

= Jumping Flash ! =

Jumping Flash ! is a first @-@ person platform video game co @-@ developed by Exact and Ultra and published by Sony Computer Entertainment . The first instalment in the Jumping Flash ! series , it was first released for the PlayStation on 28 April 1995 in Japan , 29 September 1995 in Europe and 1 November 1995 in North America . It was re @-@ released through PlayStation Network store on PlayStation 3 and PlayStation Portable in 2007 .

Presented in a first @-@ person perspective , the game follows a robotic rabbit named " Robbit " as he searches for missing jet pods scattered by the game 's astrophysicist antagonist character Baron Aloha . Robbit must explore each section of Crater Planet to retrieve all of the jet pods , stop Aloha and save the world from being destroyed . The game was designed as a technology demonstrator for the PlayStation console and was revealed in early 1994 under the provisional title of " Spring Man " . Jumping Flash ! utilises much of the game engine used in Geograph Seal , an earlier game by Exact for the Sharp X68000 home computer .

Jumping Flash ! has been described as an ancestor of as well as an early showcase for 3D graphics in console gaming . It was generally well received by critics , who praised its graphics and unique 3D platforming gameplay , but it was eventually overshadowed by later 3D platformers of the fifth console generation . Jumping Flash ! spawned two sequels : Jumping Flash ! 2 and Robbit Mon Dieu . The game was described as the third @-@ most underrated video game of all time by Matt Casamassina of IGN in 2007 . It also holds the Guinness World Record as the " first platform video game in true 3D " .

= = Gameplay = =

Jumping Flash ! is presented in a first @-@ person perspective . The player assumes the role of Robbit , a robotic rabbit , and can freely move Robbit in three @-@ dimensional space and can rotate the camera in any direction . The top part of the screen shows the remaining time , the player 's score , and a character named Kumagoro ? Robbit 's sidekick artificial intelligence who offers the player warnings and hints . The top left corner of the screen shows the collected power @-@ ups ; the top right corner contains the radar showing the locations of objects including enemies , power @-@ ups , jet pods and enemy projectiles . The bottom shows a health meter on the sides and the number of remaining lives in the centre . The player starts the game with three lives ; a new life is granted once one million points are earned .

The core of the gameplay is focused on the player 's ability to make Robbit jump . Robbit can jump up to three times in mid @-@ air , which allows him to reach extreme heights . Unlike other platform games that continue to face horizontally when the player jumps , in Jumping Flash ! the camera tilts downwards when a double @-@ jump or triple @-@ jump is performed to allow the player to see Robbit 's shadow and easily plan a landing spot . The player has the ability to shoot a low @-@ powered laser beam at a target indicator in the middle of the screen . The player can find and use fireworks for Robbit to damage enemies . These include cherry bombs , rockets , Roman candles and spinners .

Each level has a time limit of ten minutes , which ends the game if it is exceeded . A player losing all lives is presented with a choice to continue or return to the title screen . Power @-@ ups scattered across each world , presented as picture frames , include carrots that extend Robbit 's health , extra lives , time @-@ outs that stop the clock and freeze the level 's dynamics for a few seconds , hourglasses that extend the player 's time , and power pills that make Robbit invincible for a short period of time . Enemies in the game vary from anthropomorphic versions of creatures to robots and plants .

The game is composed of five worlds with three levels each , totalling to 18 main levels . The objective of the main levels in each world is to collect four jet pods . Each final level of a world consists of a boss fight . The level designs vary from snow @-@ capped mountains to carnivals . While most of the levels are large , outdoor excursions , two are enclosed within a narrow interior . The game features hidden bonus levels , which are triggered when secret entrances are found .

Bonus levels consist of blocks with balloons in them ; popping the balloons yields either coins or power @-@ ups . A time attack mode is available for any level the player has completed .

= = Plot = =

The game begins on Crater Planet and revolves around the story of an insane astrophysicist , Baron Aloha . Planning to make a large profit from his evil ingenuity , Aloha removes giant pieces of land from the planet using machines to turn them into private resorts . Aloha also removes and hides the twelve jet pods that propel each world . Witnessing the destruction , the residents of Crater Planet call for help , and in response the Universal City Hall dispatches one of their agents , a mechanical rabbit named Robbit . Robbit is ordered to explore each world to retrieve the jet pods , stop Aloha , and save Crater Planet from destruction . At the end of the game , Aloha flees to his home , Little Muu , and vows revenge on Robbit .

Throughout the game , Aloha surrounds himself with creatures called MuuMuus that appear as small , white , five @-@ limbed creatures with miniature palm trees on their heads . Many of the game 's full motion videos feature the MuuMuus in an izakaya tavern , recounting their defeat at the hands of Robbit .

= = Development and release = =

Jumping Flash ! was developed by Japanese developers Exact (Excellent Application Create Team) and Ultra . The game was first revealed in early 1994 under the provisional title " Spring Man " as a technology demonstration for the upcoming PlayStation console . Sony Computer Entertainment hoped Jumping Flash ! would be remembered as the first appearance of a new " platform star " with the same longevity as Sonic the Hedgehog or Mario . The game uses the same engine and shares similar gameplay traits with Geograph Seal , a 3D platform game released for the Sharp X68000 home computer the previous year by Exact . After seeing Geograph Seal and realising the potential in their game design , Sony 's director of entertainment in Japan , Koji Tada , paired Exact with Ultra to develop a new game for the upcoming PlayStation console . Tada replaced Hiroyuki Saegusa as director of the game , although he had kept all key Exact staff to work on the project .

The initial development was split into two phases . Exact developed the game engine and its gameplay ; Ultra designed the story and 3D cutscenes , and created characters such as the mechanical rabbit protagonist , Robbit . Ultra felt they needed to depart from the " stereotypical science fiction vibe " that included the usual " space ranger " or double agent protagonists . To create a sense of individuality among platform games , the developers implemented a dynamic camera that would automatically pan down towards the shadow of Robbit on the ground during large jumps , allowing players to carefully line up their landings . Jumping Flash ! was considered the first game of the platform genre to be developed with full 3D computer graphics . The music for Jumping Flash ! was composed by Japanese video games and anime music composer Takeo Miratsu . Many of the tracks , along with tracks from Jumping Flash ! 2 , were included on the Jumping Flash ! 2 Original Soundtrack album , which Miratsu also composed .

= = Reception and legacy = =

The game received generally positive reviews upon release . Critics mainly praised its unique innovation , advanced graphics , gameplay and clean textures . The four reviewers of Electronic Gaming Monthly gave it their " Game of the Month " award , citing the outstanding graphics and particularly the innovative 3D gameplay . They described the style as " cutesy " but not off @-@ putting . " Major Mike " of GamePro said that despite the game appearing " strange " , it had action , strategy , and some humour . Next Generation said that " [many] of the boundaries have been redefined in a big way " , contrasting it with side @-@ scrolling platformers with a first @-@ person perspective and explorable 3D environments . They called it " simply superb " and gave it a " Revolutionary " five @-@ star rating .

Maximum stated that Jumping Flash ! was one of the most " imaginative , playable , enjoyable " and original titles seen on the fifth generation of video game consoles . They criticised its length and lack of difficulty , expressing that it could have been one of the " greatest games ever " if it was longer and more difficult , and questioned whether it was " a really worthwhile " purchase . Game Revolution called the graphics " mind blowing " and the game itself " totally unique " , but criticised the overall length and ease of play . IGN 's 1996 review similarly disapproved the difficulty , stating that despite the small worlds and easy difficulty , it is " a great , genre @-@ pushing game " , also saying it is an essential for all PlayStation owners . In a 2007 review , Greg Miller of IGN condemned the graphics as " dated " , having " jagged edges " and " muddled " colours , and said every aspect of the game is " weak " and that it had not stood " the test of time " . In a retrospective review , Andrew Yoon of Engadget praised the gameplay and innovation , saying the " grainy " and " antiquated " graphics did no harm to the vibrant atmosphere of the game .

Speaking in 2007 , Rob Fahey of Eurogamer stated that Jumping Flash ! was arguably one of the most important ancestors of any 3D platform game , as well as asserting that the game would always have a part in videogaming history . Albert Kim of Entertainment Weekly stated that the game provided perhaps the most euphoric sensation of videogaming at the time and described the first @-@ person perspective as " hypnotic " . Matt Thorson , the creator of the indie video game TowerFall , praised the game , saying " something about the sensation of leaping through 3D space captured my childhood imagination " .

1UP.com cited its first @-@ person platforming as a precursor to Mirror 's Edge , despite suggesting that the jumping remained " woefully out of place " in the platform genre . In 2007 , Matt Casamassina of IGN ranked Jumping Flash ! as the third @-@ most underrated video game of all time . After release , co @-@ developer Ultra renamed themselves " Muu Muu " , after the creatures featured in the game .

= = = Sequels = = =

Due to its popularity , Sony produced two sequels to Jumping Flash ! , including one spin @-@ off . A direct sequel , Jumping Flash ! 2 ? also developed by Exact ? was released worldwide for the PlayStation the following year ; it continued the story of Robbit and the subsequent rise and fall of Baron Aloha . The game received positive reviews upon release , with critics particularly praising its updated features . Robbit Mon Dieu was released exclusively in Japan for the PlayStation in 1999 , and was the final instalment in the series . It was met with mixed reviews , and following Exact 's merger with SCEI in 2000 , the series came to an end . Both Jumping Flash ! and Jumping Flash ! 2 were re @-@ released via the PlayStation Network in 2007 and 2009 , respectively . A loose spin @-@ off titled Pocket MuuMuu was released exclusively in Japan for the PocketStation in 1999 before Exact 's closure .