

main

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Code

...

deathkiller Updated README

3b35747 · last month 9 Commits

Docs	Added screenshots	last year
LICENSE	Transitioning to https://github.com/dea...	last year
README.md	Updated README	last month

README GPL-3.0 license

Open-source **Jazz Jackrabbit 2** reimplementaionBrought to you by [@deathkiller](#)

Introduction

⚡ The game was fully rewritten since version 1.0.0, please use [deathkiller/jazz2-native](#) instead. This repository will contain only new [Releases](#). For more information, visit [the official website](#).

Jazz² Resurrection is reimplementaion of the game **Jazz Jackrabbit 2** released in 1998. Supports various versions of the game (Shareware Demo, Holiday Hare '98, The Secret Files and Christmas Chronicles). Also, it partially supports some features of JJ2+ extension and MLLE. Further information can be found [here](#).

build passing release v2.9.1 downloads 44k code quality A license GPL-3.0 chat 66 online

Preview

[Watch gameplay videos](#)

Running the application

Windows

- Download the game
- Copy contents of original *Jazz Jackrabbit 2* directory to `<Game>\Source\`
- Run `<Game>\Jazz2.exe`, `<Game>\Jazz2_avx2.exe` or `<Game>\Jazz2_sd12.exe` application

`<Game>` is path to *Jazz² Resurrection*. The game requires **Windows 7** (or newer) and GPU with **OpenGL 3.0** support. Game files should **not** be copied to `Program Files`. Cache is recreated during intro cinematics on the first startup, so it can't be skipped.

Linux

- Download the game
- Install dependencies: `sudo apt install libglew2.2 libglfw3 libSDL2-2.0-0 libopenal1 libvorbisfile3 libopenmpt0`

About

🎮 · Jazz² Resurrection: Open-source reimplementaion of Jazz Jackrabbit 2

[deat.tk/jazz2/](#)

#android #game #windows #macos #linux
#gamedev #multi-platform #opengl #game-2d
#windows-10 #reimplementaion #jazz-jackrabbit
#2d-game #2d #steamdeck

Readme
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Activity
495 stars
22 watching
18 forks
Report repository

Releases

 56

2.9.1: Fixed gameplay issues ... Latest
2 weeks ago

[+ 55 releases](#)

- Alternatively, install provided `.deb` or `.rpm` package and dependencies should be installed automatically
- Copy contents of original *Jazz Jackrabbit 2* directory to `<Game>/Source/`
 - If packages are used, the files must be copied to `~/.local/share/Jazz2 Resurrection/Source/` instead
- Run `<Game>/jazz2` or `<Game>/jazz2_sd12` application
 - If packages are used, the game should be visible in application list

`<Game>` is path to *Jazz² Resurrection*. The game requires GPU with **OpenGL 3.0** or **OpenGL ES 3.0 (ARM)** support. Cache is recreated during intro cinematics on the first startup, so it can't be skipped.

Alternatively, you can use package repository for your Linux distribution:



macOS

- Download the game and install provided `.dmg` application bundle
- Copy contents of original *Jazz Jackrabbit 2* directory to `~/Library/Application Support/Jazz2 Resurrection/Source/`
- Run the newly installed application

Cache is recreated during intro cinematics on the first startup, so it can't be skipped.

Alternatively, you can install it using `Homebrew v2.9.1` `brew install --cask jazz2-resurrection`

Android

- Download the game
- Install `Jazz2.apk` or `Jazz2_x64.apk` on the device
- Copy contents of original *Jazz Jackrabbit 2* directory to `<Storage>/Android/data/jazz2.resurrection/files/Source/`
 - On **Android 11** or newer, you can *Allow access to external storage* in main menu, then you can use these additional paths:
 - `<Storage>/Games/Jazz2 Resurrection/Source/`
 - `<Storage>/Download/Jazz2 Resurrection/Source/`
- Run the newly installed application

`<Storage>` is usually internal storage on your device. `content` directory is included directly in APK file, no action is needed. The game requires **Android 5.0** (or newer) and GPU with **OpenGL ES 3.0** support. Cache is recreated during intro cinematics on the first startup.

Nintendo Switch

- Download the game
- Install `Jazz2.nro` package (custom firmware is needed)
- Copy contents of original *Jazz Jackrabbit 2* directory to `/Games/Jazz2/Source/` on SD card
- Run the newly installed application with enabled full RAM access

Cache is recreated during intro cinematics on the first startup, so it can't be skipped. It may take more time, so white screen could be shown longer than expected.

Web (Emscripten)

- Go to <http://deat.tk/jazz2/wasm/>
- Import episodes from original *Jazz Jackrabbit 2* directory in main menu to unlock additional content

The game requires browser with **WebAssembly** and **WebGL 2.0** support – usually any modern web browser.

Xbox (Universal Windows Platform)

- Download the game
- Install `Jazz2.cer` certificate if needed (the application is self-signed)
- Install `Jazz2.msixbundle` package
- Run the newly installed application
- Copy contents of original *Jazz Jackrabbit 2* directory to destination shown in the main menu
 - Alternatively, copy the files to `\Games\Jazz2 Resurrection\Source\` on an external drive to preserve settings across installations, the application must be set to `Game` type, `exFAT` is recommended or correct read/write permissions must be assigned
- Run the application again

Building the solution

The game was fully rewritten since version 1.0.0, please build [deathkiller/jazz2-native](#) instead. This repository will contain only new [Releases](#). For more information, visit [the official website](#).

License

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