

## Jetpack Joyride Clone

### Instructions

#### Operating Keys

- Up arrow key to go up
- Down arrow key to go down
- Left arrow key to go left
- Right arrow key to go right
- Space to fire water balloons

#### Pictures of some ingame objects



The player, i.e., you



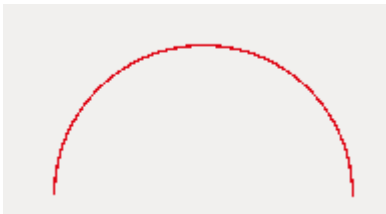
The jetpack, which appears below the player when he lifts off



Two types of coins, with the score of the former one being one-half of other



The powerup - it will increase your score/life



The ring – it will grant you immunity till you are travelling inside it. You will get one at the start of each level, but remember, if you enter it, you lose the movement control of the player, untill he slips out of the ring.



The floor in the game



The ceiling of the game



This is the scoreboard

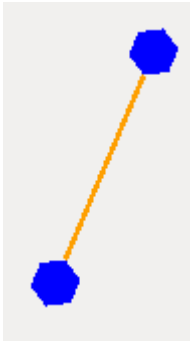


This shows number of lives left in the game

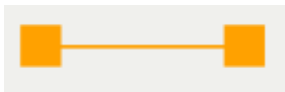


The number at the centre shows the level which you are playing at. There are three levels in the game.

Now, the enemies. They reduce your life by one if they are successful in hitting you.



The fireline- it'll damage you if you touch the line, the hinge points won't damage you.



The fireline- it'll damage you if you touch it anywhere. It oscillates, going up and down.



The boomerang- it rotates along a parabola, beware



The dragon, more like it's mouth only. It shoots ice balls and will follow you.



The iceball, dragon shoots this



The magnet, it attracts you towards the direction it spawns.



The gate, it takes you to next level.