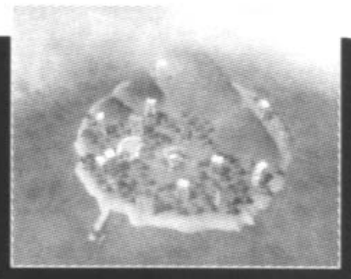

PlayStation
NTSC U/C
PlayStation
Jumping Flash! 2
KIDS TO ADULTS
CONTENT RATED BY ESRB
SCUS-94108
94108
SONY
COMPUTER ENTERTAINMENT

PROLOGUE

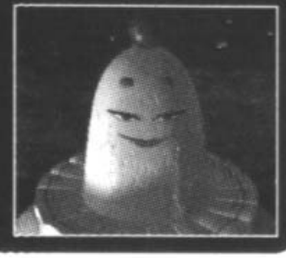


There is a tiny star in a corner of space called MUU MUU, the notorious secret base of the evil mad scientist Baron Aloha, and home to those other agents of evil, the equally mad and equally bad inhabitants of MUU MUU.

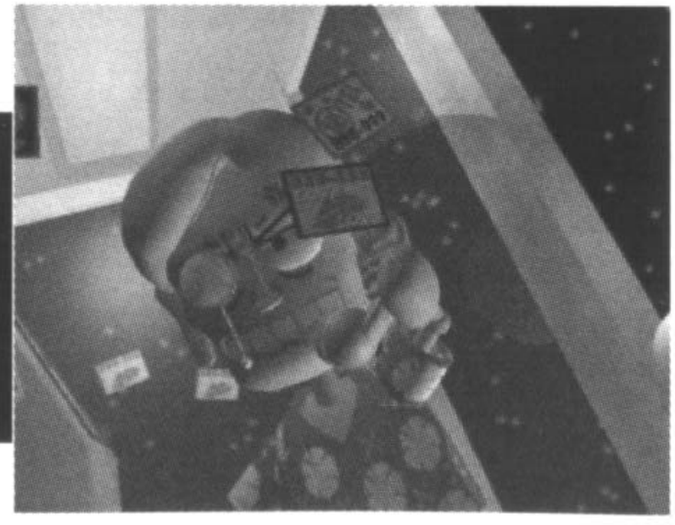
He tears the surface off the planets he collects, and stores them in bottles. MUU MUU is the most recent addition to his space specimen collection.

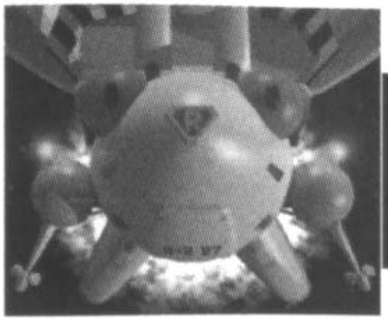


Suddenly, when they were plotting their next fiendish scheme, disaster struck - a strange shadow fell across the planet, the shadow of the giant CAPTAIN KABUKI, who wanders through space collecting planets.



Poor Baron Aloha has been thrown out of his home and his trusty helpers are trapped in a bottle. The evil scientist is in trouble!





However, as is often the case, yesterday's enemies are today's friends: everyone who pays their taxes is entitled to help from the government, so now the Space Government is pulling out all the stops to help Baron Aloha.

Everyone is relying on you, ROBBIT, to save the people of MUU MUU!
JUMP - ROBBIT - GO!

1 STARTING THE GAME

Set up your PlayStation™ and insert the "JumpingFlash! 2" CD as described in your PlayStation™ manual. It is advised you do not insert or remove Controllers or Memory cards once the POWER is switched on.

❑GAME START

Five items are displayed on the title screen. Select the items as required. When playing the game for the first time, select GAME START.

GAME START: A NORMAL GAME STARTS
TIME ATTACK: COMPETE AGAINST THE CLOCK UNTIL THE STAGE IS CLEAR
LOAD: LOADS A PREVIOUSLY SAVED GAME
SAVE: SAVES GAME DATA OF GAMES YOU HAVE PLAYED
OPTIONS: CHANGES GAME SETTINGS

❑THE MAIN STORY

When starting a new game, select GAME START. When you return to the title screen after playing a game, or when you load data from a previously saved game, the WORLD NUMBER will be displayed on the right above the GAME START title. The WORLD NUMBER can be changed using the Left and Right Directional buttons. Confirm your choice of WORLD NUMBER by pressing the ■ button or ● button. For example, when you complete WORLD 3, you can start a game from WORLDS 1, 2 or 3, and you can save the data on a Memory card.

❑OPTION FUNCTIONS

In the OPTIONS SCREEN you can change the control buttons and item buttons used during the game, as well as switching the sound between STEREO and MONO, and playing or skipping the on-screen MOVIE function as you please. In addition, you can save any settings you make using the Memory card, and when you load the game next time, the same game settings will be loaded too.

VIEW CONTROL

The initial settings are:
REVERSE: R1/R2 + Directional buttons (THE Up Directional button MOVES THE VIEW DOWN, WHILE THE Down Directional button MOVES THE VIEW UP)
NORMAL: THE OPPOSITE OF THE "REVERSE" SETTINGS

CONTROLLER

Initially, the controller is set as TYPE A:
✕ BUTTON: JUMP
■ BUTTON: SHOT
● BUTTON: SPECIAL WEAPONS
There are 4 control settings, from TYPE A to TYPE D. Choose the one you find the easiest to operate.

SCREEN MODE

The initial SCREEN MODE setting is NORMAL.
NORMAL: SUPPORTS ORDINARY TV MONITORS
WIDE: ALTERS THE SETTINGS FOR WIDE-SCREEN TV MONITORS

SOUND MODE

The initial sound setting is STEREO.
STEREO: STEREO SOUND
MONO: CHANGE TO MONO SOUND

SUPPORT AI

Initially, SUPPORT AI is the default setting, but as you progress through the game, something seems to happen...

MOVIE MODE

Initially, the game movie is set ON. Changing the MOVIE MODE setting to OFF cuts the movie scenes from the game.

MOVIE SCENE

The initial settings is OPENING. After playing a game, you can watch a replay movie of the screens you have cleared.

PERFORMANCE

PERFORMANCE cannot be set in the initial settings, but if you get any medals, you move on to medal display screen. You get medals for satisfying certain conditions during the game. After collecting all 12 medals you gain the option to view the Rap La Muu Muu from the Performance screen.

❑LOAD AND SAVE

LOAD

You can continue to play a previously saved game by loading the saved data. In the title screen, when you choose LOAD, the screen changes to the LOAD MENU. In this menu, select the data with which you wish to play using the Directional buttons, and confirm your decision using the ⊗ button. After confirming your decision, the LOAD CONFIRMATION menu is displayed. If you wish to play using the data selected, choose YES. If you do not wish to play using the data selected choose NO.



▲ SELECT EXIT TO RETURN TO THE TITLE SCREEN.



▲ SELECT NEW DATA WHEN YOU WISH TO START A GAME USING NEW DATA.



← SELECT THE DATA YOU WISH TO LOAD FROM THE 3 AVAILABLE.

SAVE

Saves data part way through a game. If you return to the title screen during a game because the game is over or because you pressed cancel, select SAVE. The screen changes to the SAVE menu screen. The STATUS is given as GAME IN PROGRESS, so select the place you wish to save the data (from the 3 available), and confirm your decision using the ⊗ button. Before saving, the confirmation menu will be displayed, so choose YES if you are satisfied with the data, and choose NO if you want to alter your selection.



▲ WHEN SAVING DATA, THE DATA PREVIOUSLY STORED IN THAT PLACE WILL BE ERASED, SO PLEASE BE CAREFUL.



▲ IF THERE IS NO SPACE ON THE MEMORY CARD, YOU WILL BE UNABLE TO SAVE GAME DATA.



← SELECT THE PLACE YOU WISH TO STORE THE CURRENT DATA.

❑BEFORE LOADING AND SAVING

First, please ensure that the Memory card is inserted in the Console. If there is no Memory card in the Console, you cannot load or save. Also, do not put a Memory card in or take it out during saving. Make sure that there are enough free blocks on the Memory card before starting a game and that the Memory card is inserted in Memory card slot 1.



▲ WHEN FORMATTING THE MEMORY CARD, SELECT YES.

❑USING A MEMORY CARD

When saving data using a Memory card, JUMPINGFLASH! 2, the DATA NUMBER and the STATUS are all displayed in the Memory card screen.

❑DISPLAY SCREEN NOTES

STATUS : DISPLAYS THE CURRENT PLAY STATUS

DATA 1-3 : THE DATA NUMBERS WHICH YOU CAN LOAD AND SAVE

NEW DATA : WHEN YOU START A NEW GAME

EXIT : WHEN YOU WISH TO RETURN TO THE TITLE SCREEN

NO DATA : WHEN THERE IS NO DATA TO LOAD OR SAVE

WORLD 1-6 : THE NUMBER OF WORLDS AVAILABLE TO BE LOADED

COMPLETE : YOUR STATUS AT THE END OF THE GAME (AFTER CLEARING THE FINAL STAGE, WHEN THE ENDING IS OVER, YOU CAN GO BACK TO THE TITLE SCREEN AND SAVE, AND THE COMPLETE DISPLAY WILL APPEAR

NEW GAME : THE GAME START STATUS



❑GAME OVER

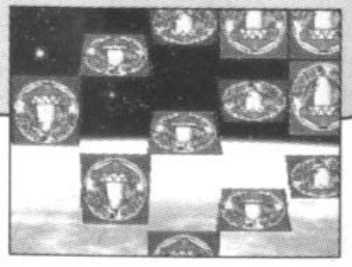
When your HP falls to 0, when you fall off the continent, or when you run out of time, you lose a life. If you have lives remaining, you start again from the beginning of that stage. If you have no lives left, GAME OVER!

➡ IF YOU SELECT YES BEFORE THE COUNTER REACHES 0, YOU CAN CONTINUE YOUR GAME.



❑CONTINUE

If you select YES before the counter reaches 0 in the GAME OVER screen, you can continue (you can continue a game any number of times - continue is unlimited). If you continue a game, ROBBIT is armed as at the beginning of the game, and starts again from the beginning of that world.



➡ IF YOU SELECT NO IN THE GAME OVER SCREEN, YOU WILL BE RETURNED TO THE TITLE SCREEN.

❑OTHER FUNCTIONS

• FUNCTIONS IN THE PAUSE MODE

Pressing the START button during a game pauses the game. During PAUSE, the following selections are possible.

CONTINUE: CONTINUE THE GAME
TRY AGAIN: START THE GAME AGAIN FROM THE BEGINNING OF THE STAGE (LOSE ONE LIFE)
RETIRE: FINISH THE GAME (LIVES GO 0) AND GO TO GAME OVER SCREEN



• FUNCTIONS IN THE WORLD SELECT MODE

Pressing the ◉button in the WORLD SELECT SCREEN makes the following selections possible:

CONTINUE: CONTINUE THE GAME
RETIRE: FINISH THE GAME AND GO TO THE GAME OVER SCREEN



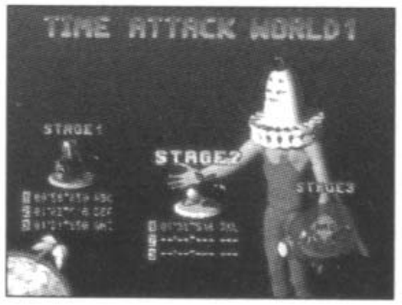
2 TIME ATTACK

In the TIME ATTACK MODE, you compete against the clock to clear a stage.

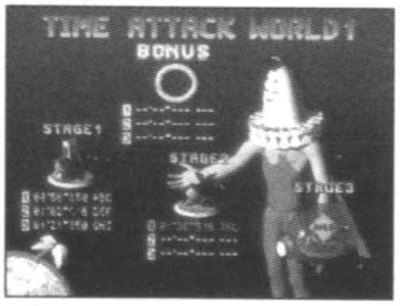
❑TIME ATTACK CHALLENGE

Select TIME ATTACK in the title screen, and after deciding the stage you want to play, the game will start. You can choose to start the game from any of the stages you have cleared so far. If you have not cleared any stages, you cannot select this mode. You can load data from any of the stages you have already cleared if it is stored on the Memory card.

***WHEN USING TIME ATTACK IN THE BONUS STAGE, YOU CANNOT COLLECT ITEMS EVEN IF YOU BURST BALLOONS.**



▲ THE BEST 3 TIMES ARE DISPLAYED IN THE STAGE SELECT SCREEN.



▲ TIME ATTACK CAN ALSO BE USED ON THE BONUS STAGE.

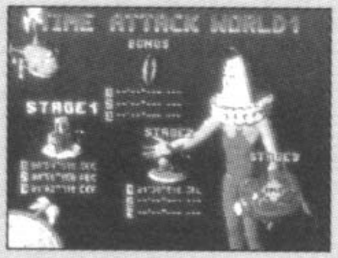
❑STAGE SELECT OPERATION

LEFT & RIGHT ON THE DIRECTIONAL BUTTONS: SELECT THE WORLD STAGE YOU WISH TO PLAY. YOU CAN SELECT ANYWHERE FROM WORLD 1-1 UP TO THE PLACE YOU HAVE CLEARED SO FAR.

LEFT & RIGHT ON THE DIRECTIONAL BUTTONS: YOU CAN SELECT THE WORLD YOU WANT TO PLAY USING THE WORLD UNIT.

⊗BUTTON: AFTER SELECTING THE STAGE, TIME ATTACK BEGINS.

●BUTTON: CANCEL AND RETURN TO THE TITLE SCREEN.

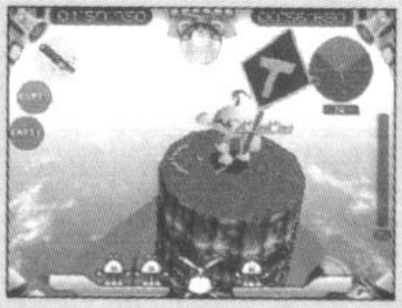


❑GO FOR THE HIGH SCORE!

You start the game with standard equipment. In the SCORE area, the best time is displayed, and in the TIME area, the time counter is shown. The time is recorded and displayed in 1/1000ths of a second.

Pressing the START button during the game displays the CONFIRMATION MENU. If you wish to continue, select CONTINUE. If you prefer to try again select TRY AGAIN. And if you want to return to the WORLD SELECT screen, press WORLD RETIRE and press the START button.

It is possible to record the best 3 scores (TIME & NAME) in TIME ATTACK using SAVE in the title screen.



▲ YOU CAN START FROM ANY OF THE STAGES YOU HAVE CLEARED SO FAR.



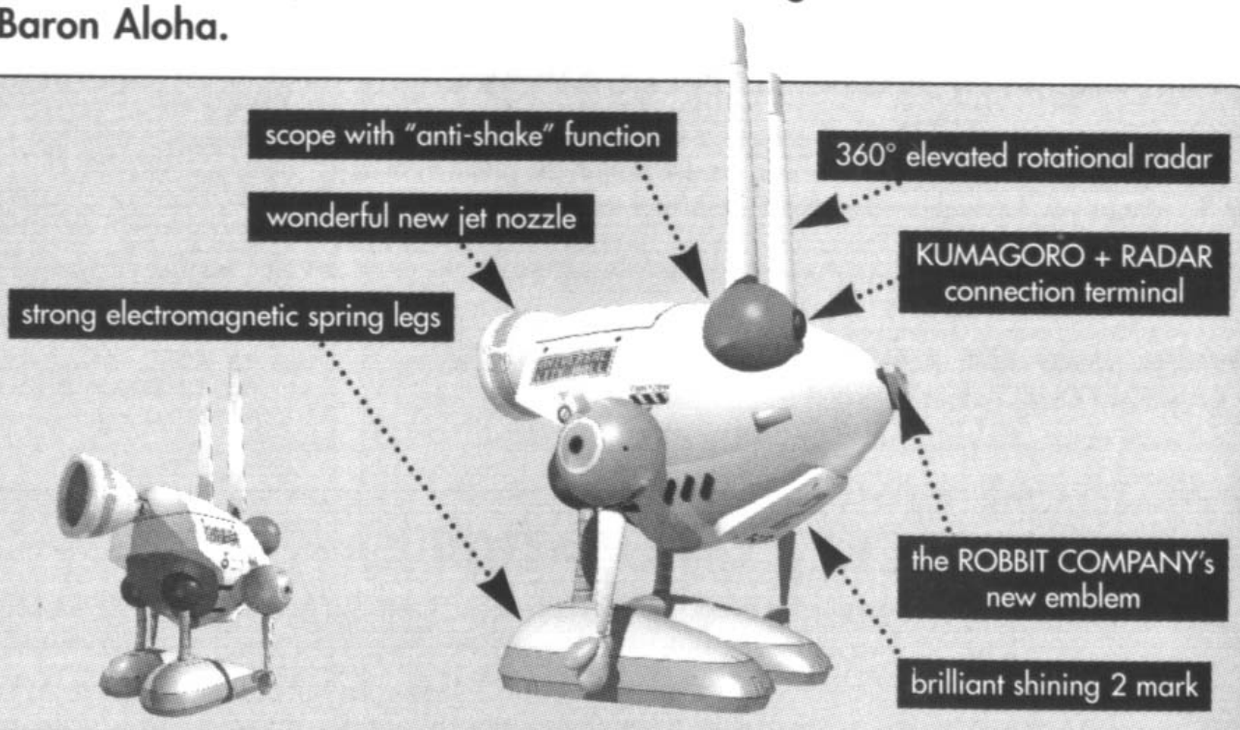
▲ IF YOU ARE IN THE TOP 3 YOU CAN ENTER YOUR NAME.

3 INTRODUCTION TO ROBBIT

"Yesterday's enemies are today's friends." ROBBIT is setting out on a new mission as requested by Baron Aloha.

ROBBIT

ROBBIT is the multi-capability vermin extermination machine owned by the planet consultation section of the space government. ROBBIT's strongest feature is the JUMP ATTACK using electromagnetic springs in its legs. ROBBIT has been re-developed since the previous story, the "TURN THE PLANET INTO A WEEKEND RETREAT INCIDENT": ROBBIT is now equipped with a small energy tank in his belly, so finally he can fly in space without an external energy supply. However, as before, ROBBIT cannot take off without using a jumping board.



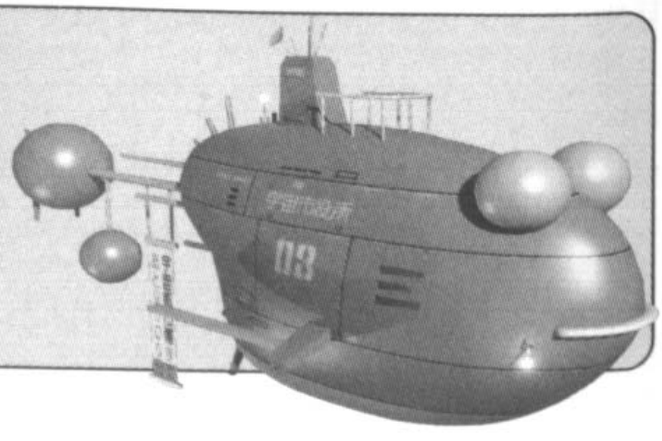
KUMAGORO 2

KUMAGORO 2 is a high-performance AI support robot loaded in ROBBIT. With his chirpy voice, he gives ROBBIT encouragement. Although he sounds very reassuring, he is in fact quite useless. Among the support robots he is a veteran, proud of his long career, and there are some robots who look toward KUMAGORO as a master. In this battle there is a rumor that some of KUMAGORO's followers are also stowing away on ROBBIT.



SHIYAKUSHO(SPACE GOVERNMENT)

As long as you pay your taxes, the SHIYAKUSHO will handle anything from exterminating vermin to divorce work - it's a public organisation which works for everyone, a giant organisation which takes up a whole planet. And in this incident it has come to light that Baron Aloha has been paying his taxes

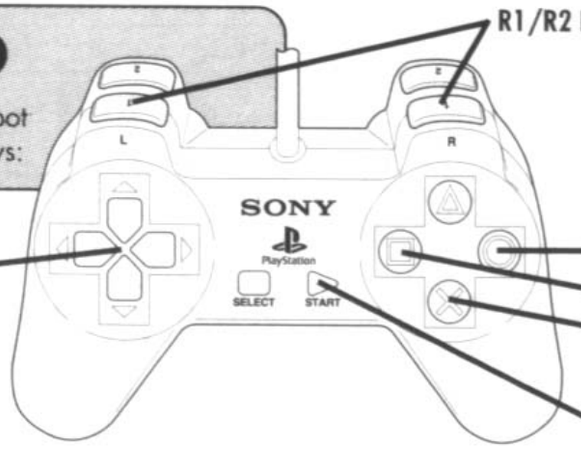


4 OPERATION

In JUMPINGFLASH! 2, the operation of the Controller changes slightly with each new screen.

❑OPERATION ON THE GROUND

In JUMPINGFLASH! 2, the game view is from the cockpit of the robot ROBBIT. When ROBBIT is on the ground, the controls are as follows:



R1/R2 BUTTON + DIRECTIONAL BUTTONS
MOVES THE ANGLE OF VIEW UP, DOWN, LEFT & RIGHT

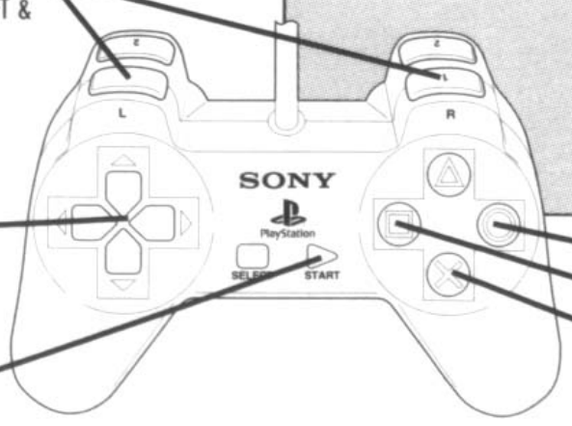
DIRECTIONAL BUTTONS UP/DOWN: STRAIGHT FORWARDS/BACKWARDS
LEFT/RIGHT + UP: TURN LEFT/RIGHT
LEFT/RIGHT: SPIN ON THE SPOT
LEFT/RIGHT + DOWN: QUICK TURN (DOUBLE SPEED BACKWARD SPIN)

○ BUTTON - USE SPECIAL WEAPONS
□ BUTTON - FIRE A SHOT
✕ BUTTON - JUMP

START BUTTON - PAUSE GAME

❑OPERATION IN THE AIR

ROBBIT can jump up to 3 steps at a time. Depending on the type of jump, ROBBIT can vary the amount of time spent in the air. Operation in the air is an extremely important part of ROBBIT's strategy. The controls in the air are as follows:



R1/R2 BUTTON + DIRECTIONAL BUTTONS
MOVES THE ANGLE OF VIEW UP, DOWN, LEFT & RIGHT

DIRECTIONAL BUTTONS
FORWARDS/BACKWARDS, QUICK TURN

START BUTTON - PAUSE GAME

○ BUTTON - USE SPECIAL WEAPONS
□ BUTTON - SHOT
✕ BUTTON - JUMP (WHEN GOING UP OR JUST AFTER COMING DOWN, ROBBIT CAN PERFORM A 3 STEP JUMP)
✕ BUTTON + DIRECTIONAL BUTTONS - PARALLEL MOVEMENT

❑BASIC OPERATIONS

This shows the basic operation of starting a game, loading, saving, selecting worlds, etc.. This operation procedure also applies when selecting data from a Memory card.

DIRECTIONAL BUTTONS - MOVE THE CURSOR
✕ BUTTON - CONFIRM SELECTION
□ BUTTON - CANCEL
START BUTTON - CONFIRM SELECTION

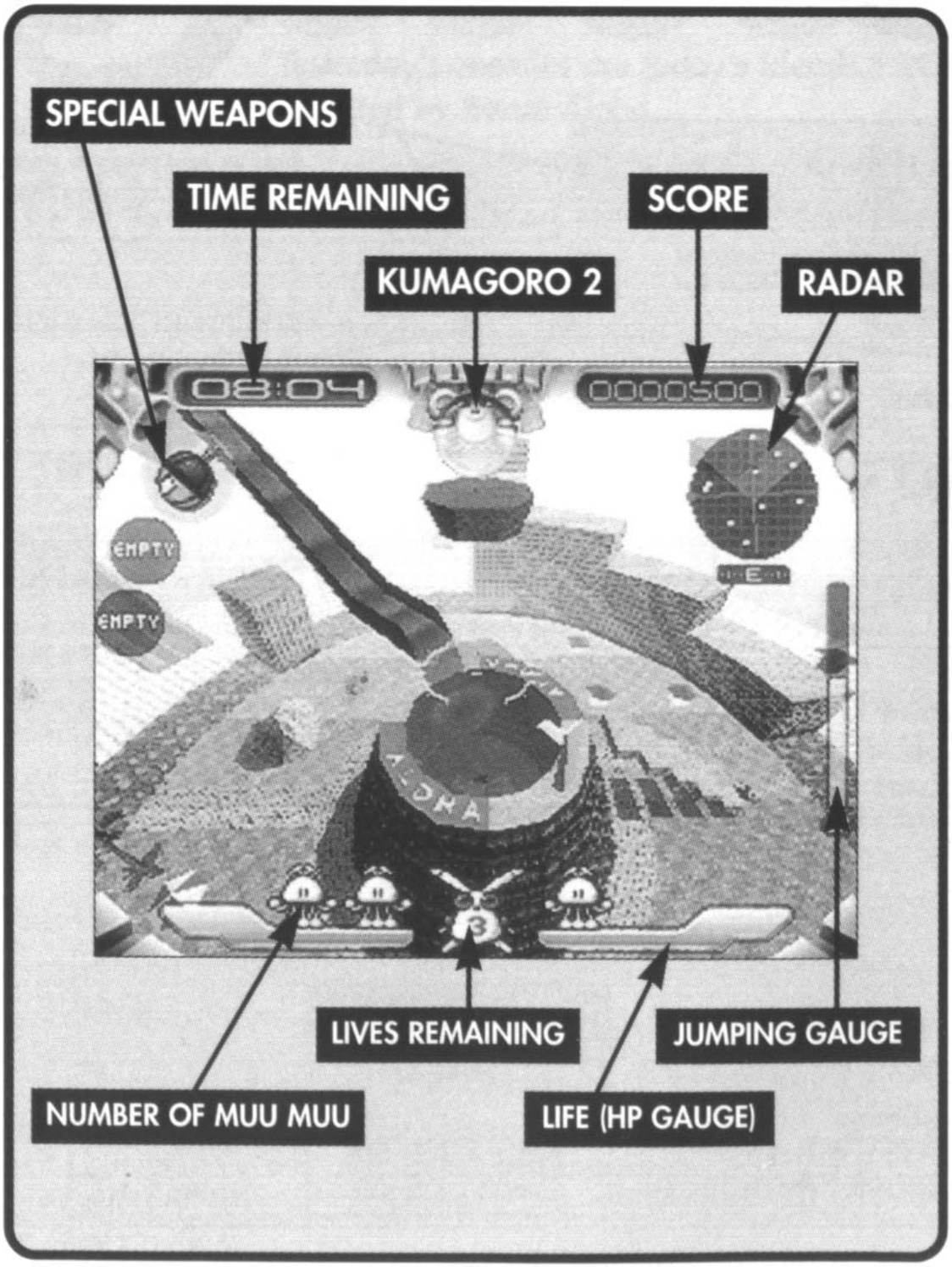


← FIRST, SELECT EACH ITEM ON THE TITLE SCREEN, THEN START.

*THOSE BUTTONS NOT MENTIONED IN THE OPERATION SECTION ARE NOT USED FOR THIS GAME.
*YOU CAN CHANGE THE BUTTONS WHICH CONTROL SHOT, JUMP AND THE SPECIAL WEAPONS IN THE OPTIONS SCREEN.

❑THE ROBBIT COCKPIT

On the ground, objects which are on the same level as the ROBBIT cockpit can be seen. While jumping or falling, the view from ROBBIT is a little in front of his feet.



SCORE

When you defeat one of the enemies or clear a stage, your score will increase. You get an extra life at 100,000 points, another at 300,000, at 500,000 and at 1,000,000. After that you get an extra life at the turn of every million.

LIFE (HP GAUGE)

Every time ROBBIT is damaged, the HP GAUGE decreases. As the HP falls, the colour of the HP GAUGE changes from green to yellow, and finally to red. When the HP GAUGE falls to zero, you lose one life. The HP GAUGE will be replenshed when you defeat the BOSS at the end of each world.

TIME REMAINING

There is a time limit set for every stage. The countdown begins when the game starts, and if the time runs out you lose a life.

SPECIAL WEAPONS

You can have up to three special weapons at a time, but you can only use them in the order you receive them. If you get a fourth weapon, the first weapon disappears.

LIVES REMAINING

At first you have 3 lives, but this can increase to a maximum of nine. If you make a mistake, you lose a life. When you have no lives left, the game is over.

MUU MUU NUMBER

If you can rescue all four MUU-MUU's and reach the jump board (your goal) in time, ROBBIT can fly to the next stage.

KUMAGORO 2

An AI robot loaded on ROBBIT. He warns ROBBIT of danger and supports him.

RADAR

The RADAR shows the enemies nearby and under certain conditions it displays the location of MUU MUU's and the jump board.

JUMPING GAUGE

When jumping, the bar expands. While the OK sign is flashing, you can jump again.

5 INTRODUCTION TO THE ITEMS

The items which are scattered around each stage have various properties.

STATUS ITEM

Use STATUS ITEMS when you receive them. You cannot save them up.



CARROT A
Restores ROBBIT's HP a little. Appears on a purple plate.



CARROT B
Restores ROBBIT's HP fully. Appears on a purple plate.



HOUR GLASS
Extends the time remaining. Appears on a yellow plate.



BABY ROBBIT
Increases ROBBIT's lives by one. Appears on a yellow plate.



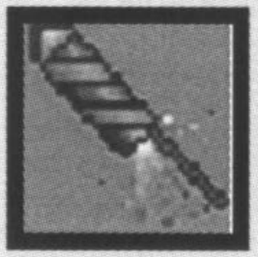
CLAPPER-BOARD CLOCK
Stops enemies moving for a certain period of time. Appears on a yellow plate.



POWER CAPSULE
If you get one of these, ROBBIT is invincible for a certain period of time.

SPECIAL WEAPONS

You can use these any time you choose in the order you got them.



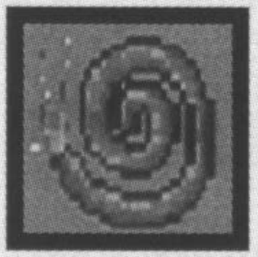
FIREWORK ROCKET
A number of rocket fireworks shoot out at the enemies. They are homing fireworks.



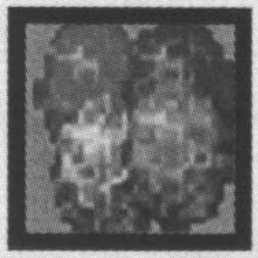
BOMB
When the BOMB hits something, or when it travels forward over a certain distance, it explodes causing a lot of damage.



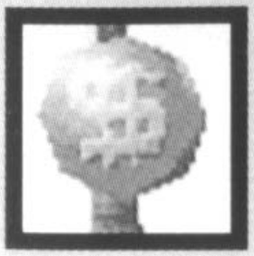
CANNON
The CANNON is a laser firework which goes off with a huge flash and goes through enemies. It is extremely powerful.



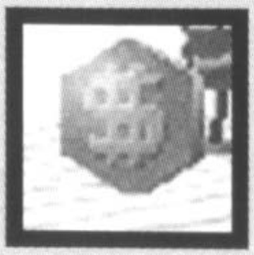
CATHERINE WHEEL
Lights a number of CATHERINE WHEELS which spin on the ground. When they hit enemies or after burning for a certain period of time, they explode.



FIRE CRACKER
Scatters a number of FIRE CRACKERS which explode when they hit enemies or after burning for a certain period of time.



GOLD COIN
When you pick up a GOLD COIN, you get 500 points added to your score. However, GOLD COINS only appear rarely.



SILVER COIN
When you pick up a SILVER COIN, you get 100 points added to your score. Try to increase your score by collecting as many SILVER COINS as you can.

ZCOIN

When you defeat enemies, COINS appear. Try collecting all of them - you never know, something nice might happen..

6 PROGRESSING THROUGH THE GAME

ROBBIT and KUMAGORO set out in order to take back the planet which the strange giant CAPTAIN KABUKI has put in a bottle.

❑METHODS OF ATTACK

ROBBIT's basic method of attack is to stamp on his enemies using his strong legs to grind them into the ground. He also has a shot beam, special weapons and can use items he picks up along the way. The score is different depending on the way you defeat the enemies, so aim to get as high a score as you can.

NORMAL ATTACK: the score when defeating enemies with a normal attack varies according to the enemy

COMBINATION: if you defeat an enemy combination, under certain conditions you will get a bonus

CHAIN STAMPING: if you defeat a number of enemies in a row by stamping on them without landing in between, you will get a bonus starting from the fourth one.

❑STAGE CLEAR

Somewhere in every stage there are MUU MUU's holding signs with the letters E, X, I and T. If you can rescue all four MUU MUU's within the time limit and make it to the jump board, you can jump to the next stage.

❑DEFEATING THE BOSS

One world comprises of three stages. In the final stage of each of the six worlds, the BOSS protecting each world is waiting. If you defeat the BOSS, you clear that particular world and move on to the next. Defeating the BOSS also replenishes your HP GAUGE.



❑WHAT HAPPENS AFTER CLEARING A STAGE?

After clearing each stage, if you satisfy certain conditions you get an additional bonus.

TIME BONUS
You get additional points depending on the time remaining.

HP BONUS
You get additional points depending on the HP remaining.

EXTRA BONUS
You get additional points if you clear a stage under certain conditions. For example, if you rescue the MUU MUU's in the order E, X, I, T, if you do not fire any shots, or if you do not incur any damage.

❑BONUS STAGE

Somewhere in each world there is a BONUS RING. If you pass through this ring you go to the BONUS STAGE (during which the countdown of the normal stage stops). Any items you pick up in the BONUS STAGE will be taken with you when the BONUS STAGE is over. Once you have passed through a BONUS RING, it disappears.

RULES

In the BONUS STAGE, the aim is to burst all the balloons inside the time limit. You can burst balloons using shots or by stamping on them. Sometimes you may find items or coins in the balloons. Following the BONUS STAGE, you return to the place in the normal game where you found the RING. If you manage to burst all the balloons in the time limit, you get an extra life.

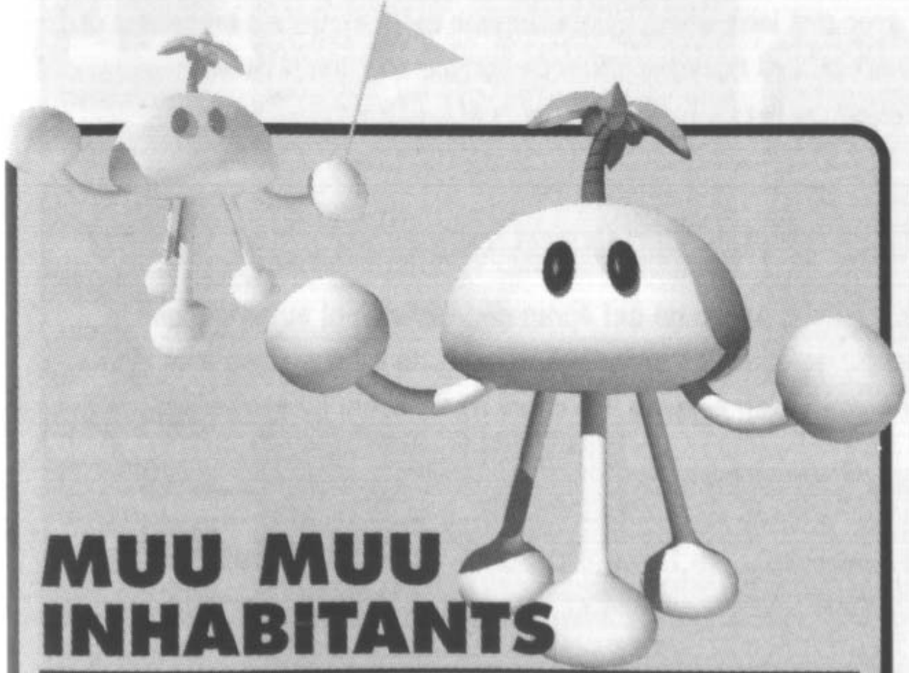
7 INTRODUCTION TO THE CHARACTERS

Of course, Baron Aloha and the MUU MUU inhabitants are here, as you would expect, but there are some new enemy characters too. What will happen to ROBBIT?

BARON ALOHA

As you know, Baron Aloha, the mad scientist, is so scary that even bawling children fall silent in fear. Even after being defeated by ROBBIT, the Baron did not learn his lesson and continued plotting his evil schemes. However, his main residence, MUU MUU PLANET was attacked by CAPTAIN KABUKI and he had to beg his old enemy, the Space Government, for assistance.



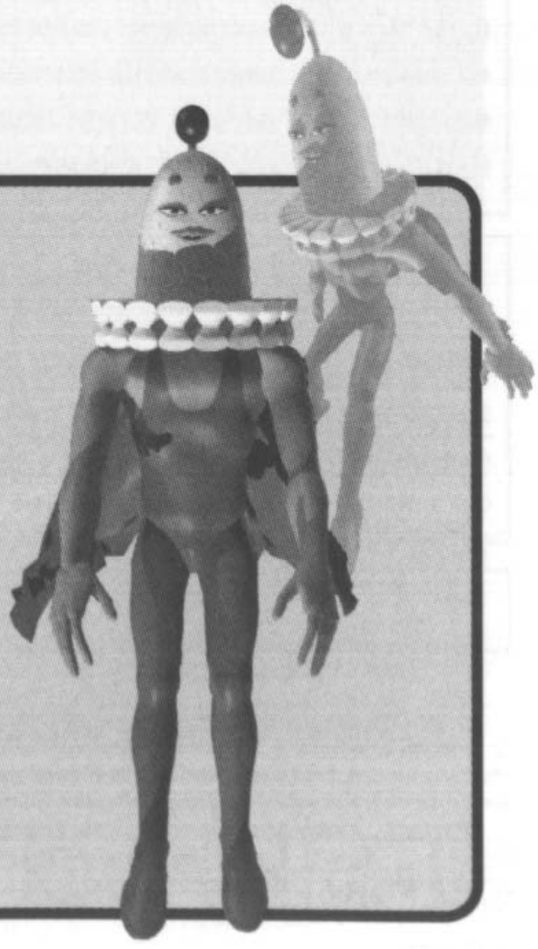


MUU MUU INHABITANTS

The inhabitants of MUU MUU are Baron Aloha's men. They were enjoying their holidays on MUU MUU, and before they realised it they were trapped inside a bottle. Now these sad, pathetic excuses for "agents of evil" are waiting to be rescued by ROBBIT.

CAPTAIN KABUKI

Where is he from? What is he thinking? Everything about this giant creature is a mystery. He seems to enjoy putting stars in bottles to collect them as specimens. His purpose seems to be to cause trouble in space.



Jumping Flash! 2

SCES-00111

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