**Jetpack High for iPhone and iPad is available on the AppStore.**  
**Be the best to this new addictive game and measure yourself to your friends via Scoreloop.**

**France – August 5th -** The studio [Chaos Interactive](http://www.chaos-interactive.com), an independent video games developer, today announced the arrival of Jetpack High on iPhone and iPad.

Synopsis : In Jetpack High you play Little Birdy (the nice) to control its powerful Jetpack he found by chance (too lucky). Little Birdy's girlfriend have been kidnaped by a wicked in flying saucer (Yeah he is too bad). Help him to deliver her by flying as high as possible.

You will then lead Little Birdy leaning your Android tablet or smartphone and measure the acceleration to avoid many obstacles. You will be able to compete with your friends by sharing score by [Scoreloop](http://www.scoreloop.com/), and try to get your grade by making no less than 95 missions.

To help you, many power ups are available and you can improve them. Do not forget to perform the missions that will make you go up in rank and access a mini game that rewards you randomly, or not.

Download the game for free and tell your friends on your favorite social network.

Twitter @[Chaos\_Games](http://twitter.com/" \l "!/Chaos_Games) and [Jetpack High Facebook](http://www.facebook.com/chaos.JetpackHigh) page to stay tuned.

Available on the AppStore: <https://itunes.apple.com/us/app/jetpack-high/id673031003>

Also available on Androïd and BlackBerry 10.

Google Play: <https://play.google.com/store/apps/details?id=com.chaosinteractive.jetpack_high>

BlackBerry World : <http://appworld.blackberry.com/webstore/content/20021697/>

**Website:** <http://www.chaos-interactive.com/documents/jetpack_high>

**About Chaos Interactive:**

Chaos Interactive is an independent French studio whose leader is Thibaut Aubrun. Our main activity is video game outsourced and we have already worked on many IP. Our own game engine allows us to develop on multiple platforms like Android, Bada, Freebox HD, PC, Handheld, iOs. (Flash export in dev)

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