

# Jumping Flash! 2 FAQ/Walkthrough

by twitchyx

Updated to v1.0 on Feb 5, 2006

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*****
      Jumping Flash 2 FAQ v1.0
      For Sony Playstation
      by twitch
      twitchyx@gmail.com
      February 4, 2006
*****
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Version History:

February 4, 2006

The FAQ is completed and has been uploaded to GameFAQS. Updates may

follow but don't count on it.

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## 1) Introduction

Welcome. I've always meant to play Jumping Flash 2, but just never got around to it. Finally, nearly a decade after it's release, I found some time to play through it and have decided to write a FAQ since there aren't any in depth ones available. I'm not exactly sure what my plans are as far as updating goes, but if a substantial amount of new information becomes available I will add it to the FAQ. The latest version of this FAQ can always be found on my website at:

<http://smackdown.myrmid.com/smackdown/faqs/jumpingflash2faq.txt>

If you have any comments or contributions feel free to email me at [twitchyx@gmail.com](mailto:twitchyx@gmail.com) . I'll be happy to answer any questions I can and you will receive credit for any contributions you make.

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Finally, if you want to read more of my FAQs or anything else I've written, please visit my NES website at:

NES SMACKDOWN GT  
<http://smackdown.myrmid.com>

Thanks, and enjoy the FAQ!

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## 2) Overview

Jumping Flash 2 was released by SCEA in 1996 exclusively to the Playstation (duh) as a sequel to the 1995 game of the same name. The game received mostly positive reviews, but was the last of the series.

In the game you assume the role of Robbit, a robot space bunny, who must go on a quest to recover the scattered Muu Muus and defeat the evil Kabuki.

The game has six worlds, featuring eleven platform levels and seven boss fights.

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## 3) Saving

Normally there would be no need for instructions on how to save in a FAQ, but since Jumping Flash 2 doesn't make it immediately obvious I thought I should cover it.

When you're ready to save simply hit START and then select QUIT. If it asks you if you want to continue say NO. Don't worry, you won't lose your progress. Now from the main menu select SAVE, and take it from there.

NOTE: This game can only load games from memory card slot one.

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4) Walkthrough

While I've done my best to accurately describe the location of each Muu Muu in the game, keep in mind that this guide is by no means perfect. There are numerous way to reach each Muu Muu, but for the sake of making this section as easy to read as possible I have only listed what I feel are the easiest routes.

Make sure to use your Muu Muu detector. While it isn't always 100% accurate (it will often fail to detect nearby Muu Muus if you are standing at an odd angle) it is very helpful in pointing you in the right direction.

Finally, if you have anything to add to this walkthrough please don't hesitate to contact me.

~ WORLD I ~

\*\*\*\*\*  
World 1-1  
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Muu Muu #1 - From the starting point head north and around the large fountain/pool structure. The Muu Muu is standing in front of an orange colored building.

Muu Muu #2 - Jump over the building behind Muu Muu #1 and continue north to the mountain in the distance. The Muu Muu is at the top.

Muu Muu #3 - Floating on an island directly behind the starting point, jump on the fan on the ground to reach it.

Muu Muu #4 - Head northeast from the starting point. Jump on top of the large yellow building and then to the green floating island behind it.

Exit - Northwest of the starting point, on the other side of the island, in front of a blue and black building (kinda reminds me of a hotel).

Bonus - From the island where you found Muu Muu #3 jump to the northwest fan and then to the island on the other side. You'll need to destroy 20 balloons in 60 seconds.

\*\*\*\*\*  
World 1-2  
\*\*\*\*\*

Muu Muu #1 - Riding on top of the huge flying whale, just jump off the roof of a building to reach it.

Muu Muu #2 - Take the fans on the east side of the map near the starting point to the floating island with the Muu Muu.

Muu Muu #3 - From the island with Muu Muu #2 wait for the whale for the whale to come back around then jump on it. Ride it a bit until you can reach the intertube floating just before the island with Muu Muu #3. Jump down to the intertube then to the island.

Muu Muu #4 - Go north from the starting point until you reach the large tan and blue building then take a left (west). Walk over the gray ledge and around the buildings and you should see some intertubes on the left. Jump across the tubes to Muu Muu #4. The blue ones stay still, but the red one moves back and forth, so you'll need good timing.

Exit - Far north of Muu Muu #4 floating on top of a giant blue turtle.

\*\*\*\*\*  
World 1-3 BOSS ATTACK - Shark Robot  
\*\*\*\*\*

This boss is a piece of cake. He only has two moves, shooting exploding fish and ramming you. Both can be easily avoided. Just stand on the island and shoot at him until he dies. Even if he manages to hit you it's unlikely you'll die before he does.

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~ WORLD II ~

\*\*\*\*\*  
World 2-1  
\*\*\*\*\*

Muu Muu #1 - Standing on a floating platform with a red fence around it directly north from the starting point.

Muu Muu #2 - Continue north from Muu Muu #1 to the red Japanese building. The Muu Muu is right next to this building.

Muu Muu #3 - Located east of Muu Muu #2 on an island with a boat revolving around it.

Muu Muu #4 - Jump south from the red Japanese building near where you found Muu Muu #2 to the pathway with the hut circling it (???). The Muu Muu is on the platform in the center.

Exit - Jump on the large drum near the red Japanese building and you'll launch into the air, landing next to the exit.

Bonus - Located far south of the exit. Jump or go around the large floating Japanese building then go through the long building on the other side. Use the floating bottles to reach the small green island with the bonus ring. You'll need to destroy 24 balloons in 60 seconds.

Alternatively, you can also take the long red latter southwest of Muu Muu #1 to reach the bonus, but the other way is more fun.

\*\*\*\*\*

#### World 2-2

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Muu Muu #1 - Go south and take the left in the hall. the Muu Muu is in this room.

Muu Muu #2 - Return to the hall, walk up the stairs to the west and turn left. Go down the stairs and take a left into the traditionally themed Japanese room. The Muu Muu is in this room.

Muu Muu #3 - From the Japanese room go south and dive under water. Follow the underwater path down to the room with the whirlpools. You should see another underwater pathway on the other side of the room. Take it. When you emerge from the water take the stairs into the next room then turn right and go up another set of stairs. Take the hall to the right and when you reach the next hall take yet another right. The Muu Muu is waiting in the corner.

Muu Muu #4 - From the hallway with Muu Muu #3 go west until you reach the end of the hall, then turn right and walk all the way to the end of the path, over the red bridge, to the Muu Muu at the end.

Exit - Jump to the west off the red bridge before Muu Muu #4. The exit is below.

\*\*\*\*\*

#### World 2-3 BOSS ATTACK - The Ninja

\*\*\*\*\*

This boss is also pretty easy, although he has a few methods of attack. His first attack is shooting fireballs, which don't home in on you and are fairly easy to dodge. The second is a laser fired from his stomach. This is also easy to dodge, just jump behind him. The Ninja can also release electric balls throughout the entire area. The best way to dodge these is to jump on top of him. If you stay on top of him too long he will shock you, but it doesn't do too much damage. Just keep shooting down on him and you'll kill him without too much trouble.

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World 3-1

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Muu Muu #1 - Floating To the northeast of the starting point on a pillar.  
A long brown rail (near the exit) leads straight to it.

Muu Muu #2 - Hidden in a hole across the bridge to the northwest of the entrance.

Muu Muu #3 - On top of the giant pillar directly ahead of the entrance.  
Climb the floating areas around it then jump to the large tan walkway that leads directly to the top of the pillar.

Muu Muu #4 - From the top of the large pillar you should see a red box being suspended by a crane. Jump on the box and then to the area of land right next to it.

Exit - Slightly to the right from the starting point floating on a floating patch of grass next to the large pillar.

Bonus - From the long brown walkway that led to Muu Muu #2 you should see a group of platforms to the south (near the end of the walkway). Jump from platform to platform until you reach the green island (hard to see from a distance). You'll need to destroy 24 balloons in 60 seconds.

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World 3-2

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Muu Muu #1 - Slide down the slide at the entrance and it will launch you high into the air directly above a large pool. The Muu Muu is floating on the leaf in the center of the pool.

Muu Muu #2 - Jump from the long building to the left of the slide and make your way up to the blue platforms. Climb the floating wooden stairs to the next platform and then head to the blue platform on the left.

Muu Muu #3 - After getting the second Muu Muu return to the previous platform and take the wooden stairs to the right towards the large area with the buildings. From here make your way to the platform with the rainbow shooting out of it. Walk up the rain bow and when you reach the top jump to the nearby platform. From here jump down to get the Muu Muu.

Muu Muu #4 - Jump from the platform where you found the third Muu Muu into the gravity boosting rings and back onto the large area with the buildings. Take the wooden steps on the left to the blue island, and from there to the island with the flowing water on the right. The fourth Muu Muu is on the island accross from this one. Just take the steps.

Exit - Right next to the gravity boosting rings.

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World 3-3 BOSS ATTACK - Super Flower

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This boss can heal itself so you'll need to finish it off quickly. It has two attacks, one where it tries to bite you, and another where where it shoots pollen spores. These cause major damage so jump above the plant when he starts shooting.

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~ WORLD IV ~

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World 4-1

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Muu Muu #1 - Located west of the starting point riding a conveyor belt on the large platform with the big building.

Muu Muu #2 - Slightly southwest of the starting point. From the crates jump up the green steps onto the red platform the Muu Muu is standing on.

Muu Muu #3 - From where you found Muu Muu #2 continue west up the green pipe and jump to the green platforms. The third Muu Muu is floating mid-air above the gravity boosting rings.

Muu Muu #4 - Head east from the starting point to the building with the two cranes on the roof. Jump on top of one of the cranes and then to the platform suspended by the revolving crane. Ride it to the platform labeled #1 with the fire breathing towers. Here you'll find the last Muu Muu.

Exit - Slightly west of the starting point, floating on a platform south of Muu Muu #1.

Bonus - The bonus ring is on the platform with the large radio tower, south of the gaint floating wrench.

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World 4-2

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Muu Muu #1 - Head south from the starting point and through the open door directly behind the large gray cylinder. Ride the conveyor belt east and go through the open door. Dodge the enemies and get on the elevator, which will take you down and directly to the Muu Muu.

Muu Muu #2 - From Muu Muu #1 go east into the hall, take the door on the left and jump over the lava to reach the Muu Muu.

Muu Muu #3 - Go back into hall you just came from and head west up the stairs, and through the open doorway. Jump in the water and go through the underwater hallway at the bottom of the pool. In the next room jump up the pipes

onto the platform floating in the water. Go up the brown airshaft into the next room. The Muu Muu is stuck behind bars. Jump into the brown airshaft on the side of the wall and follow it to the next room. Fight the force of the fan and enter the air shaft on the other side of the room. The Muu Muu is in the next room.

Muu Muu #4 - Head west down the hall and enter the elevator. Go north, accross the conveyor belt and into the room filled with lava. The Muu Muu is on one of the platforms.

Exit - Go back into the hallway with the conveyor belt and go east towards the large face like object (kinda looks like a penguin to me) and take the door on the left. The exit is in this room.

\*\*\*\*\*  
World 4-3 BOSS FIGHT - The Spider  
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I found this boss kinda difficult even though he really only has two attacks. His first attack is to shoot webbing at you. This isn't too hard to dodge if you see it coming, because he can only shoot it in front of him. His other attack is to climb up to the ceiling and release baby spiders. Use your special attacks and keep shooting, and you should finish him off before long.

Another strategy is to jump on top of the spider and shoot down on him. This is probably the easiest method.

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~ WORLD V ~

\*\*\*\*\*  
World 5-1  
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Muu Muu #1 - Go north through the opening and down the brown stairs. Take the west roller coaster all the way to the end and make your way to the yellow platform. Jump on the magic carper and ride it to the moon shaped platform. The Muu Muu on the sun shaped platform ahead.

Muu Muu #2- Jump back to the moon shaped platform and take the magic carpet on the left to the other yellow platform. Make your way up to the roller coaster and ride it all the way to the end. The second Muu Muu is on the platform with the creature that looks like a blue car.

Muu Muu #3 - From the platform with Muu Muu #2 jump on the roller coaster to the north. Ride the coaster to the area with the blue and white tower. Make your way up to the green floating orbs that say Muu on them and then to the black hat. Take the roller



coaster to the south. When the coaster reaches the high drop (almost immediately) jump in the air and land on the magic carpet floating below the coaster. The third Muu Muu is on this carpet.

Muu Muu #4 - Ride the magic carpet to the star platform to the east. Jump to the black hat to the south, kill the enemy on the small platform below the hat, then jump on the nearby coaster that heads west. From here make your way to the circular coaster track with the 2 red tunnels. The Muu Muu is in the center of the track.

Exit - Very close to Muu Muu #4. Jump down and east.

Bonus - Take the roller coaster (the one not connected to anything else) located southwest of the platform where you found Muu Muu #4. Ride the coaster to the end then jump to the island below to get the bonus ring. You'll need to destroy 21 balloons in 60 seconds.

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World 5-2  
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Muu Muu #1 - Jump on top of the cannon and use it to boost you high into the air. Watch out for the rings of fire. You should land on an orange block. From the orange block make your way down the walkway to the west and past the revolving pieces of wood on to the next platform. Jump to the floating playing cards and then to the platform to the west. Jump on the swing the Muu Muu is on. If you have trouble landing correctly try using your shadow to judge your position when you are falling.

Muu Muu #2 - From here go back up the cards and to the walkway to the east. Jump over the knife and continue east and take the turn north. The Muu Muu is floating in the middle of a circular platform of knives. They are sharp so watch out!

Muu Muu #3 - Jump back to the walkway you just came from and head back to the area near the playing cards. Jump down eastward to the Muu Muu on the platform below.

Muu Muu #4 - Return to the starting point and this time take the walkway to the east. You should see a green and white striped pole with playing cards revolving around it. Jump to one of the cards and make your way to the top where you'll find the Muu Muu waiting.

Exit - Right below Muu Muu #2.

\*\*\*\*\*  
World 5-3 BOSS ATTACK - Clowns  
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Beating these clowns is a walk in the park. Just stay on top of them and keep shooting. Their attacks can't hit you if you stay above them.

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~ WORLD VI ~

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World 6-1

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Muu Muu #1 - From the starting point head down the track until you reach the end then jump to the track to the north. The Muu Muu is riding a cart going around the track.

Muu Muu #2 - The second Muu Muu is floating on a tan platform above the green tunnel on the track where you found Muu Muu #1.

Muu Muu #3 - Jump on the bar of soap (located behind the TV and chair) and ride it to the green top hat. Jump up the spikey balls to reach the third Muu Muu, which is floating on a plate right next to a huge fork.

Muu Muu #4 - Located southeast from the giant toaster all the way at the end of the pathway.

Exit - Far east of the TV and chair, beyond the rail road track.

Bonus - Very high up in the air, southwest of the giant light switch. Use the spoon to jump high enough to reach it. You'll have to destroy 25 in 60 seconds.

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World 6-2 BOSS ATTACK - The Drill

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This boss is very hard. Don't bother jumping on top of it, it has drills that will come out and damage you. Keep your distance, and dodge its attacks. The best times to attack are at the beginning before it starts moving and when it does its laser sword attacks. Just make sure not to get hit.

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World 6-3 BOSS ATTACK - Kabuki

\*\*\*\*\*

Congratulations! You've reached the final boss! Although this guy is a pain in the ass, he isn't nearly as hard as the last boss.

You'll have to fight Kabuki in three forms.

In his first form Kabuki is pretty powerful and has a few attacks, the deadliest being his heart gun. As with most of the other bosses in this game, staying above him and shooting down at his head is the quickest and easiest way to kill him. This method will allow you to dodge almost all of his attacks, although you still may be hit by the heart gun. Use you specials and just keep shooting.

One you've drained about 75% of Kabuki's health he'll turn into a clown car. As with the first form, just stay above him and shoot down. This form isn't nearly as powerful as the first and shouldn't be much of a problem as long as you stay in the air.

The last form is Kabuki's head. At this point he only has one attack, leaping in the air and trying to smash you. Don't bother jumping on top of him because it will only cause you damage. Just keep your distance and don't stop shooting. By this point Kabuki has almost no life left and should go down quickly.

Now just sit back and enjoy the ending!

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## 5) Cheats and Secrets

Enable Rachel: Press [ Left, Right, R1, L2, L1, R2, Up, Down, Triangle, Select ] at the title screen. Choose Options from the main menu then go to Support AI to access Rachel.

Enable Tex: I have seen this code on the internet, but can't get it to work. I'm including it anyway, but can't verify its authenticity.

Press [ Left, Right, L1, R2, R1, L2, Left, Right, Select, Triangle ] at the title screen. Choose Options from the main menu then go to Support AI to access Tex (assuming you get it to work).

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## Extra Modes:

Extra Mode        Beat the game in Super Mode.  
Hyper Mode       Obtain all 12 Performance Medals.  
Super Mode       Beat the game in Normal Mode.

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## Game Shark Codes:

Start On World 2-1        d001534c0000  
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Start On World 3-1        d001534c0000  
                              8001534c0006

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Start On World 4-1        d001534c0000  
                              8001534c0009

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Start On World 5-1        d001534c0000  
                              8001534c000c

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Start On World 6-1        d001534c0000  
                              8001534c000f

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1 Hit Kills World 1-3 Boss        d0115e4c1770



NES Smackdown GT  
<http://smackdown.myrmid.com>

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