

= Jumping Flash ! 2 =

Jumping Flash ! 2 (Japanese : ?????????? ! , Hepburn : Janpingu Furasshu ! 2) is a first @-@ person shooter platform video game developed by Exact and published by Sony Computer Entertainment for the PlayStation in 1996 . It is the direct sequel to Jumping Flash ! , which was released the previous year . It was later ported for the PlayStation 3 and PlayStation Portable via the PlayStation Network in 2009 .

The game revolves around the robotic rabbit protagonist Robbit as he searches for lost Muu Muus , which are scattered throughout different levels in the game by the game 's new antagonist , Captain Kabuki . Robbit must explore each expansive new world to recapture all the lost Muu Muus . As with its predecessor , the game is presented in a first @-@ person perspective . Much of the interface was transferred from the first Jumping Flash ! to the second in order to save time during development . New features include a much longer draw distance , updated enemy AI and a meter displaying whether or not Robbit can triple @-@ jump .

Similar to its predecessor , Jumping Flash ! 2 was well received by critics , who praised the game for its updated interface , advanced graphics and gameplay that " really [excelled] beyond the competition " . However , also like its predecessor , it was criticised for its short length , lack of challenging gameplay and close similarities to the first game . Despite this , Jumping Flash ! 2 gained enough popularity to spawn a final sequel , Robbit Mon Dieu .

= = Plot = =

The game is set after an undisclosed amount of time after the first instalment in the series , Jumping Flash ! . After Robbit denounces Baron Aloha 's plans to take over Crater Planet (events from the first game) , Aloha flees for his life and returns to his home planet , Little Muu .

While planning his revenge , however , Aloha 's turn to face the fear of having his planet attacked comes . A hostile alien invader known as Captain Kabuki (voiced by Lorelei King) descends upon Little Muu and starts taking it apart , piece by piece , contrasting on what Aloha himself had once tried to do to Crater Planet in the first game . Aloha flees the onslaught in his space pod , and lands on an asteroid far away from Little Muu , where he calls for help from his sworn enemy , Universal City Hall . Once again , Robbit is dispatched to help , and manages to free the parts of Little Muu which Kabuki has taken , and ultimately faces Kabuki one @-@ on @-@ one in mortal combat . Robbit defeats Kabuki , resulting in the latter escaping .

Still carrying a grudge against Robbit , Aloha seeks Kabuki and convinces him to form an alliance so that they can destroy Robbit together . In exchange , Aloha will pay Kabuki a large amount of money , and Kabuki , also desiring revenge against Robbit , agrees . Aloha and Kabuki attack Little Muu together , prompting Robbit to take action again . Eventually , Robbit and Kabuki battle each other one last time , and Robbit manages to destroy Kabuki once and for all while Aloha flees for his life once again . At the end of the game , Aloha returns to Little Muu , but is disowned by all the Muu Muus , who now resent him for teaming with Kabuki (who had tried to destroy them all) and trying to destroy Robbit , who had saved their lives . They throw him out of the bar and tell him to never come back .

= = Gameplay = =

The gameplay of Jumping Flash ! 2 is virtually identical to its predecessor ; the game is presented in a first @-@ person perspective , and the player can move freely in three @-@ dimensional world and rotate the camera in any direction . The user interface resembles much of the characteristics of its predecessor ; the top part of the screen shows the time remaining , the player 's score , and one of four of Robbit 's AI sidekicks who offers the player warnings , reminders and hints .

Despite its similarities however , the gameplay offered many new changes . Instead of collecting four Jet Pods , the player @-@ character must rescue four MuuMuus in each level before exiting . Another new addition is the new interface , which displays one of Robbit 's travelling AI companions

, a health bar , a timer and a jump @-@ meter that displays whether or not the player is eligible for a triple jump . Other new additions include the power orbs as an added power @-@ up and the ability to obtain Performance Medals . A certain Performance Medal may be awarded depending on how the player completes a level . For example , playing through a single level without firing any weapons will reward the player with the Flower Child medal . There are a total of twelve medals to collect .

Identical to its predecessor however , the core of the gameplay is centred on the player 's ability to make Robbit jump and shoot projectiles at enemies . Robbit can jump up to three times (as indicated by the new interface) , allowing him to reach extreme heights in the game . As with the first instalment , Jumping Flash ! 2 introduced new in @-@ game power ups and weapons such as a powerful laser beam , missiles and trip mines . In addition to the new weapons , the player can find and use the older weapons in form of fireworks to deal massive damage to enemies . Other weapons include cherry bombs , rockets and Roman candles . The player still has the ability to shoot low @-@ powered projectiles where a target reticle is centred in the middle of the screen .

= = Development and release = =

As with the first instalment , Jumping Flash ! 2 was developed by Japanese developer Exact Co . , Ltd however Ultra Co . , Ltd was not involved in development . The game engine and most of the interface were transferred from its predecessor to Jumping Flash ! 2 in order to save time during the development . Despite the initial similarities the developers decided to give Jumping Flash ! 2 a much larger draw distance , higher quality textures , and updated enemy AI in order to give the game a more memorable first @-@ person 3D perspective . Jumping Flash ! 2 was not designed to be a technology demonstrator , unlike its predecessor .

The music for both the first game and Jumping Flash ! 2 was composed by Japanese video games and anime music composer Takeo Miratsu . Many of the tracks were included with tracks from the previous game (which Miratsu also composed the music for) on the Jumping Flash ! 2 Original Soundtrack . The soundtrack was published by Antinos Records in Japan in 1996 . Jumping Flash ! 2 was re @-@ released as a downloadable game for the PlayStation 3 and PlayStation Portable via the PlayStation Network in 2009 , with the same controls and interface as the 1996 release .

= = Reception = =

Upon release , Jumping Flash ! 2 was received mostly positive review scores (similar to its predecessor) from critics and magazines alike . Many critics praised the new innovation the game offered ; IGN staff was impressed by the game 's newly expanded worlds and the inclusion of bonus worlds which were not included in the first game , however noted that despite not significantly different from the first , the game " still delivers " . Japanese gaming magazine Famitsu awarded the game as among the top 120 games reviewed by the publication in 2000 . Matthew House of GamePro also criticised the game on its difficulty and length ; stating that " while some games are extremely frustrating , this sequel is astonishingly easy the lack of the game 's challenging gameplay " . House however praised its playability and its improved graphic engine , respectively giving the game a score of three and a half stars out of five stars .

Shawn Sackenheim of GamePro also found the main downfall of the game too short and too easy , however he noted the new Time Attack mode and the expansion of the storyline to be an interesting new feature that extended playability . Sackenheim established that despite the minor add @-@ ons and overhauled textures , Jumping Flash ! 2 was essentially a technical update of the 1995 original . Other criticisms conclude that the game was too short despite Game Revolution citing that the game offered a total of 32 levels if including the " repetitive " epilogue . Game Revolution also noted that Jumping Flash ! 2 was a " very worthy sequel with better graphics , higher jumps , and lots more levels " , and that upon release the game the gameplay " really [excelled] beyond the competition " .