

## **CLONE OF JETPACK JOYRIDE**

1. Left arrow for the player to move left
2. Right arrow for the player to move right
3. Up arrow for the player to throw water balloons. Once the player throws a water balloon it has to wait 5 seconds before it can throw again. The water balloon has no effect of gravity acting on it. Water balloon can extinguish Fire beams. You get 20 points to extinguish any fire beam.
4. Space bar for the player to jump
5. Remember to collect the special bonus hearts. They will give you extra lives to complete the game if you collide with Ice balls thrown by the Viserion near the end of the level.
6. Collision with Viserion results in Game over and you lose.
7. Collision with static fire beams(Enemy 1) results in a penalty of 50 points.
8. Collision with moving fire beams(Enemy 2) results in a penalty of 25 points.
9. Collision with a boomerang results in a penalty of 100 points. So beware of these flying rotating wooden objects.
10. Don't forget to collect the Black and white bonus wheels. They provide you with a shield for around 10s.
11. Crossing the Viserion results in a win situation.
12. Final score is given as a function of time. More the time lesser the score.  
Formula won't be revealed! 😊
13. Don't forget to collect the coins. They are the major point givers. Different colored coins give different points. Can you guess the color of the coins giving maximum points?
14. U shaped magnets attract the player towards them when the center of gravity of the player comes close to the X coordinate of the poles of the magnet.
15. Rings are added for fun. Try going inside one of the rings and see the amazing effect of tracing the circumference of semicircular ring. Press the left/right arrow slowly for obvious reasons.