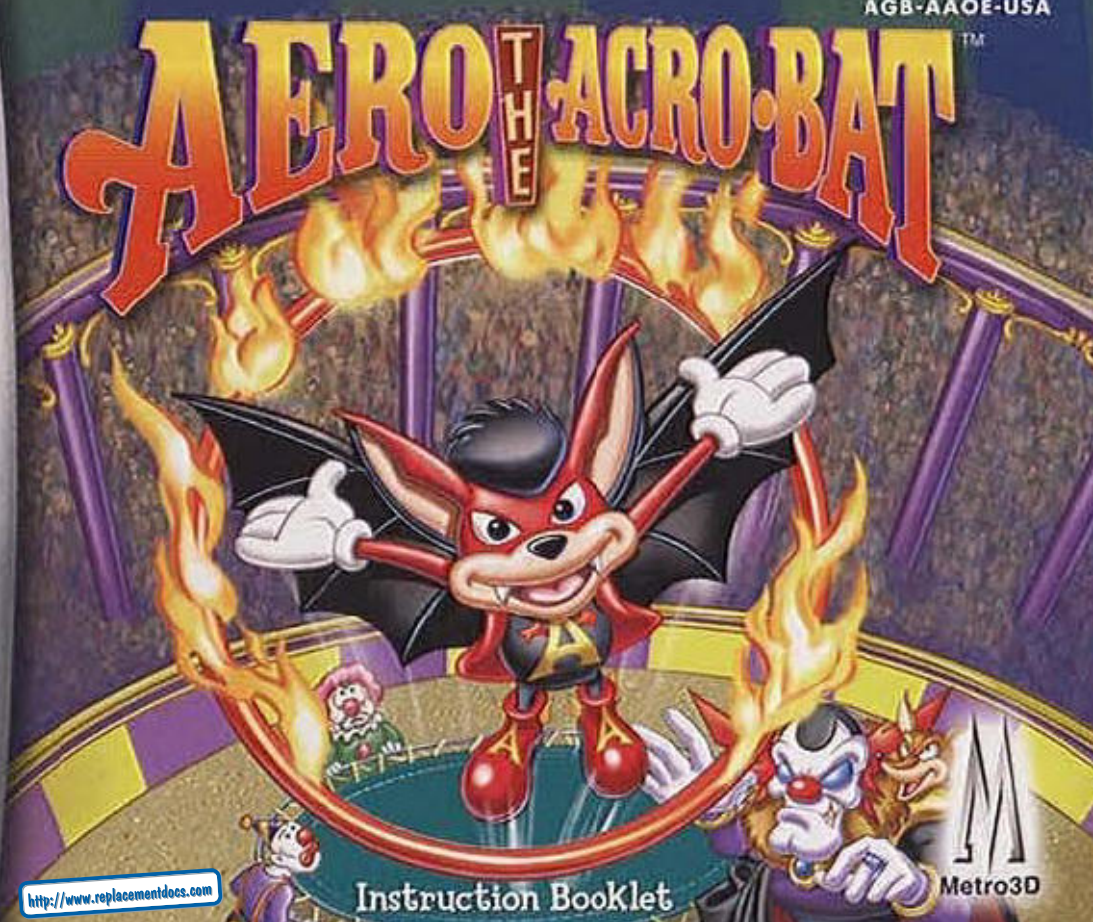


AERO THE ACRO-BAT™

GAME BOY ADVANCE



<http://www.replacementdocs.com>

Instruction Booklet

Metro3D

AERO THE ACRO-BAT™

TABLE OF CONTENTS

THE CENTER RING!	4
GETTING STARTED	6
AERO'S ACTIONS	7
GAME PLAN	10
CIRCUS STUNTS & PROPS	11
ITEMS	13
SCORING & BONUSES	15
ENEMIES	16
LEVELS	18
CONTINUES	22
CREDITS	23
WARRANTY	25

DIRECT YOUR ATTENTION TO THE CENTER RING!

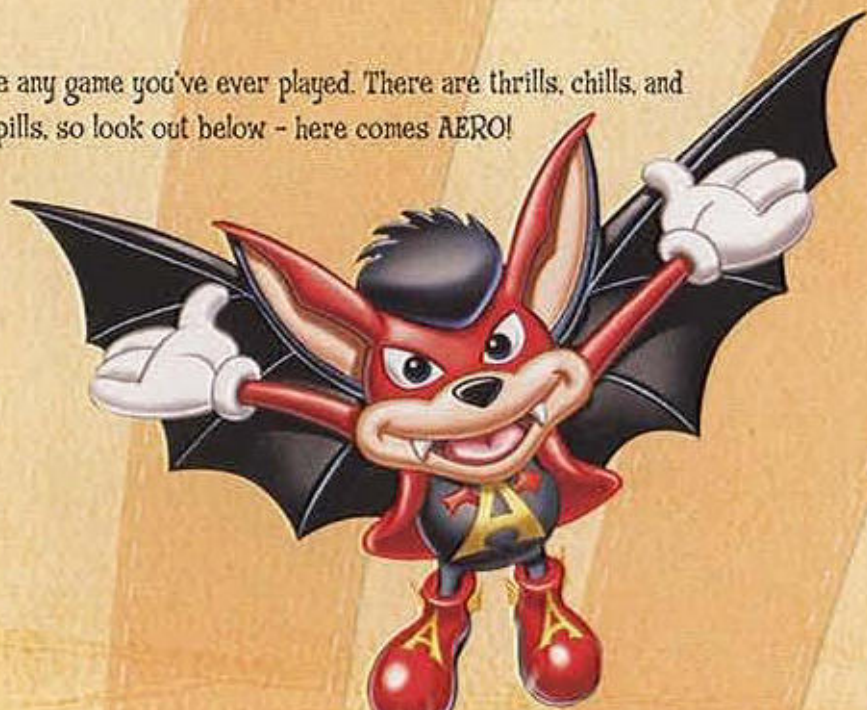
The star of the show - Aero The Acrobat - is about to make his entrance and dazzle you with his amazing feats of bravery. Today only, we have a special show for you. The evil Edgar Ektor, a rich, eccentric industrialist bent on revenge, has sabotaged the World of Amusement and Funpark. Ektor's henchmen include psycho circus performers, fairground freaks and the bitter Zero the Acrobat, who's been jealous of Aero's popularity.

Now, the moment you've been waiting for. I'd like to introduce the amazing, the one-and-only...
AERO THE ACROBAT!!!

The master of acro-bat-ics blasts out of cannons, dives through hoops of fire, plunges into water tanks, hangs onto speeding roller coasters that race out of control, and bungee jumps over rocky waters. These are only a few of the stunts he shall perform to make the World of Amusement safe for the spectators. Aero uses his power drill and magic stars to dispose of the circus enemies. He must fend off the fire-breathers and knife-throwers while performing in the

Circus and Funpark. Then Aero will travel through the Woods to get to the Museum of Horrors. This is where the showdown between Aero, Edgar Ektor, and Zero will take place. No other circus show can compare!

This is unlike any game you've ever played. There are thrills, chills, and sometimes spills, so look out below - here comes AERO!



GETTING STARTED

From the Aero the Acrobat title screen, you have several options. Press Start to bring up the menu, use the Control Pad to highlight a selection and press Start to select.

New Game:

Use the Control Pad to highlight a file you want to save your game to. Use the **A** Button to select a file, or press the **B** Button to go back. You can save up to 3 files. Then, use the Control Pad to highlight letters to name your file. Press the **A** Button to select the letters. When entered, highlight YES or NO to save the name.

Continue:

Highlight a previously saved game file and continue playing from this file.



Options:

Press the Control Pad Up or Down to highlight an option, the Control Pad Left or Right to change an option where possible, the **A** Button to select an option where necessary and the **B** Button to go back.

Music

Select the volume level for the game's music.

Effects

Select the volume level for the game's sound effects.

Brightness

Select a level of brightness, 4 being the brightest.

Credits

Select this to view the names of those people who brought you Aero the Acrobat for GBA.

Reset Save Data

Resets all save files. Do not select this unless you plan to erase all save data.



AERO'S ACTIONS:

To move Aero, press the Control Pad Left or Right, then hold the Control Pad Left or Right to run in that direction.

Press the Control Pad Down to duck and defend.

When standing in front of or below a ladder press the Control Pad Up or Down to climb up or down the ladder.

Jump:

Throughout Aero's missions he will encounter enemies such as Shorties, Lava Twirlers, and Jesters. Press the **A** Button to JUMP and avoid these crazy clowns or hang around and drill them. Aero can JUMP in 3 directions (Up, Left or Right) depending on which direction you hold the Control Pad while pressing the **A** Button.

Try jumping onto ladders to elude enemies and to save time. JUMP toward the ladder, then quickly press the Control Pad Up when Aero is on the ladder. While climbing, press the **A** Button to JUMP. While in the air, press the Control Pad Up to climb up the ladder. Continue jumping and climbing up to rapidly reach the top of the ladder.



Drill Attack:

Aero's drill technique is used to eliminate enemies. Once Aero is in the air, he may drill in any four directions he chooses. Up Left or Right and Down Left or Right.

To drill, Aero must first jump in the air. Press the **A** Button only once. When he is in the air, press the Control Pad in the direction you want to drill, and then press the **A** Button again. Be sure to press the Control Pad in the direction you want to drill.

Aero can also drill attack while climbing ladders. Jump off the ladder to the left or right, then press the **A** Button again to drill.

Use the Drill Attack as much as you can. Every 2 or 3 enemies you take out with the Drill Attack will drop an extra health A (see Game Plan, page 10).

Duck:

Aero can defend against certain objects thrown by enemies. Press the Control Pad Down and Aero will be in a ducking position with his wing in front to protect him. However, this defense will not prevent an enemy from colliding with Aero, which causes damage.



Throw:

As a secondary attack method, (aside from the Drill) Aero can throw Stars, but he must first collect Stars. Press the **Ⓢ** Button to throw a Star.

Cling:

With his amazing grip Aero can walk the high wire. Aero can also hang on the high wire to cross narrow passages and avoid enemies. While standing on the flat part of the high wire press the **Ⓢ** Button. Press the **Ⓢ** Button again to get back on top of the wire. While hanging on the rope Aero can jump off the wire by pressing the Control Pad Down.

Hover:

Don't underestimate the power of Aero's wings, they are completely functional. If Aero is in the air, he can hover for a short amount of time. Press the **Ⓢ** Button and Aero will flap his wings for a brief moment. However Aero must touch the floor before he can hover again.

Look:

When Aero is standing still he can view the dangers that lie ahead of him. Press the **Ⓢ** Button and keep it depressed. Then press the Control Pad in the direction Aero should look around. Aero can look in eight different directions.

Warping:

Special warp hoops provide a quick route from one area to the next. Aero must find a warp hoop to exit each level.



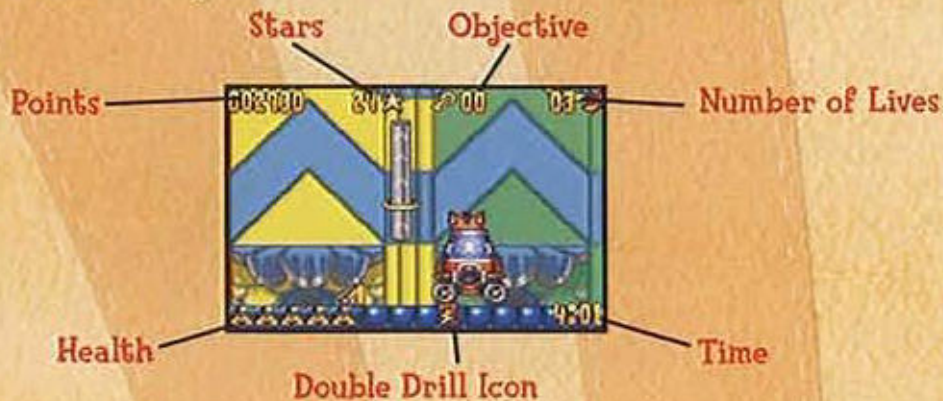
GAME PLAN:

The object of the game level is stated on the info screen just before Aero begins game play.

While Aero is trying to complete his mission he will collect food items, stars, and health As. If Aero can collect all of the food items and stars, and still has time left, he will be awarded a "PERFECT ROUND" and one free Aero life.

There are swirled striped poles with a ball resting on the bottom. These will serve as 'check points' for Aero.

Once you have completed the objective look for a set of circling gold stars to indicate the end of a level. This is the exit hoop.



CIRCUS STUNTS & PROPS:



Balloons:

Aero can hop on balloons and float his way up to hidden rooms as well as danger zones.



Bubble Machine:

Aero can jump on bubbles in order to explore and defuse the booby traps. But don't stay on too long, because they will pop. Aero is able to push the Bubble Machine to position it for maximum access.



Cannon:

Aero can push Cannons to a safe position and come plunging out of them, as do all great circus performers. First get on top of the cannon and press the Control Pad Down and Aero will enter the cannon. He can control the power of the cannon by pressing the **A** Button (JUMP button). Next use the on-screen display gauge to select the power of the shot.



Unicycle Rides:

While Aero rides the unicycle on the high wire he is invincible.



Trampoline:

Aero uses trampolines to soar through the air to collect stars and other items. The longer Aero bounces on it, the higher he goes. Press the Control Pad Down to decrease height.



Trapeze:

The trapeze is constantly swinging and Aero must swing from one trapeze to the other.



Seesaws:

These are a lot more complicated with only one person. But don't worry, Aero is pretty smart, he'll use the ball's momentum to shoot him upward.

ITEMS:



Food Items:

Aero uses food to build up his points. Cupcakes and Hot Dogs are some of the food items.



Bonus Item:

If Aero can find the bonus item that is hidden, he will play the bonus round.



Parachute:

When Aero grabs this item, he will float down from a jump and can maneuver to a safe spot.



Aero Wings:

With this energy Aero gets from these wings he is able to fly for a short time.



Magical Stars:

Throughout the act Aero will collect stars. He may throw them to defeat enemies.




Clock:

This icon adds an extra minute to your time. However if the timer goes to "0:00" the icon will have no effect.



Lightning:

When Aero collects a lightning icon, he can do a double drill. This will allow him to reach higher platforms. After drilling, press the  Button again to do a double drill.



Health Bar:

Aero starts out each new life with 3 health "A"s. He can collect up to 5 "A"s and maintain his health. When the health bar is full, each "A" is worth 100 points.



Free Aero:

By collecting adorable little Aero heads, Aero the Acro-Bat can earn free lives.

Invincibility Stars:

When Aero picks up this icon he will be invincible from all enemies.

SCORING & BONUSES:

Points are given for collecting food items, completing certain circus stunts and disposing of certain enemies.



Food:
Sucker = 100



Cheese = 150



Soda = 200



Hot Dogs = 250



Cupcakes = 300

Circus Stunts:

Hoop = 100

Paper Hoop = 150

Flaming Hoop = 200

Bonuses:

20,000 points = Free Aero

Perfect Round = Free Aero

ENEMIES:



Spinning Clown
50



Bruno the
Trapeze Artist
150



Ferris Freddy
150



Bertha the Ballerina
200



Marko Helmet
150



Baz the Bomber
200



Franco the Fire
Breather
200



Buttons
900



Colin the Crazy
Clown
20



Mechanical Mike
200



Jester
100



Ghosty
50



Marvin the
Magician
50



Shorty
100

LEVEL EXPLANATIONS

CIRCUS:

The show begins under the Big Top in front of a capacity crowd. The situation is tense, but Aero will pull out all the stops. Aero must secure the circus from saboteurs, but if word gets out there's danger massive panic will ensue. As the saying goes: "The show must go on!"

- Act 1** Jump on 7 Star Platforms: Find the blue starred platforms and melt them away by jumping on them as many times as there are stars on them.
- Act 2** Find the Key and Rescue Aerial: Ektor's men have kidnapped Aerial and locked her in a cage. Find the key to then locate Aerial and set her free!



Act: 3 Jump on 15 Star Platforms.

Act: 4 Jump through 25 Magic Hoops: The hoops disappear once Aero jumps through.

Act: 5 Turn on all the Lights: Turn on all 4 light switches so the audience can see Aero in action.

BOSS: Meet the Stilt Brothers: As the two brothers juggle away Aero must "drill" them down to the floor. But watch out for the flames on the ground. Keep 'em even!

Find the Bonus Act! Get the "B" in an earlier act to enter the Bonus Act.



FUNPARK:

Outside the circus is a funpark full of every exciting ride imaginable. Besides your basic roller coaster and Ferris Wheels, there are rotors and giant swings. If only they were safe for enjoyment of the circus crowds. It's Aero's job to make sure no one gets hurt on the rides or by any psycho circus performers.

Act: 1 Jump on 5 Star Platforms.

Act: 2 Ride the Aero Coaster: While riding the coaster, Aero is able to jump and duck to avoid spiked walls and deep ditches.

Act: 3 Keys Open Doors: This Act is divided into 4 sub-levels. Aero must first find a key to open each of the 4 doors.



- Act: 4** Ride the Rotor. Aero is strapped in and ready to move. Press the Control Pad Up or Down to maneuver him. Complete 3 different rides. Don't forget to look around!
- Act: 5** Jump through 25 Magic Hoops. Don't forget the Lightning Bolts for a double drill!
- Boss:** Mechanical Clown. Zero will go to any length to stop Aero. Drill the clown at its' nose. It may start to cry, but don't let up. Don't stay in the same spot for too long, you might get squeezed!

There are 4 acts in THE WOODS level and mystery and horror await Aero in Ektor's MUSEUM.



CONTINUES:

After all of Aero's lives are gone, he will have a continue option. A total of 3 continues will be granted to Aero.

The continue option leaves you at the beginning of the last world Aero visits. For example if Aero loses all of his lives in Funpark Act 3 and chooses to continue, he will start the game at Funpark Act 1.



AERO THE ACRO-BAT™

Created by

David Siller

Original Concept & Production

David Siller

Game Content

David Siller

Team Iguana

Atomic Planet Entertainment

GBA Version

Developed by

Atomic Planet Entertainment

Programming

Neil Holmes

Graphics

Bennet Aldous

Additional Design

Andy Roberts

Music & SFX

Jon Wells

Sound Driver

Logik State

Tools

Neil Holmes

Ash Hogg

Testing

Jaime McCormick

**Joint Managing
Director/Development
Director**

Jason Falcus

Managing Director

Darren Falcus

Published by Metro 3D

Producer

Baldwin Yen

Sales & Marketing

Joe Morici

Corey Tresidder

Mat Kuwitzky

Shaun Tsai

Saeed Goraya

Operations

Eva Chiu

Kim Chang

Laura Lee

Business

Stephen Lin

Joey Hu

Winnie Lo

Eric Chiu

Jeff Hofmann

Giancarlo Capozzoli

Public Relations

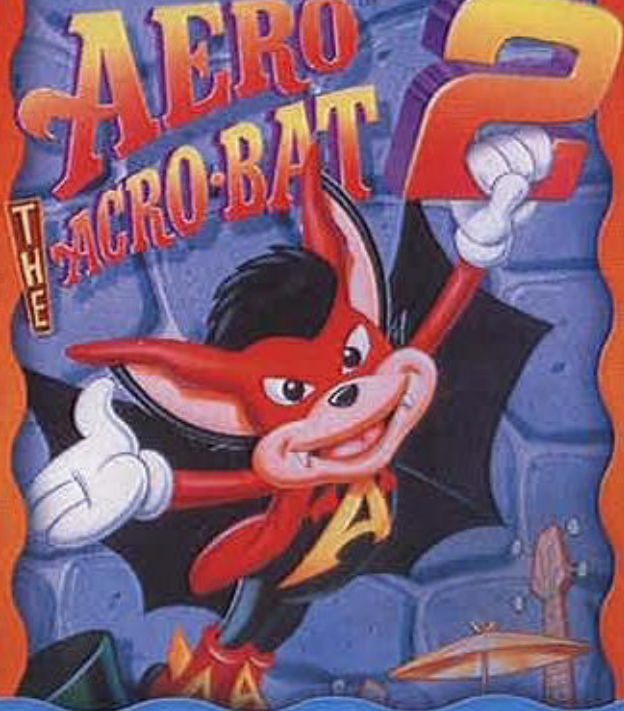
Erin Shiba

**New Business
Development**

Yvonne A. Zamora

**Packaging & Manual
Design**

Moore Design Group



The Antics Continue!

Coming Soon for
Game Boy Advance



AERO THE ACROBAT ©1993-2002 David Siler. All Rights Reserved. Developed by Atomic Planet and David Siler. Published and distributed exclusively under license by Metro3D. Metro3D and the Metro3D logo are trademarks of Metro3D, Inc, L.L.C. Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks of Nintendo. ©2001 Nintendo. All Rights Reserved.



Metro 3D
METRO 3D, INC.
12 SOUTH FIRST ST.
10TH FLOOR
SAN JOSE, CA 95113
PRINTED IN JAPAN