I haven’t played this one before so I’m probably a bit biased against this one in comparison to *Shovel Knight*

*Bubsy 3D* Overarching game story: Bubsy is imprisoned on the planet of the woolie, robbing his yarn supply in the process. After the opening cutscene, the woolies concoct a plan to conquer Bubsy’s homeworld. Bubsy needs to collect rocket parts and atoms in order to return to his home and stop the invasion of the woolies.

*Bubsy 3D* level 1 story:

Bubsy must navigate through a mountain range to start his journey. He needs to find rocket parts, atoms, and a gate to exit the range. The mountain range conceals many items however, and Bubsy needs to blow up some mountains to find his necessities, all the while avoiding the woolie army.

*Bubsy 3D* level 1 action sequence:

This level is structured as an open-ended collectathon level so it’s probably not super useful to describe it as a sequence per say but here goes. It appears that this level has a series of upper and lower portions. The upper portions are accessible by and comprised of a series of floating tiles. On these parts you just jump and glide over to other platforms. Because of the controls, there’s a high likelihood that the PC will be sent back to the lower portion. These upper paths aren’t required to access the gate at the end of the level, but the player can collect more atoms and rocket parts by jumping on these platforms. The level starts out with a sequence of floating platforms that leads to an extra life. Further ahead (straight and I think a bit left from the player’s starting position) there’s a mountain that the player needs to destroy to access one of the rocket parts. [KEEP WATCHING