

= Hell Yeah ! Wrath of the Dead Rabbit =

Hell Yeah ! Wrath of the Dead Rabbit is an action @-@ platformer video game for Microsoft Windows , PlayStation 3 through PlayStation Network , and Xbox 360 through Xbox Live Arcade . It was developed by French video game development company Arkedo Studio and published by Sega . Hell Yeah ! was released September 25 , 2012 for the PlayStation Network , September 26 , 2012 for Xbox Live Arcade , and October 3 , 2012 for the PC , with an ESRB rating of Teen .

The game puts a player in control of Ash , the prince of Hell , as he sets out across Hell on a self @-@ imposed quest to restore his dignity by killing a number of monsters . He accomplishes this with the use of a large circular @-@ saw blade jetpack that serves as both his primary weapon and his main mode of transportation . Hell Yeah ! Wrath of the Dead Rabbit received mixed reviews upon its release . The game was praised for its visuals , but widely criticized for its control scheme .

= = Plot = =

Ash , a skeletal rabbit and the prince of Hell , has inherited the role of ruler of Hell from his father . After a photographer takes a picture of Ash playing with a rubber duck in the bathtub , Ash sets out to kill the 100 monsters that have seen the photo , to restore his image . The world of Hell Yeah ! Wrath of the Dead Rabbit has several zones with different visual styles , including " haunted caves , science labs , casinos and spaceships full of talking animals " . The player navigates these zones by traveling on a large buzz @-@ saw @-@ like circular blade that can cut through the environment , can fire a variety of projectile weapons , and is equipped with a jet pack . Ash is assisted in his quest by his butler , Nestor , a top hat @-@ wearing Octopus .

= = Gameplay = =

Hell Yeah ! Wrath of the Dead Rabbit is a side @-@ scrolling platformer . A player controls Ash , who jumps around platforms on a series of seven levels separated by doors and attempts to kill 100 individually named monsters . As the monsters are killed , more doors to new areas are unlocked . The combat uses twin @-@ stick shooter controls , in which movement is controlled by one thumbstick or set of keys , and firing weapons is controlled by the other thumbstick or another set of keys . The player fights the monsters using a variety of projectile weapons , and can purchase additional weapons . Monsters can also be killed by cutting into them with the saw blade . To finish off any of the 100 monsters , the player must perform a quick mini @-@ game , which unlocks a death animation unique to each monster . Failing the mini @-@ game will result in damage to Ash and the monster will regain some life . Aside from the 100 named monsters , levels are also filled with traps and weaker , unnamed monsters that reappear each time the player re @-@ enters that level .

= = Reception = =

Hell Yeah ! Wrath of the Dead Rabbit received mixed reviews upon its release . Gaming websites were sharply divided over the game . Eurogamer and Official Xbox Magazine ( UK ) both gave Hell Yeah ! a relatively high score of 8 out of 10 , while IGN and GameSpot gave the game the low scores of 4 @.@ 9 and 4 out of 10 , respectively . The console versions of Hell Yeah ! were significantly better received than the PC version , with the game receiving a Metacritic score of 71 for the Xbox 360 and a 62 for the PC . Critics praised the game 's visuals , with Lawrence Sonntag of Inside Gaming Daily writing that " every level is bizarre but expertly colored , vibrant , and filled with high @-@ resolution assets " , and that the monsters are " what you might find in a second grader 's notebook ? doodles of ridiculous monsters , only brought to life with impressive talent and animated in HD " . Tom Bramwell of Eurogamer wrote that the game is " absolutely gorgeous , a delicious feast of tasty animation drowning in buttery detail "

The game 's control scheme , on the other hand , received almost universal criticism . Greg Miller of

IGN stated that " The platforming is plagued by floaty controls and the inability to use the D @-@ Pad . " , while Jim Sterling of Destructoid called the controls " unsavory " . Richard Cobbett of PC Gamer commented on the PC controls by saying " You want an Xbox 360 controller for this one . You could play it with a keyboard , but only in the same sense that technically you could fly if you flapped your arms hard enough . " Kevin Schaller of Game Revolution , however , called the controls " responsive , though it takes a little getting used to " .