Jetpack Joyride Basic

-> Golden coins increase score by 50
-> Red coins appear randomly and increase score by 500
-> Magnet attract player upwards
-> Boomerangs appear randomly and cause damage to health
-> Player can throw balloons to extinguish fire
-> Some fire lines move up and down
-> If health becomes less than or equal to zero, game is over.
-> Fire lines dissappear after doing damage

Controls:

left arrow key - to move left
right arrow key - to move right
up arrow key - to move up
Z key - to throw balloons