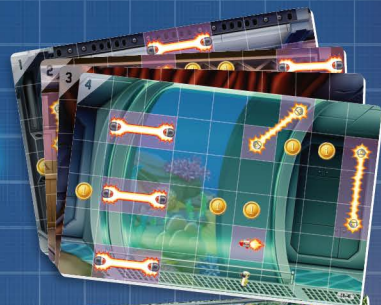# JETPACK
JOYRIDE

MICHAŁ GOŁĘBIOWSKI

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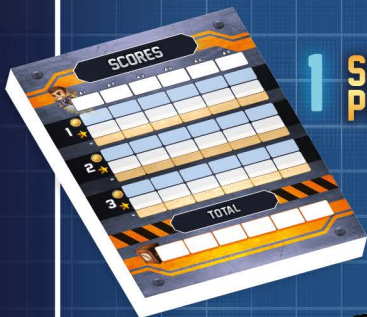
GAME CONTENTS
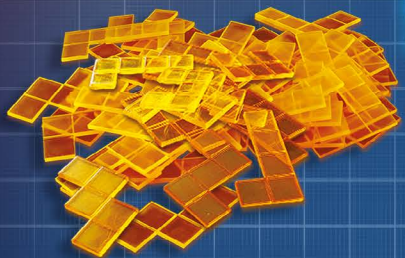
50 SEMI-TRANSLUCENT TRACK TILES
IN 5 DIFFERENT SHAPES,
10 OF EACH SHAPE

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

1 SCORE PAD

8 HARD LAB SECTOR CARDS
2 SETS, NUMBERED 1 AND 4

17 MISSION CARDS

MISSION
MISSION
MISSION
COMPLETE 3 SECTORS
★★★

TURBO
FRE
FLYING PIG
★★★ FOR EVERY 8 COINS YOU COLLECT.
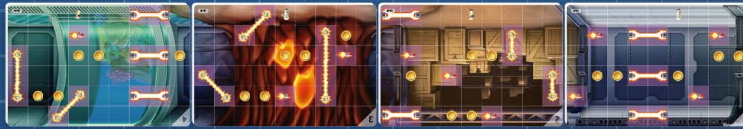
16 GADGET CARDS

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.

Variant: to adjust the level of difficulty some players may use hard ☢ Lab cards with numbers 1 and 4. If some of the players are more experienced than the others, they should get one or two hard Lab cards, instead of standard ones.

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 12 of all tiles back in the box.
  - When playing with 2 players put randomly around 25 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

GADGET CARDS
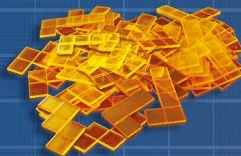
POOL OF TILES

MISSION CARDS

LAB CARDS

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 player builds **continuous path of tiles**, to mark the route Barry is taking through their Labs.

WHEN PLACING A TILE, PLAYERS MUST FOLLOW THESE RULES:

Every Track Tile has two ends. Squares at the ends are called terminal squares.

Players start the run from outside of their Lab. The first Track Tile must be placed so that at least one of its squares is outside the left edge of the player's first Lab sector.

Then players continue marking the route through the Lab. Each next tile placed must have a terminal square touching the terminal square of the last tile placed. The terminal squares must be orthogonally adjacent - corners touching is not enough!

When marking the route, only adjacency of terminal squares matters. Other squares of tiles may be adjacent to each other but do not have to be.

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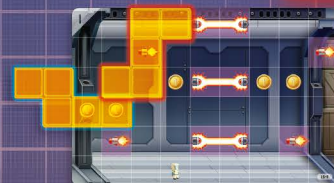
Tiles must connect orthogonally.

Tiles may not overlap.
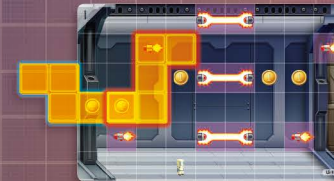
Tiles may not have any squares above or below the Lab.

4   A player may remove an already placed Track Tile, putting removed tiles immediately back into the pool in the middle of the table. However, tiles must be removed one at a time, and players have to start from the last-placed tile and then continue going back if they want to remove more then one tile.

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, or they do not want to place any more Track Tiles.
- 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.
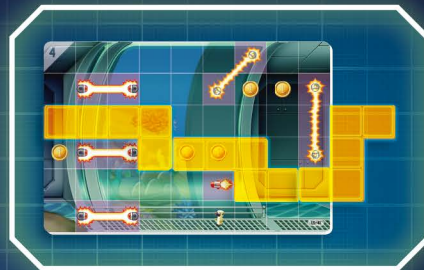
PHASE TWO: SCORE

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.

After scoring is complete, reveal a number of Gadget cards equal to the number of players. Starting with the player who got the 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 each player will have a collection 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.)

NOTE
Some Gadgets are gold, indicating they are better or easier to use than others. It is suggested that new players pick gold gadgets when they can.

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 ⭐⭐⭐ and *"Complete 3 sectors"* for ⭐⭐⭐⭐⭐) and earns 8 points. He didn't fulfill the Mission: *"Place 4 full tiles in one sector"*. 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.

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, marked with a 🚫: *Escape the Lab, Complete 3 sectors.*
- Remove the following Gadget cards, marked with a 🚫: *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.	91-100	Grabbing coins like Pablo EscoBarry.
61-70	You might be Barry, but you're certainly not Allen.	101-110	Charging like a Barryum superconductor.
71-80	Heading down to StrawBarry Fields.	>110	You're Barry Houdini: the Lab Escape Artist!
81-90	Like Barry Cooper going for a High Five.		

MISSIONS SUMMARY

NEAR-MISS RULE: some of the Missions refer to objects (scientists or obstacles) near-missed. To near-miss an object a player needs to place one of their Track Tiles orthogonally adjacent to it.

COMPLETED SECTORS: some of the Missions refer to completed sectors. A sector is completed if a player already left it (by placing at least one square of a Track Tile in the next sector).

MISSION
MS-01
ESCAPE THE LAB
⭐⭐⭐

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

Don't use this Mission in solo mode.

MISSION
MS-02
COMPLETE 3 SECTORS
⭐⭐⭐

Have at least 3 Lab sectors completed.

Don't use this Mission in solo mode.

MISSION
MS-03
COLLECT 5 COINS IN A SECTOR
⭐⭐⭐

Collect all five coins in any single sector.

MISSION
MS-04
COLLECT NO COINS IN A COMPLETED SECTOR
⭐⭐⭐⭐

Do not collect any coins in a single sector you completely went through.

MISSION
MS-05
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
MS-06
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
MS-07
DON'T TOUCH THE ROOF AND FLOOR IN A COMPLETED SECTOR
⭐⭐⭐⭐

Don't place Track Tiles that cover any block in both the top-most and bottom-most rows in a single Lab sector you completely went through.

MISSION
MS-08
NEAR-MISS ALL OBSTACLES IN A SECTOR
⭐⭐⭐⭐⭐

In any one Lab sector, near-miss every obstacle in that sector.

MISSION
MS-09
COME BACK TO A SECTOR YOU ALREADY COMPLETED
⭐⭐⭐

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

MISSION
MS-10
PLACE 4 FULL TILES IN ONE SECTOR
⭐⭐⭐

Place at least 4 Track Tiles inside the same Lab sector. No squares of those tiles may be placed in other sectors.

MISSION
MS-11
DON'T HARM (DON'T COVER) ANY SCIENTISTS
⭐⭐⭐

Do not cover any block with a scientist.

MISSION
MS-12
HIGH FIVE (NEAR-MISS) 3 SCIENTISTS
⭐⭐⭐⭐

During your run near-miss at least 3 scientists.

MISSION

MS-13
DON'T GO DOWN IN A COMPLETED SECTOR
★★★★★

In a sector you have already left, no square of placed Track Tiles can be lower than any square preceding it.

MISSION

MS-14
DON'T GO UP IN A COMPLETED SECTOR
★★★★★

In a sector you have already left, no square of placed Track Tiles can be higher than any square preceding it.

MISSION

MS-15
USE AT MOST 2 TILE SHAPES IN A COMPLETED SECTOR
★★★★★

In a sector you have already left, Track Tile that have at least one square in that sector, may be of at most two different shapes.

MISSION

MS-16
LEAVE SECTOR AT THE SAME LEVEL YOU ENTERED IT
★★★

Have a Track Tile cross the right edge of Lab Sector in the same row that another Track Tile crosses the left edge of that sector.

MISSION

MS-17
NEAR-MISS AN OBSTACLE FROM ALL 4 SIDES
★★★★★

Near-miss an obstacle from left, right, top and bottom

GADGETS SUMMARY

TURBO BOOST

You may choose any two tiles from the pool and place them on your Lab before each run begins.

Don't use this Gadget in solo mode.

BEFORE RUN STARTS PLACE 2 TILES IN YOUR LAB.
GS-01

INSTA-BALL

BEFORE RUN STARTS GRAB 2 TILES. PLACE THEM IN YOUR LAB AFTER RUN ENDS.
GS-02

Before each run choose 2 Track Tiles from the pool and place them on this card. After the run ends you may (but are not required to) place the tiles, following all normal placement rules.

Don't use this Gadget in solo mode.

FREEZE-O-MATIC

FREEZE OPPONENTS AND PLACE ONE TILE IN YOUR LAB.
GS-03

Once during each run, you may shout: "Freeze!" and require all other players stop grabbing tiles. During this time you may pick any one Track Tile from the pool and place it in your Lab. After you shout "Unfreeze!" (or after 10 seconds if you do not), the game continues.

Don't use this Gadget in solo mode.

GEMOLOGY

You score 1 point for each full set of 3 coins you collect during a run.

★ **FOR EVERY 3 COINS YOU COLLECT.**
GS-04

FLYING PIG

★★★ **FOR EVERY 8 COINS YOU COLLECT.**
GS-05

You score 3 points for each full set of 8 coins you collect during the run.

EZY-DODGE MISSILES

★ **FOR EVERY MISSILE YOU NEAR-MISS FROM FRONT.**
GS-06

You score 1 point for each missile obstacle in your Lab which near-missed on its left side.

8

MISSILE JAMMER

You may place Track Tiles over missile obstacles without any penalty.

YOU CAN FLY THROUGH MISSILES.

GS-07

DEZAPINATOR

You may place Track Tiles over zapper obstacles without any penalty.

YOU CAN FLY THROUGH ZAPPERS.

GS-08

AIR BARRYS

You get 2 points each time you go up from the bottom-most row.

★★ FOR EVERY JUMP OFF THE FLOOR.

GS-09

GRAVITY BELT

You get 2 points each time you go down from the top-most row.

★★ FOR EVERY DROP OFF THE ROOF.

GS-10

FLASH

You get 4 points at the end of each run.

★★★★

GS-11

COIN MAGNET

During the run you also collect all coins that you near-missed.

COLLECT COINS YOU NEAR-MISSED.

GS-12

NERD REPELLANT

You get 1 point for each scientist you neither covered nor near-missed.

★ FOR EACH SCIENTIST YOU DON'T TOUCH.

GS-13

LUCKY LAST

You get 1 point for each Track Tile you used during the run that has the same shape as the final Track Tile you placed at the end of the run, including that final Track Tile.

★ FOR EVERY TILE YOU USED SAME AS FINAL TILE YOU USED.

GS-14

BUBBLE GUN JETPACK

You get 3 coins at the end of each run. Count these coins when scoring other Gadgets and Missions.

① ① ①

GS-15

FRUIT JETPACK

You get 1 point for each Track Tile you used during the run that doesn't cover a coin.

★ FOR EACH TILE THAT DOESN'T COVER A COIN.

GS-16

CREDITS

Game design:	Michał Gołębiowski
Graphic design:	Katarzyna Kosobucka, Mateusz Komada
Producer:	Vincent Vergonjeanne
Production manager:	Przemek Dołęgowski
Developer:	Filip Miłuński
Playtesters:	Wojciech Grajkowski, Zofia Niwicka, Mariusz Filerajs, Zuzanna Gołębiowska

Huge thank you to Dominik Jaraczewski for his invaluable advice and support.

DO NOT RIDE!