



NTSC U/C

PlayStation™

Jumping Flash!™



KIDS TO ADULTS



SCUS-94103
94103

SONY



COMPUTER
ENTERTAINMENT™

WARNING: Read BEFORE USING YOUR SONY® PlayStation™ GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

Handling Your PlayStation DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Hint Line

Hints are available:

Within the US: \$0.95 per minute pre-recorded information
\$1.15 per minute live representative assistance
1-900-933-SONY (1-900-933-7669)

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Automated support available 24 hours a day, 7 days a week. Representatives available Monday-Friday 9am-5pm Pacific Coast Time. This hint line supports games produced by Sony Computer Entertainment of America. No hints will be given on our Consumer Service Line. Long-distance charges are included in the above rates. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. You must have a touch-tone phone to use this service.

For questions and information regarding the Hint Line, write to:

Sony Computer Entertainment of America
Consumer Service Department
P.O. Box 25147
San Mateo, CA 94402

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1-800-345-SONY
(1-800-345-7669)

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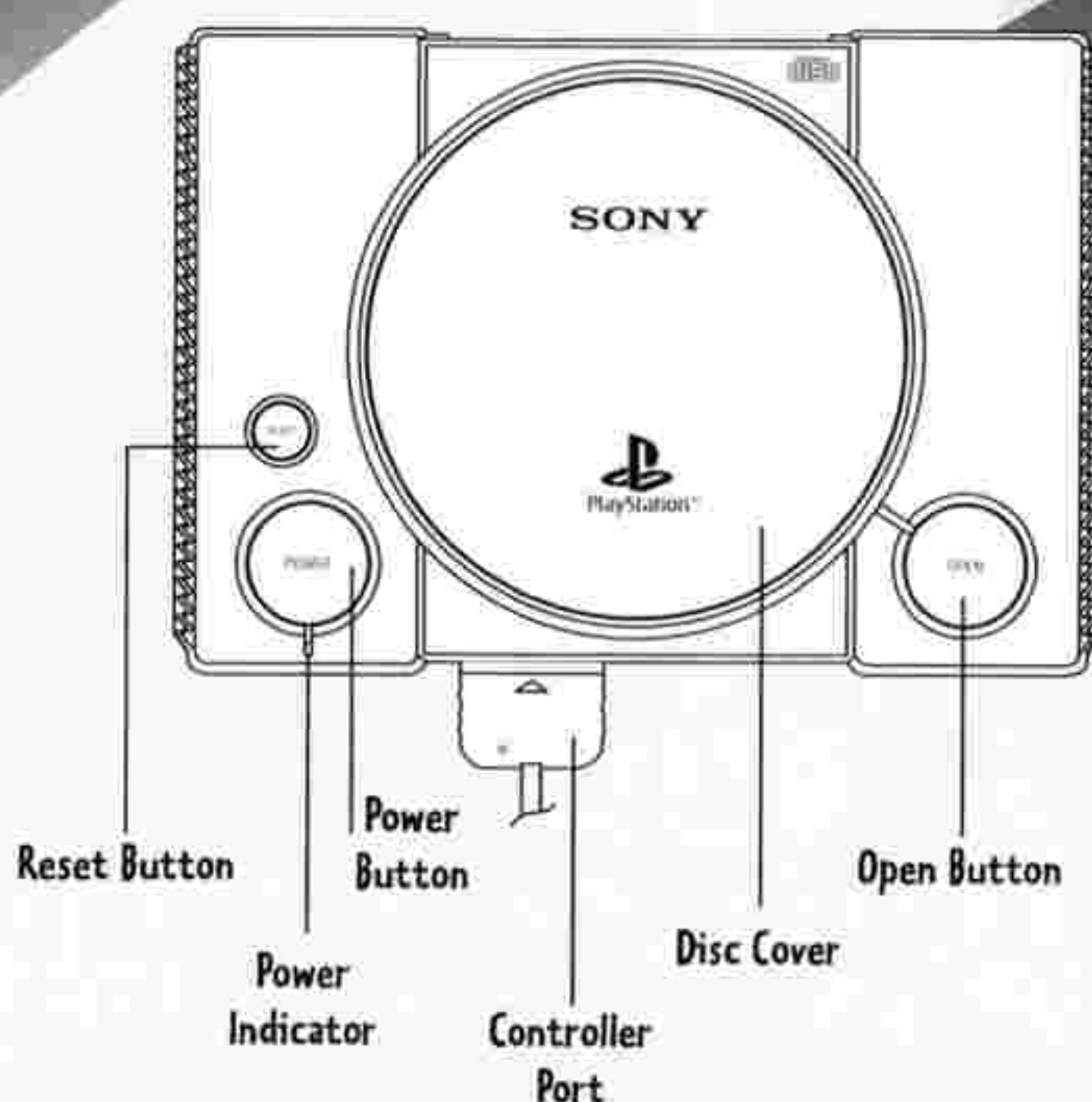
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Starting Up



1. Set up your Sony® PlayStation™ game console according to its instruction manual. Plug in a game controller.

2. Connect a memory card if you want to save your games.

Note: If the memory card is full, you won't be able to save games. To avoid this, delete old data from the card before starting play.

3. Insert the **JUMPING FLASH!**™ disc and close the CD door. Always make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.

4. Turn the PlayStation game console ON. The opening movie will play, followed by several game demonstrations.

Note: Watch the game demos for hints on using the button controls, maneuvering Robbit and playing the game.

5. Press any button on the controller to bring up the Main Menu.

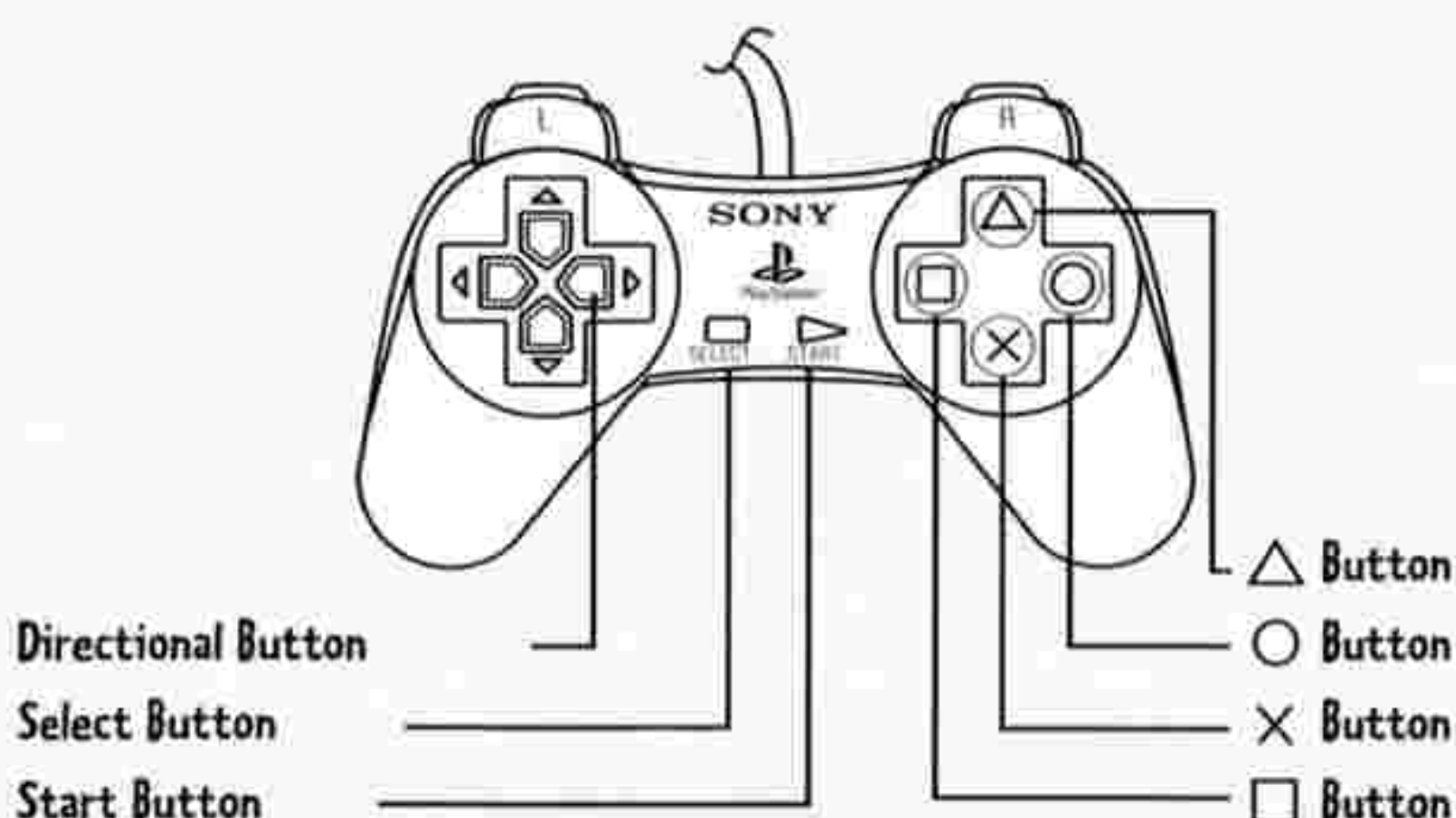
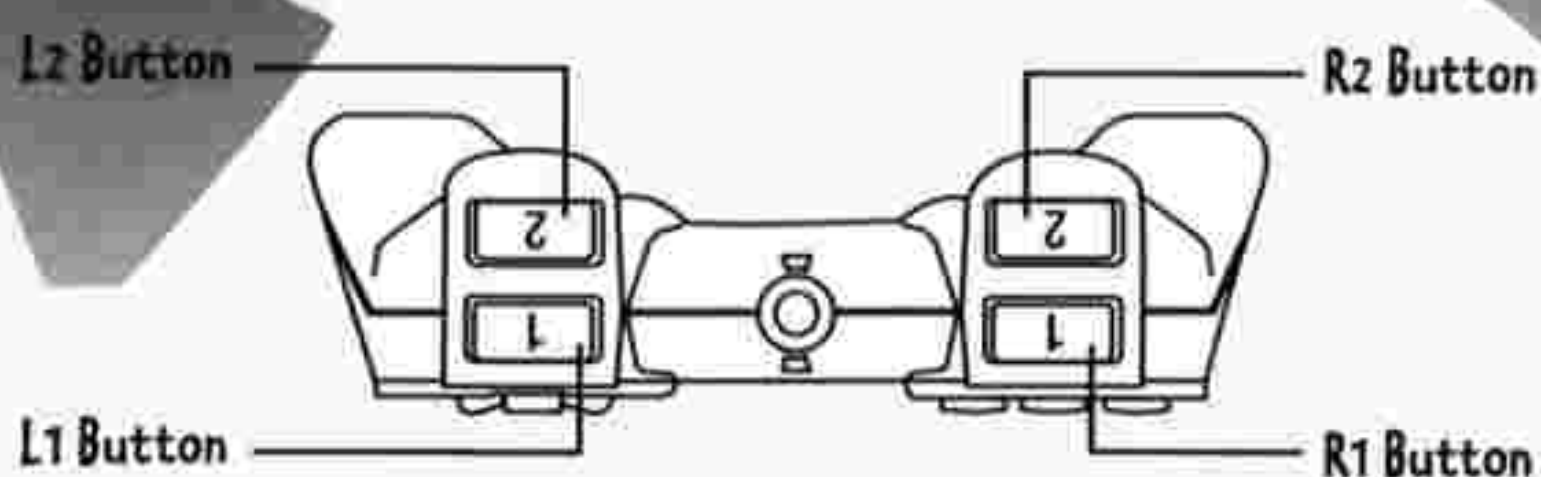


6. With "Game Start" highlighted, press ,  or **Start** to jump into a new game.

Note: Pages 16 to 17 in this manual describe how to use the other Main Menu options.



Game Controls



ACTION

Move:	Direction Button:
Forward or back	UP or DOWN
Turn left or right	LEFT or RIGHT
Turn & move diagonally left or right	UP + LEFT or RIGHT
Quickturn (jump back and rotate)	DOWN + LEFT or RIGHT

Look:

Up	+ Direction Button DOWN
Down	+ Direction Button UP
Left or right	+ Direction Button LEFT or RIGHT

Jump	×
Shoot	□
Use special item	○
Pause/resume	Start Button

Important: These are the default game controls. You can change the jump, shoot and special item buttons on the Options menu (see page 20).



Jump 'n' go!

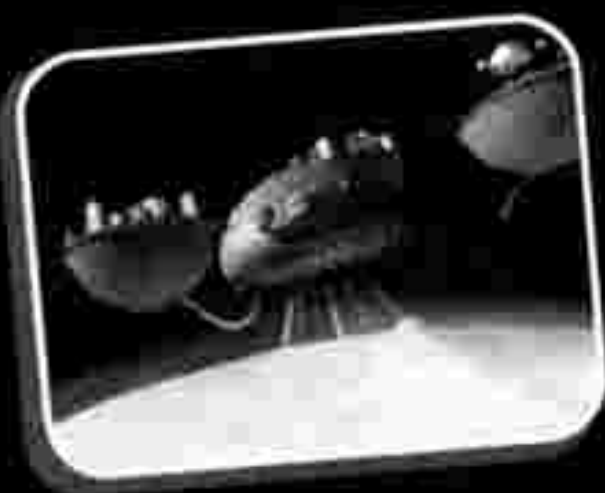
Baron Aloha's greed!
The Time: Far in the future
The Place: Deep in space
The Problem: Vanishing real estate!



Viperous Baron Aloha has
cooked up a diabolical scheme!
He is stealing our planet —
piece by piece!

The evil astrophysicist has
excavated vast chunks
of the Earth, enslaved the
inhabitants, and shuttled the whole
works off into space as his own
galactic continents!

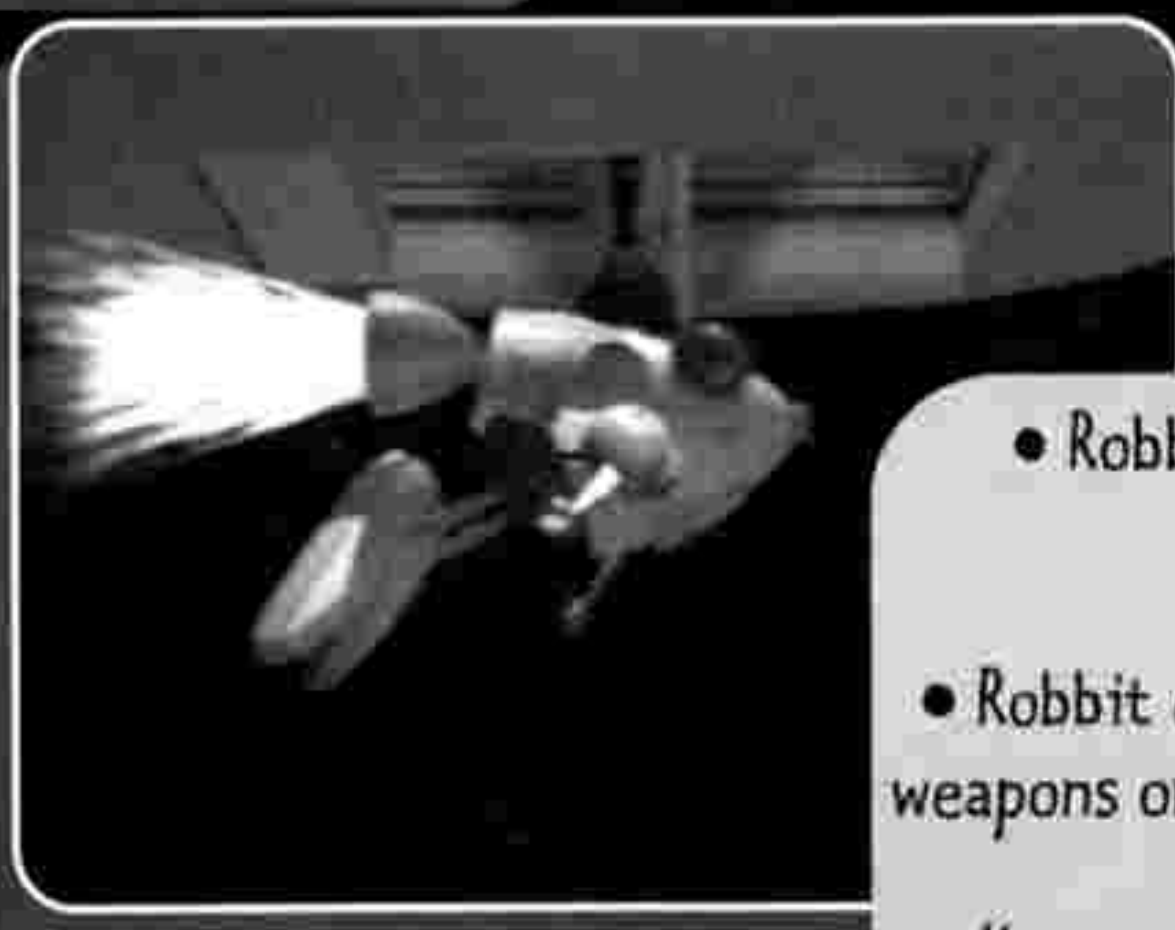
Greedy Aloha has turned our serene world into
Swiss cheese to make his own private resorts!
Can anybody — or anything — stop him?





Robbit, the Super De-Pester

Yes! One brave robot can do the job. Robbit, the perfect pest eradicator, is specially built to make bug juice out of Baron Aloha and his swarms of verminous helpers.



- Robbit's Sparkle Beam Gun has unlimited shots.
- Robbit can find high-powered special weapons on every world to use as needed.
- Kumagoro, Robbit's onboard lookout, shouts warnings, advice and jokes.
- Robbit's Electric Spring Legs give him high jumps and stomping power.



Aloha has unplugged the Jet Pods that propel each world, and stashed them somewhere in the realm. Only he knows where they are. If Robbit can recover the Jet Pods, he can reclaim the world!

Jump and go!
Robbit's got the attitude.
Can you stand the altitude?



Robbit's Special Moves

Robbit's jumping ability is beyond belief!

He springs high, hangs in the air and glides like a hawk to touch down on the target.

JUMP: Press the jump button once. Press the Direction Buttons while airborne to glide toward a landing spot, using Robbit's feet and shadow as a guide.



DOUBLE JUMP: At the apex of your first jump, press the jump button again. If your timing is right, you'll use the top of the first jump as a springboard to a higher jump.

HANG-GLIDING: Press and hold the  button while airborne. Robbit will hang in the air for a moment before drifting down. Use the Direction Buttons to turn and glide toward a landing. Release the buttons to drop straight down.

Practice the special moves until you master them. Figure out how to do higher jumps and other moves. Be imaginative. You'll need these tricks to reach the Jet Pods, enter Bonus rounds and conquer Baron Aloha.

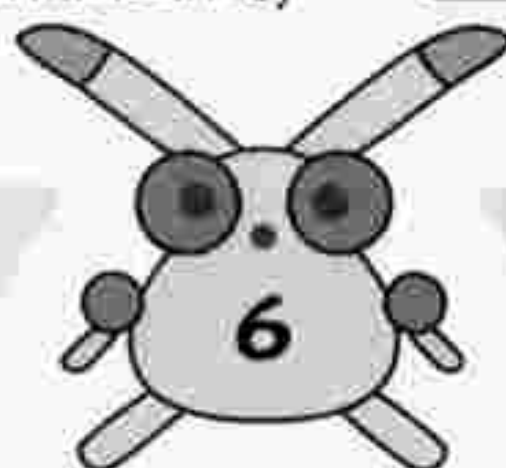
Your Mission

Find the four Jet Pods in the first two stages of each world. Then jump on the Exit Pad to launch Robbit into the next stage.

In the third stage, defeat a poisonous, monstrous or magical machine to rescue the real estate, save the inhabitants, and restore everything to Earth.



Ready? Jump!



Robbit's Head-Up Display



TIMER: Each stage has a time limit. When you start the stage, the countdown begins. If time runs out before you've cleared the stage, you lose a life and start over.

SCORE: Tote up the highest score you can! Add points by creaming the riffraff, collecting coins and clearing stages. Go fast and get additional points as a time bonus. You're awarded an extra life at 300,000 points and at each additional 1,000,000 points after that.

SPECIAL ITEMS: The special items you collect are carried in Robbit's three cargo bays. If you pick up a fourth weapon, it replaces the first one.

Fire these weapons by pressing the special items button. Special weapons are used in the order they were acquired.



RADAR: Locate attackers before they get you! The lighter blue V-shaped area is your field of view. Turn Robbit completely around for a full scan of your position. Watch the radar and you won't be ambushed by multi-footed felons lurking behind you!

Radar Squares

White - Enemies

Yellow - Jet Pods

Red - Power-ups

HP (HIT POINT) METER: Robbit goes from robustly healthy to dangerously weak as enemy shots pound his armor. His state of health decides how many more hits he can take. A full green meter is best, but it can soon drain to yellow caution and then to red alert! If the meter drains to zero, Robbit's systems shut down and you lose a life. Collect Carrots to perk up Robbit's health, and dodge enemies or blast them before they can shoot you.

LIVES: You start each game with three lives. Lose all three, and the game ends — for the moment. You can revive lost games with unlimited Continues (see page 15). You'll resume the game from Stage 1 of your current world with three new lives. Hunt down Robbit "1-Ups" and try for super-high scores to add to your lives.

JET PODS: This counter keeps track of Jet Pods as you collect them. Recover four Jet Pods and then tag the Exit Pad to clear Stages 1 and 2 of each world.

KUMAGORO: Your fun-loving sidekick pipes up to warn you of impending doom or offers hints on how to win.



Pick-Ups

Jump on these icons or move through them to add them to your arsenal.

Special Items

Special items are mega-powerful weapons. Shoot them off when armies of enemies are advancing, so they'll do the heaviest damage.

Use them up: you'll find plenty of special items in each stage, but they don't carry over from one stage to the next.



Cherry Bombs explode when they hit something or travel a certain distance.

Rockets put pests in the hot seat!



Roman Candles spray a red-hot light. Incinerate everything while you spin around in a 360°!

Twisters sizzle and spin, then blow up in a blizzard of sparks!



Power-ups

These goodies take effect immediately.



A single **Carrot** restores some HP; Carrots in bunches replenish it all.

The **Hourglass** sets the timer back 30 seconds.



Rabbit "1-Ups" present you with extra lives. Search for these power-ups in hidden and out-of-the-way spots. After World 1, you can only find them in Stage 2 of each world.

Time Outs freeze all enemies, though not for long. It's your moment to make headway without pest problems!



Power Pills make Robbit so tough that he destroys every foe he touches . . . and nothing can hurt him! Too bad the effect soon wears off.

Blasted bad guys spill coins when they explode. Silver **Coins** are worth 100 points; rare Gold Coins add 500 points to your score.



Robbit's World Tour

WORLD 1: NATURE IN THE ROUGH

Aloha's mountain village is a-buzz with pests. While you attempt to gather the Jet Pods, they attack front, back and sideways. Try triple jumps, to avoid the volcanoes and twisting lava streams. Falling off the edge of the world is uncool. A flashing red windscreen means you've been hit. Slay a diesel-breathed dragon in the foothills to reclaim this world!



WORLD 2: ALOHA'S EGYPT

Pharaoh Aloha has history his way while you search through a maze of pyramids for hidden Jet Pods. Get a foothold on floating platforms, then take a flying jump to reach the heights. Secret inner sanctums filled with Robbit-loot welcome you — if you know where to shoot. A nasty Scorpion with an evil sting barricades your exit from this world.



WORLD 3: PLAYLAND

Play keep-away with an avalanche of floating books. You'll slide off the balloons if you wait too long, so just use 'em for instant stepping stones. Jump constantly, and map out your direction ahead of time. Propellers catch the updraft for needed lift. Balance on a rocketing roller-coaster, and time your jumps off the trampoline. Radar gives you a fast fix on the Jet Pods. Take a tea break with a cracked-up clown, and stomp the crockery for a smashing finale.





WORLD 4: WINTERLAND ON ICE

You'll fall for this world.

A couple of quick steps and you could be skating straight into danger.

Try a quickturn or hop to a stop to halt your uncontrolled slide. Avoid bashing into huge ice slabs . . . they're practically invisible, but they can stop you cold. The undersea cavern is too low for jumping, so find transporters to teleport to different chambers, locate all the Jet Pods and clear the stage. A missile-toting tortoise is set to blast your mission through the roof. Smear him!

WORLD 5: CITY SKIRMISH

Hard-hat workers are armed and dangerous, under orders to take you apart. Get to the office rooftops, and ride the floating platforms to reach the Jet Pods. Unfinished freeways could end Robbit's career if he gets too "edgy"! At night, the city takes a sinister turn, with towering skyscrapers, treacherous freeways and floating buildings. Butane torches are timed to flame on and off. Get their rhythm to avoid taking hot licks. A shape-shifter shows you his many forms and attacks. Defeat him in all his appearances to make the city safe again.



WORLD 6: SKY SPORTS PARK

Navigate a maze of girders blazing with force-fields to reach the Jet Pods. The central star is a launch pad. You'll have to figure out the exact instant to jump to the next foothold. An evil Robbit nemesis haunts the Coliseum. He can even make himself invulnerable. Sorry, but this time you have to shoot the cute bunnies to defeat your lookalike foe. Baron Aloha, the "Champeen" himself, puts up his dukes. Better have the right stuff . . . he is one tough challenger.



Playing Bonus Rounds

Bonus rounds are hidden in every world, and they're worth finding. In these no-foe rounds, you race against the clock to pop all the balloons or amass piles of power-ups and coins — without having to dodge enemies.



 Look for the Bonus Ring and jump into it to enter the round.

 Pop balloons by shooting and jumping on them. Burst all the balloons before “Time Over” and you’ll win an extra life.

 Some balloons spill power-ups and coins when they burst. You can collect these to take with you when the regular stage resumes.

Important: You must choose between popping all the balloons for an extra life or collecting items to take with you. You can’t do both.

 The round ends when you pop the last balloon, fall off the stage, or the clock ticks down to “Time Over.”



Other Play Features

Pausing a Game

Press **Start** to pause the action and the game clock, and bring up the Pause menu. Use the Direction Buttons to select an option, and press **Start** to continue.



Continue - Resume the game.

Try Again - Start the current stage over from the beginning.

Retire - End the game and go to the Main Menu, where you can start a new game, save the game at the point where it ended, or load and play a saved game. (Saving and loading require a memory card; see pages 18-20).

Scoring

A Score screen adds up your points when you finish each stage. The better you do, the more award points you receive. For instance, you receive award points for time remaining on the Clock, so finish each round as fast as you can.



Game Over & Continues



The game ends when you free all six worlds. But wait . . . there's more! You can repeat the worlds with all-new challenges! Select Game Start on the Main Menu and press the **Direction Buttons** LEFT or RIGHT to highlight a world. Then press  ,  or **Start** to proceed.

The game also ends if you lose all your lives. But don't worry, you have unlimited Continues. To resume a game from the beginning of your last stage, select "YES" on the Continue screen and press  ,  or **Start**.



Using the Main Menu Options

You'll see the Main Menu at the beginning of a game when you first start playing. You can also return to it by selecting "RETIRE" on the Pause menu.

The Main Menu has a number of different selections that you can choose. Use the **Direction Buttons** to select, and press  ,  or **Start** to continue.



Game Start – Play a new game, or replay any world you've already reached by pressing the **Direction Buttons** LEFT or RIGHT to choose a world.

Time Attack – Try to beat your own time on any stage you've already cleared (see page 17).

Load – Resume a saved game (requires a memory card; see page 20).

Save – Save the last game you played (requires a memory card; see pages 18-19).

Options – Change the game settings, including the button controls (see page 20).



Time Attack: Break Your Own Time Record!



Can you beat your own time?

Try it with a Time Attack challenge. After choosing this option from the Main Menu, you'll see a Stage Selection screen. You can replay any stage of any world you've already completed.

Note: You can only choose Time Attack from the Main Menu after clearing at least one stage.

1. Use the **Direction Buttons** to select a stage, and press  ,  or **Start** to confirm your selection and start the Time Attack.
(Press  to return to the Main Menu.)
2. This time, you'll play the stage with the timer counting **up**. The Heads-Up Display shows the time you must beat, in place of the score.
3. Your time is recorded on the Stage Selection screen when you clear the stage. How fast can you go? Try again, up to three times in all.
4. If you have a memory card connected, you can save your times from the Main Menu (see pages 18 - 19).



Saving Games

With a memory card connected to the PlayStation game console, you can save the last game you played. Use the Main Menu's SAVE option:

1. Return to the Main Menu, either by finishing the game, losing the game, or selecting "RETIRE" from the Pause menu.
2. Highlight "SAVE" with the **Direction Buttons** and press  ,  or **Start**



3. The Save menu appears. Use the Direction Buttons to highlight a blank line, and press  ,  or **Start** to confirm your selection. The "NOW" line on the menu tells the current game status.
4. Answer "YES" on the next screen to start saving.
5. Select "EXIT" to return to the Main Menu.



Loading Saved Games

After you've saved one or more games, you can resume them with the Main Menu's LOAD option.

1. From the Main Menu, highlight "LOAD" and press ,  or **Start**.

2. The Load menu (similar to the Save menu) appears. Highlight a saved game and press ,  or **Start** to confirm your selection. (Select "NEW DATA" if you want to play a new game.)



3. Answer "YES" on the next screen to continue.

Using Memory Cards

 To save your games, connect one or two memory cards to the PlayStation game console before starting play.

 If you see the message "Memory card is full," you must erase a block of memory from the card before you can save. Turn the game off, delete the data, and then restart the game.

 If you see the message "Problem with data in memory card," you should either save over the old settings or erase that block from the card.

 If you're not using a memory card, you'll see an error message when you try to save or load game data.

 Never remove a memory card while game data is being saved or loaded.



Setting Game Options

You can adjust certain game settings before playing JUMPING FLASH! On the Main Menu, press the **Direction Button DOWN** until "OPTIONS" is highlighted, and then press  ,  or **Start**. The Options Menu will appear.

- Press the **Direction Button** up or down to highlight an option.
- Press the **Direction Button LEFT** or **RIGHT**, or press  ,  or **Start** to change the setting.



OPTION
View Ctrl

DEFAULT
Reverse

WHAT IT DOES

In Reverse mode, press **R1 + Direction Button DOWN** to look up, and vice versa. In Normal mode, press **R1 + Direction Button UP** to look up, and **DOWN** to look down.

Pro Mode

 Jump
 Shot

Switch the Jump and Shot controls.

Sp. Item



Toggle the Special Item control between  and .

Sound Type

Stereo

Toggle the output sound between "stereo" and "mono" (monaural), depending on your television or monitor capability.

Movie

ON

Watch the storyline unfold in movie clips before each World, or turn the movies OFF.

Exit

Return to the Main Menu.



Robbit Mission Notes



Robbit Mission Notes



Robbit Mission Notes



Jumping FLASH! Credits

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Robert Wong

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Battle Arena Toshinden™



Mortal Kombat® 3



Twisted Metal™



Namco's Ridge Racer®



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