

The background of the cover features a cartoon character with brown hair and a beard, wearing a blue suit and tie, flying through a dark, rocky space. He is wearing a green jetpack with orange flames. Several floating mechanical enemies are visible: a blue robot with orange wheels, a yellow robot with a '2' on its chest, and a green robot with a red nose. The title 'JETPACK JOYRIDE' is prominently displayed in the center. At the bottom, there are three yellow warning icons: two people, a clock, and a person with a star, each with corresponding text below it.

JETPACK JOYRIDE

MICHAŁ GOŁĘBIEWSKI



1 - 4



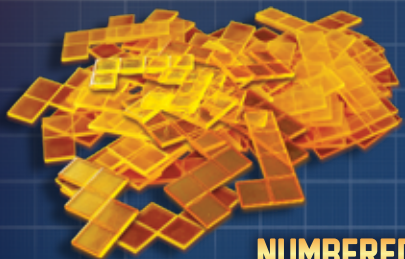
30 MIN



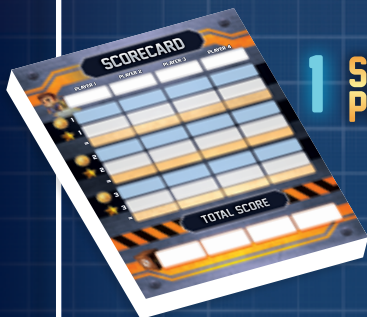
8+

In Jetpack Joyride, players simultaneously race to escape their individual Labs, trying to grab coins and complete missions along the way. After each run, players get new gadgets that give them special abilities and help them score more points. The player with the most points after the third run is declared the winner.

GAME CONTENTS

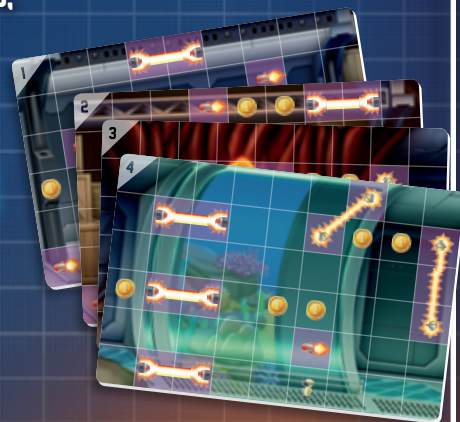


50 SEMI-TRANSLUCENT TRACK TILES
IN 5 DIFFERENT SHAPES,
10 OF EACH SHAPE



1 SCORE
PAD

NUMBERED LAB SECTOR CARDS 16
4 SETS, NUMBERED 1-4



MISSION CARDS 12



GADGET CARDS 12



GAME PREPARATION

Each player gets a random set of four Lab cards numbered from 1 to 4, and puts them in front of them in ascending numerical order, from left to right. Which side of the Lab cards you are using should be random.

IN THE MIDDLE OF THE TABLE PUT:

- All Track tiles for the game in a shared pool in the center of the table.
 - When playing with 3 players put randomly around $\frac{1}{4}$ of all tiles back in the box.
 - When playing with 2 players put randomly around $\frac{1}{2}$ of all tiles back in the box.
- All Gadget cards in a shuffled, face-down pile.
- All Mission cards in a shuffled, face-down pile.
 - Before each run, draw and reveal the top three missions from the deck.

EXAMPLE OF SETUP FOR 2 PLAYERS



GAME SEQUENCE

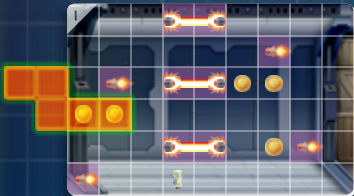
A game of Jetpack Joyride consists of three rounds. In each round players go through three phases: 1) Run, 2) Score and 3) Cleanup.

PHASE ONE: RUN

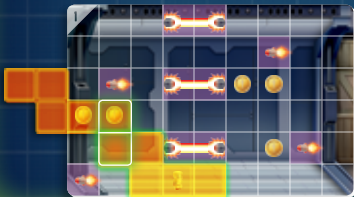
When everybody is ready, the run starts when the youngest player shouts: "Run!" In Jetpack Joyride there are no turns - players grab Track tiles (though only one at a time!) and place them in their Labs as fast as they can. Each tile placed marks the next part of the route Barry is taking through the Labs.

WHEN PLACING A TILE, PLAYERS MUST FOLLOW THESE RULES:

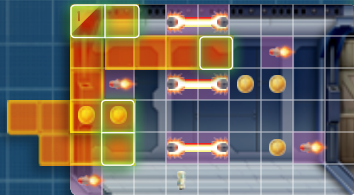
The first Track tile must be placed with one of its ends (its terminal squares) outside the left edge of the player's first Lab sector.



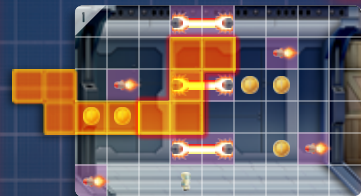
Each subsequent tile placed must have an end touching the terminal square of the last tile placed on that player's Lab. The terminal squares of adjacent tiles must have been touching on at least one side, not at a corner.



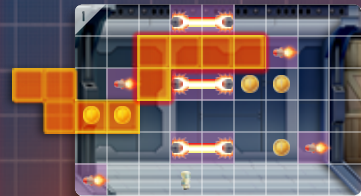
Please note that only adjacency of terminal squares matters. Other squares of tiles may be adjacent to each other but do not have to.



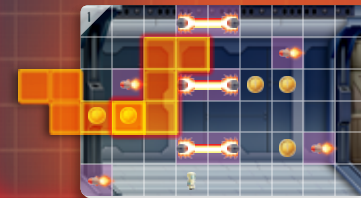
Tiles may not be placed to cover obstacles (zappers, missiles, lasers).



Tiles must connect orthogonally.

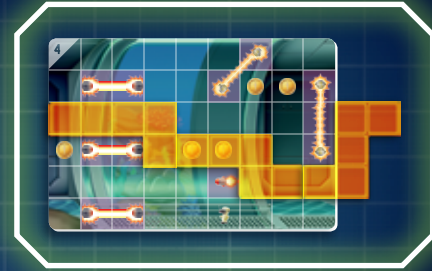


Tiles may not overlap.



THE RUN PHASE ENDS IMMEDIATELY WHEN:

- Any player escapes their Lab by placing a Track tile so its terminal square is beyond the right edge of the last sector in their Lab and shouts **"I've escaped!"**.
 - Everyone passes by shouting **"Pass!"** because no Track tile available in the pool can be legally placed in their Lab.
 - The last Track tile is drawn from the pool, and placed in a player's Lab.
- If any one of the three conditions above applies the Run phase ends immediately and no player is allowed to place any further tiles in their Lab, even if they have one in their hand.**



PHASE TWO: SCORE

CALCULATE EACH PLAYER'S SCORE FROM THE RUN AND WRITE THEM DOWN ON THE SCORE PAD:

- Players get 1 point for each coin they collected by placing a Track tile over it. Players get points equal to the number of stars on the missions they completed. Each mission may be completed by more than one player, but a player may only score each mission once even if they manage to fulfill its requirements more than one time.
- Players may get bonus points from using gadgets, as explained on the gadget's card.
- Players lose 3 points for each Track tile they placed that violates any of the placement rules.

For detailed explanation on missions, check page 7

For detailed explanation on gadgets, check page 8

After scoring is complete, reveal a number of Gadget cards equal to the number of players. Starting with the player who got lowest score in this round (the player who made it furthest right in their Lab wins ties), each player picks one of the revealed gadgets and puts it in front of them. Players keep their selected gadgets until the end of the game and may use them in every round after they acquire them - so in the third round you will have a combo of two gadgets!

The game ends after scoring the third round's run. Add each player's scores for all three rounds together, and the player with the highest total score wins the game! (Break ties by checking who went furthest through the lab in the last run.)

SCORING EXAMPLE

Barry just finished his third and final run. He collected 13 coins total, earning 13 points. He completed two missions ("Run 10 Blocks on Foot" for three stars and "Reach Sector 4" for five stars) and earns 8 points. He didn't fulfill the mission: "Do not harm any scientists". He scored 4 points using the Gemology gadget and 6 points using his Air Barrys. Unfortunately he unintentionally covered one zapper, and loses 3 points for that. Barry's total score for the run is: $13+8+4+6-3=28$ points.



PHASE THREE: CLEANUP

AFTER THE FIRST AND SECOND ROUNDS:

- Return all Track tiles from your Lab cards to the pool.
- Discard the previous round's Mission cards and reveal 3 new missions.
- Each player passes their Lab cards to the player on their left.

EXCEPTION!

If you are playing a 2-player game, do not pass your Lab cards after the second round; flip them over instead.

SOLO-PLAY VARIANT

You can have Jetpack Joyride fun without the need for any other players! The setup for solo play is similar to multiplayer setup. The changes are:

- Remove 2 Track tiles of each shape, and put them back in the box (you will have 40 tiles remaining).
- Remove the following Mission cards: **Escape the Lab**, **Reach Sector 4**.
- Remove the following Gadget cards: **Insta-Ball**, **Turbo Boost** and **Freeze-o-Matic**.

Return all removed elements to the box.

Tile placement rules are the same as in a multiplayer game.

A run ends when you escape the Lab, or there are no Track tiles left in the pool.

Scoring rules are the same as in a multiplayer game.

After scoring, reveal 2 gadget cards, and pick any one of them. You keep gadgets till the end of the game, and may use them in every following round.

During each round's Cleanup phase:

- DO NOT return the tiles to the pool and instead return them to the box - each tile may be used only once per game.
- Reveal 3 new Missions.
- Deal yourself a new random set of Lab cards.

A solo-play game ends after scoring your third run. Check your total score for all three runs against this table to see how well you did:

<60	Eat more steakfries, then try again.	90-100	Grabbing coins like Pablo EscoBarry.
60-70	You might be Barry, but you're certainly not Allen.	100-110	Charging like a Barryum superconductor.
70-80	Heading down to StrawBarry Fields.	>110	You're Barry Houdini: the Lab Escape Artist!
80-90	Like Barry Cooper going for a High Five.		

MISSIONS SUMMARY

MISSION

REACH SECTOR 4



Place any part of a Track tile in Lab Sector 4.

MISSION

ESCAPE THE LAB



Place a Track tile so its terminal square is beyond the right edge of Lab Sector 4.

MISSION

HIGH FIVE 3 SCIENTISTS



Anywhere during your run, place Track tiles over 3 or more scientists.

MISSION

DON'T HARM ANY SCIENTISTS



Do not cover any block right above the scientist.

MISSION

RUB YOUR HEAD ON THE ROOF FOR 10 BLOCKS



Anywhere during your run, place Track tiles that cover at least 10 blocks in the top-most row. (The blocks don't have to be consecutive.)

MISSION

RUN 10 BLOCKS ON FOOT



Anywhere during your run, place Track tiles that cover at least 10 blocks in the bottom-most row. (The blocks don't have to be consecutive.)

MISSION

NEAR-MISS ALL OBSTACLES IN A SECTOR



In any one Lab sector, for each obstacle in that sector, place a Track tile that covers at least one block orthogonally adjacent to that obstacle.

MISSION

DON'T TOUCH THE ROOF OR FLOOR IN A COMPLETED SECTOR



Don't place tiles that cover any block in either the top-most or bottom-most rows in a single Lab sector you completely went through.

MISSION

COLLECT NO COINS IN A COMPLETED SECTOR



Collect no coins in a single sector you completely went through.

MISSION

COLLECT 5 COINS IN A SECTOR



Collect all five coins in any single sector.

MISSION

PLACE 5 TILES IN ONE SECTOR



Place at least 5 Track tiles inside the same Lab sector. Terminal squares of those tiles may be placed in other sectors.

MISSION

COME BACK TO A SECTOR YOU ALREADY LEFT



Make your route of tiles come back to the sector you have already left.

GADGETS SUMMARY

FLASH



Flash gives the player using him 4 points at the end of each run. Good doggie!

AIR BARRYS



★★★ FOR EVERY JUMP OFF THE FLOOR.

Air Barrys give the player using them 2 points each time they go up from the bottom-most row.

GRAVITY BELT



★★★ FOR EVERY DROP OFF THE ROOF.

A Gravity Belt gives the player using it 2 points each time they go down from the top-most row.

INSTA-BALL



BEFORE EACH RUN GRAB ONE TILE. PLACE IT IN YOUR LAB AFTER RUN ENDS.

Before each run the player using Insta-Ball chooses a Track tile from the pool and places it on this card. After the run ends they may (but are not required to) place the tile after the last placed tile of their run, following all normal placement rules.

MISSILE JAMMER



YOU CAN FLY THROUGH MISSILES.

The player using the Missile Jammer may place Track tiles over missile obstacles without any penalty.

DEZAPINATOR



YOU CAN FLY THROUGH ZAPPERS.

The player using the Dezapinator may place Track tiles over zapper obstacles without any penalty.

FREEZE-O-MATIC



FREEZE OPPONENTS AND PLACE ONE TILE IN YOUR LAB.

Once during each run, the player using the Freeze-o-Matic may shout: "Freeze!" and require all other players stop grabbing tiles. During this time the user may pick any one Track tile from the pool and place it in their Lab. After the player shouts "Unfreeze!" (or after 10 seconds if they do not), the game continues.

GEMOLOGY



★ FOR EVERY 3 COINS YOU GRAB.

The player using Gemo-logy scores 1 point for each full set of 3 coins they collect during a run.

FLYING PIG



★★★ FOR EVERY 8 COINS YOU GRAB.

The player using the Flying Pig scores 3 points for each full set of 8 coins they collect during the run.

COIN MAGNET



8 COINS YOU GRAB.

The player using a Coin Magnet collects all coins which were not covered by their Track tiles during the run but were orthogonally adjacent to their placed tiles.

TURBO BOOST



BEFORE RUN STARTS PLACE TWO TILES IN YOUR LAB.

The player using a Turbo Boost may choose any two tiles from the pool and place them on their Lab before each run begins.

EZY-DODGE MISSILES



★ FOR EVERY MISSILE YOU NEAR-MISS FROM FRONT.

The player using Ezy-Dodge Missiles scores 1 point for each missile obstacle in their Lab which has the block immediately to the left of it covered by a Track tile.