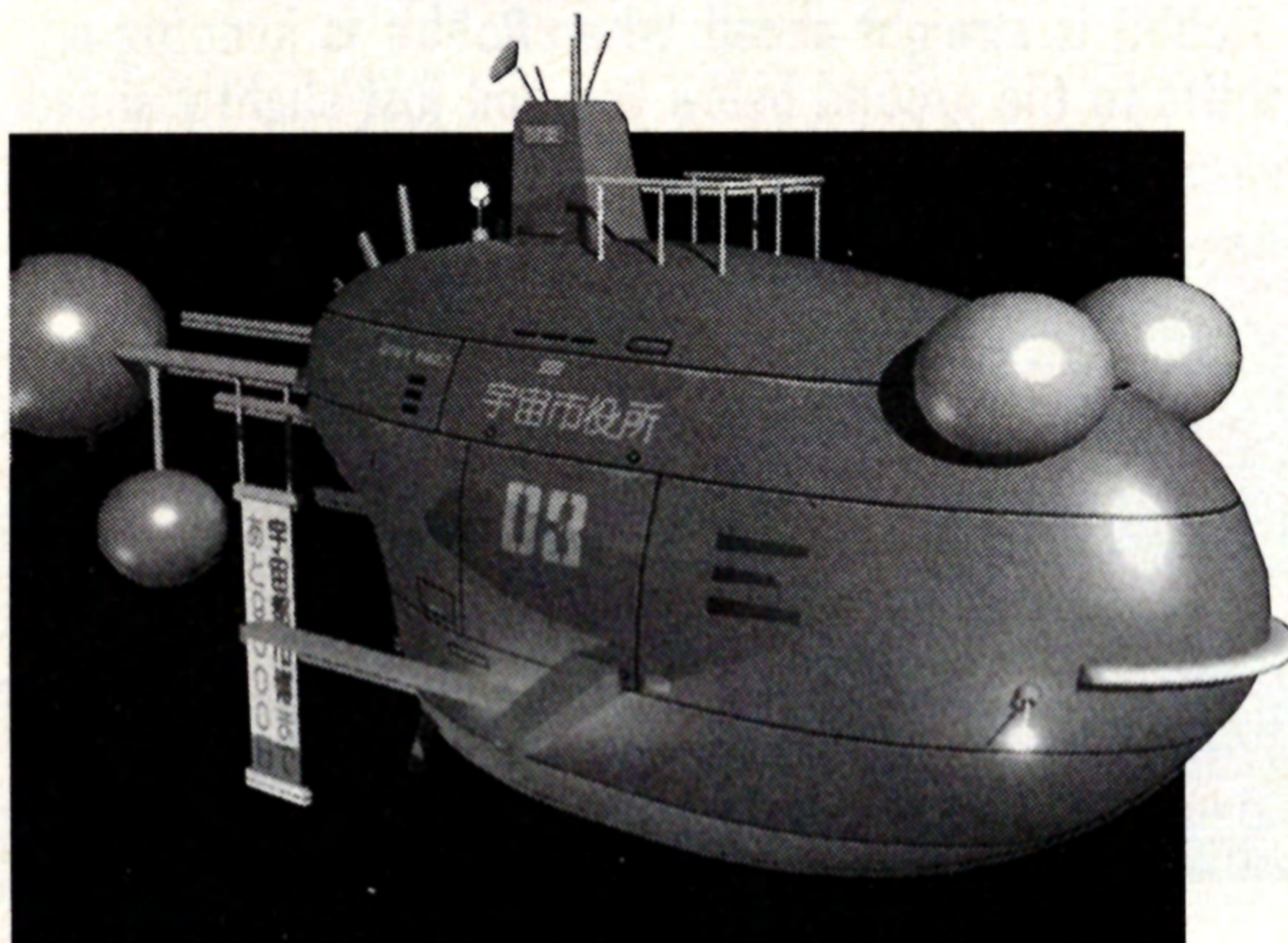
**AKUMAGORO-RADAR CONNECTING TERMINAL**

**POWERFUL ELECTROMAGNETIC SPRINGS IN LEGS**

**LATEST DESIGN IN ROCKET NOZZLES**



## OTHER CHARACTERS



### UNIVERSAL CITY HALL

This mobile platform in space is the center of government for all the planets in the Milky Way Galaxy. As long as its citizens pay their taxes, they are entitled to any number of services provided by this august government body. This ranges from pest control (see Robbit), to Marriage Counseling. Even Baron Aloha paid his taxes, so, technically he has a valid claim in asking for Robbit to rid his planet of Captain Kabuki.

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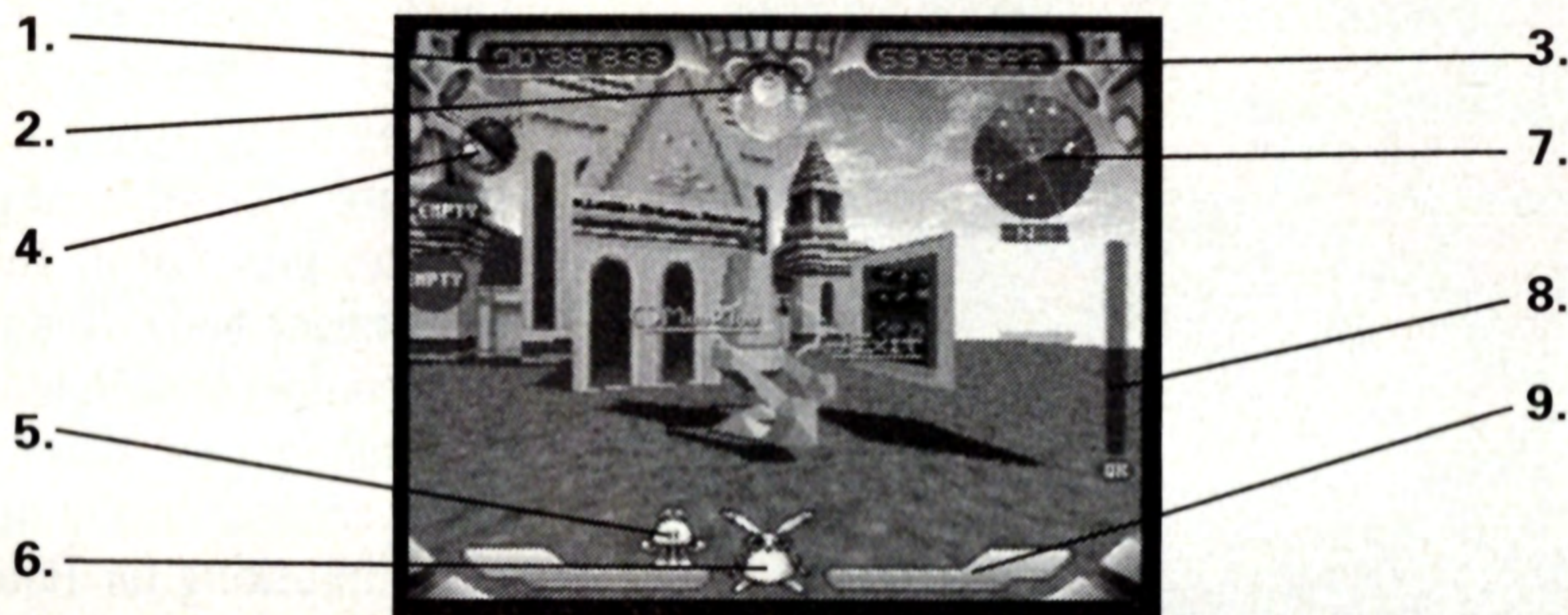
### SUPPORT A.I.

Robbit's ever-faithful A.I. side-kicks offer words of encouragement in times of need.



On the ground your view as pilot of Robbit is straight ahead. When Robbit is jumping or descending, the view automatically shifts to the ground below you and just slightly ahead.

Big Note: Use Robbit's shadow to determine if you will land safely or not!



**1. TIME REMAINING** - Each stage has a pre-set time limit. Once you begin the stage, the clock ticks down. If it reaches 0:00 before you complete the stage, you lose a life.

**2. SUPPORT A.I.** - This AI robot is assigned to help Robbit by warning him of danger and providing support.

**3. SCORE** - Your score increases each time you defeat an enemy or clear a stage. You gain an extra life each time you reach 100,000 points, 300,000 points, 500,000 points, and 1 million points, and for every million points earned after that.

**4. SPECIAL WEAPONS** - You can only carry three Special Weapons at a time. If you pick up a fourth Special Weapon while you have three, you lose the first one you picked up. Special Weapons can only be used in the order that you gained them.

**5. MUUMUU COUNT** - To exit a stage, you must find all four MuuMuus in the stage and then go to the Jumping Platform [Exit]. You cannot leave a stage without first getting all four MuuMuus.

**6. LIVES REMAINING** - You start with three lives, but you can earn up to a total of nine lives. When you run out of lives the game is over.

**7. RADAR** - This is primarily a way to view the enemies in your immediate vicinity. Sometimes, it can also show you the location of MuuMuus and the Exit.

**8. JUMPING GAUGE** - The gauge bar gets longer when you jump. You can make another jump while the OK lamp is lit.

**9. LIFE (HP GAUGE)** - Each time you sustain damage, this gauge drops a little. As you take damage, the gauge goes from green to yellow, to red. Once it runs out, you lose a life.



## PLAYING the GAME

Robbit and Kumagoro 2 venture forth to free the lands captured and bottled by the large, yet bizarre Captain Kabuki...

### HOW TO ATTACK

Robbit's basic attack is to stomp on the enemies with his powerful legs and feet. You can also use weapons or other special items. Your score depends on which method you used to vanquish Kabuki's forces.

**STANDARD ATTACK** - You get points for defeating an enemy this way. The points vary depending on the enemy.

**COMBINATION ATTACK** - Bonus points can be earned if you defeat a combination of several enemies under certain conditions.

**CONTINUOUS STOMPING** - If you stomp on several enemies in a row without landing on the ground in between, you'll collect bonus points starting with the fourth enemy.

### STAGE CLEAR

On each stage you will find four MuuMuus holding signboards with the letters E, X, I, and T. If you rescue all four MuuMuus and make it to the EXIT in time, you can jump to the next stage.

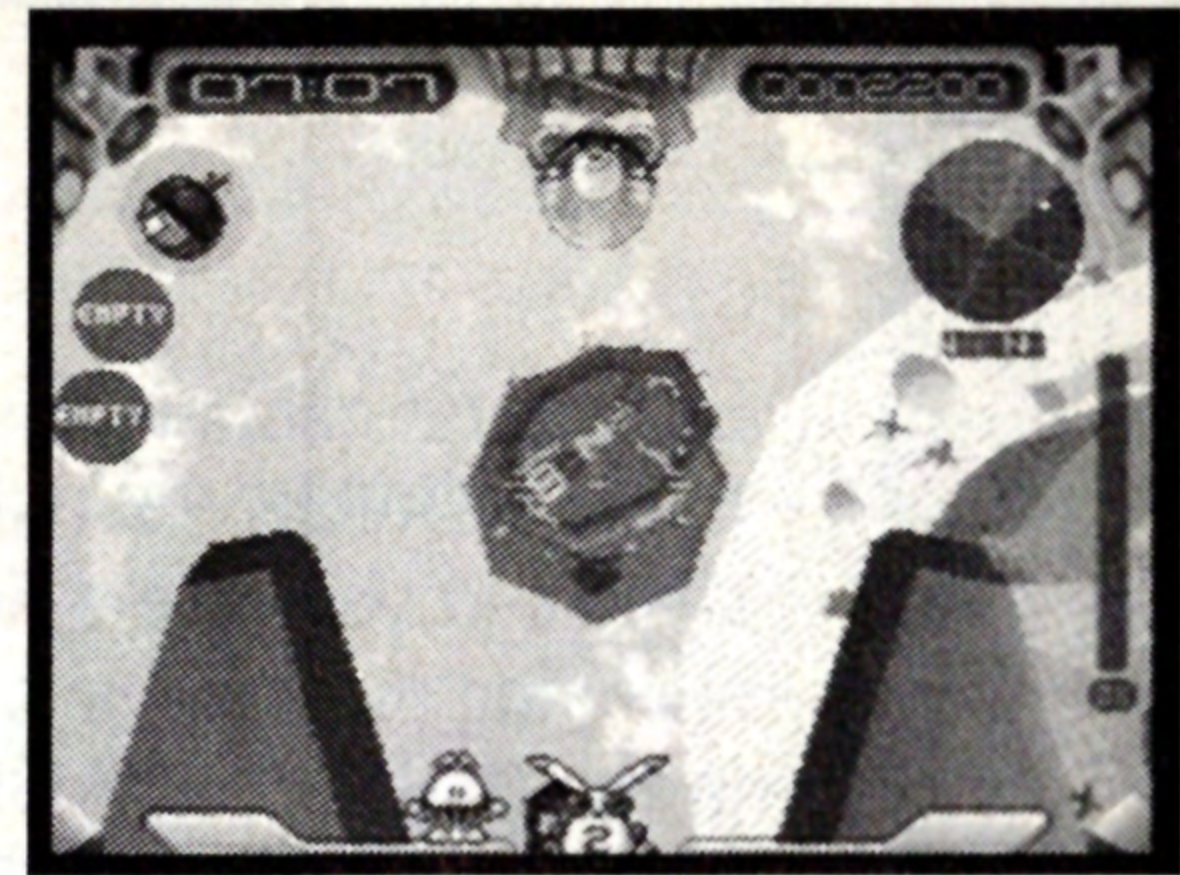
**BOSS** - Every world contains three stages. There is a Boss character waiting for you at the last stage of each world. To advance to the next world, you will have to defeat the Boss.

**CLEARING A STAGE** - The following conditions allow you to earn bonus points for clearing a stage:

**TIME BONUS** - Adds points based on the amount of time remaining.

**HP BONUS** - Adds points based on the HP remaining.

**EXTRA BONUS** - Adds points if you clear the stage while meeting certain conditions, such as rescuing the MuuMuus in E•X•I•T order, without firing a shot, or without sustaining any damage to Robbit.



Each world contains one **BONUS RING** in the first stage. Pass through this ring to get to the **BONUS STAGE**. While you are in the **BONUS STAGE**, the regular countdown stops and you have a limited time to pop all the balloons. You can pop them by stomping on them or by using your weapons. Collect all the items you can while you are in the **BONUS STAGE**, they can be used when you return to the world you just left. Once you've entered a **BONUS STAGE**, the ring disappears.



## RULES

1. Pop all the balloons before time runs out.
2. Some balloons contain items or coins for your collection.
3. When you see "PERFECT" or "TIME UP", the **BONUS STAGE** ends and you are returned to the world where you entered the **BONUS RING**.
- 4.. Pop all of the balloons to earn a **1-UP** [free life].



# ITEMS

Every stage has a number of items scattered around to help you power-up Robbit. They include:

**STATUS ITEMS** - These have to be used when they are picked up, no stockpiling here.



Carrot - Adds a few HP to Robbit. Appears on a purple plate.



Bunch of Carrots - Brings Robbit's HP to the top level. Appears on a purple plate.



Robbit - Increases your remaining Robbits by one. Appears on a yellow plate.



Stop Clock - Halts enemy movement for a limited time. Appears on a yellow plate. Shows all Muu Muu locations.



Power Capsule - This makes Robbit invulnerable for a limited time!



Hourglass - Increases your remaining time. Appears on a yellow plate.

**SPECIAL WEAPONS** - You can use the Special Weapons anytime you want. You can only use them in the order you receive them.



Rockets - Multiple homing rockets lock-on and destroy enemies.



Cherry Bomb - Explodes either on contact or after flying a certain distance. Bombs inflict maximum damage.



Twisters - Multiple fireworks whirl in every direction, exploding on contact or when they hit their range.



Roman Candle - A sweeping laser gun that cuts through the enemies.



Power Orbs - Multiple firecracker balls fly in all directions, exploding either on contact or after a few seconds.

**COINS** - Coins appear after you defeat an enemy. See what happens if you pick them all up!



Gold Coins are worth 500 points and are rare.



Silver Coins are worth 100 points and are more commonly found.



The dreaded space collector Captain Kabuki has imprisoned the best areas of Little Muu for his own bottled collection.

**WORLD 1 - BARONVILLE/ LITTLE MUU**

A tropical paradise with danger lurking behind every turn.

**WORLD 2 - PAGODA TOWN/ SHOGUN TEMPLE**

An old Japanese-styled town complete with a mansion that looks like the home to a few Ninjas. Look out for tricks and traps!

**WORLD 3 - TOWER OF BABEL/ ANGKOR WATT**

Travel the majestic ruins of the fabled city of Angkor Watt and scale the impressive Tower of Babel.

**WORLD 4 - BARON'S SCHETEL FACTORY/ SUPER SECRET HIDEOUT**

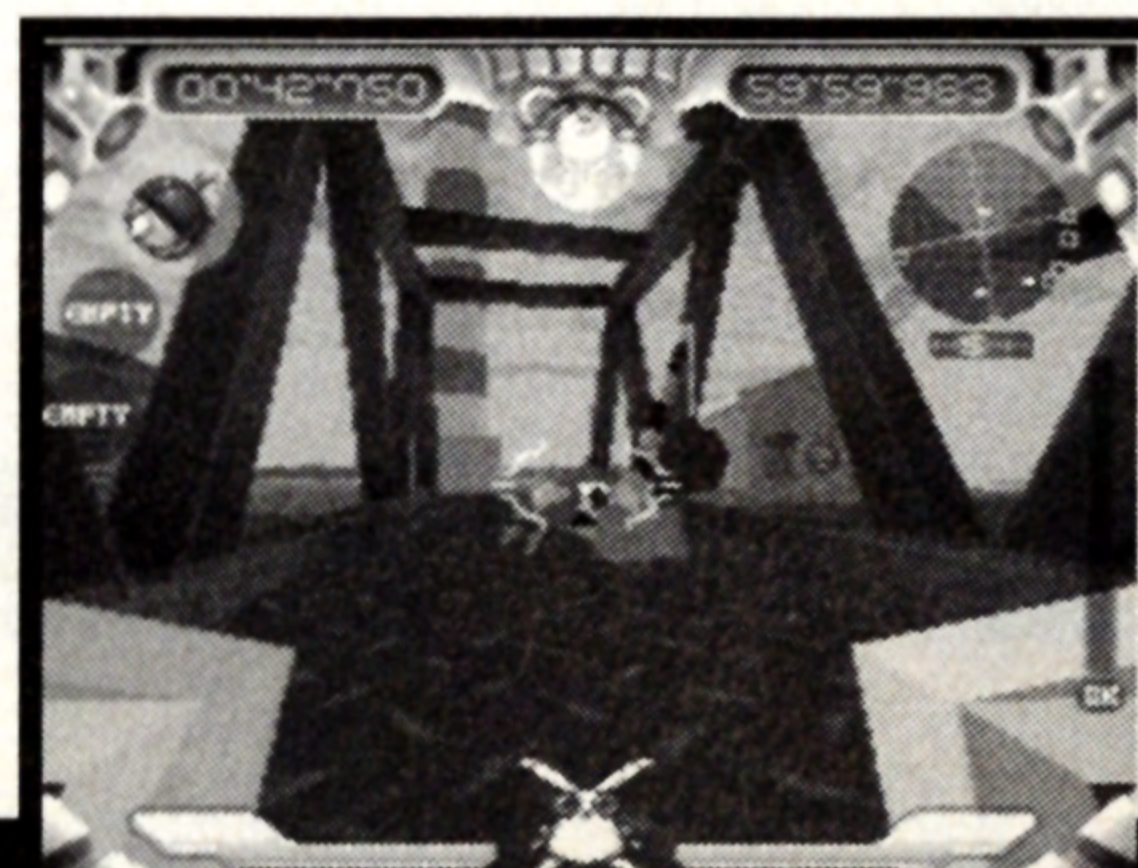
Zo! You haff found my secret at last! Don't worry, you won't haff to keep ze secret for long!

**WORLD 5 - AMUUSEMENT PARK/ ALOHA FAMILY CIRCUS**

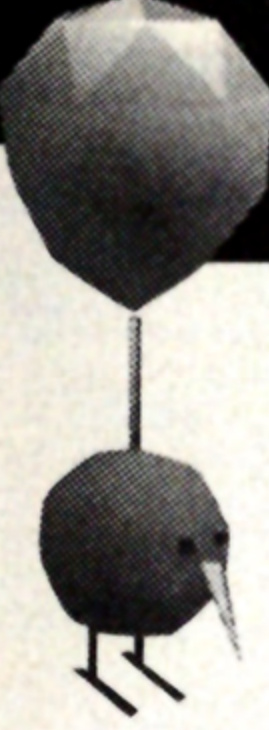
There is a world of enchanting entertainment awaiting you—provided you survive the hidden dangers and pitfalls!

**WORLD 6 - CAPTAIN KABUKI'S WORLD**

Your final conflict is set among the stars themselves—in space! Here is where you knock out the megaton cream puff once and for all!







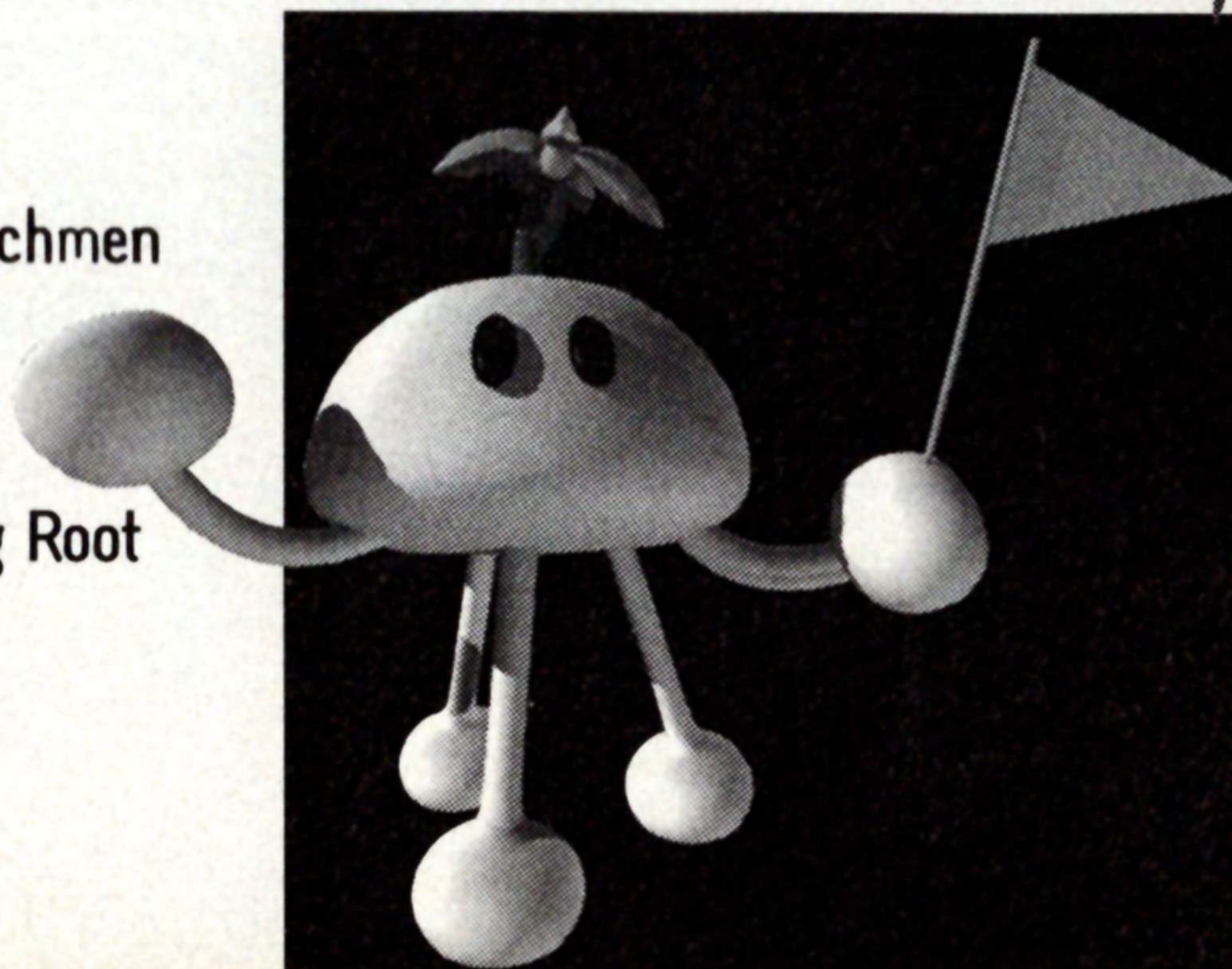
## CAST of CHARACTERS

**CAPTAIN KABUKI** - This universal nuisance has taken questionable fashion to galactic heights. Not only is his origin a mystery, but who does his hair? It's kind of hard to bag on a fella who can rip huge chunks of real estate up with a wave of his hand, though. His membership in the Pan-Galactic Bad-Guys Club is currently under investigation.



**BARON ALOHA** - What this criminal mastermind lacks in stature he makes up for in scheming plots. "Zo, I'm a little down in my dumps when zis epischode starts, just wait, I'll be back in power in no time!" It's hard to keep a good bad guy down!

**MUUMUUS** - Once the notorious henchmen of Baron Aloha, these little guys are now reduced to holding signs in levels. It's enough to make them indulge in their favorite pastime, sipping sparkling Root beer Fizzies.



# CREDITS

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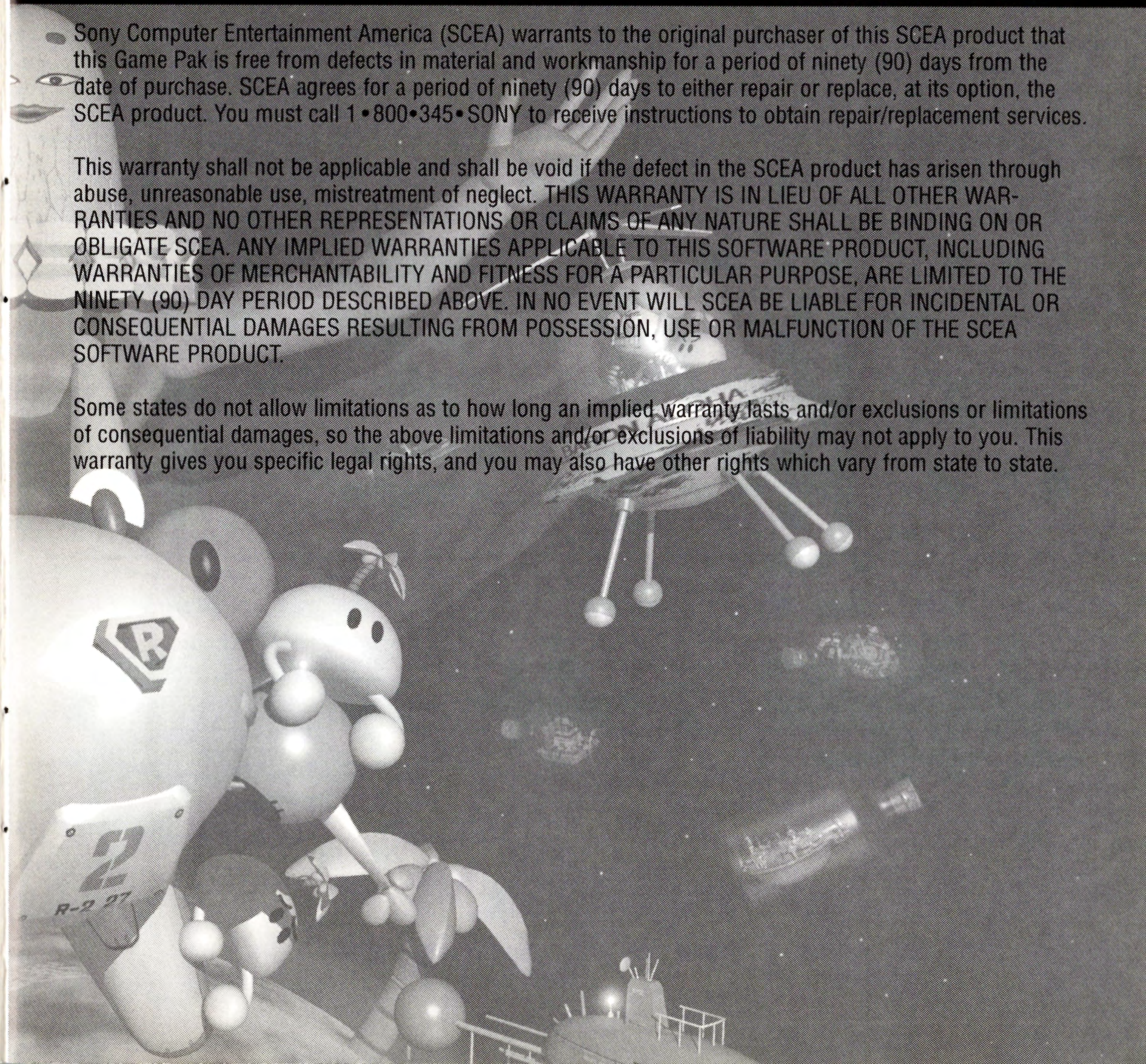
Executive Producer  
AKIRA SATO

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—PS Extreme

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