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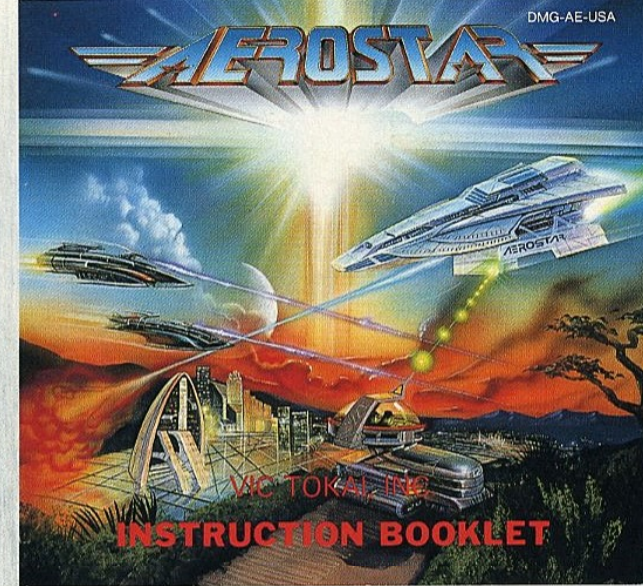
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Nintendo®

GAME BOY®

DMG-AE-USA

AEROSTAR



VIC TOKAI, INC.

INSTRUCTION BOOKLET

Thank you for selecting the fun-filled ***Aerostar*** *game pak by VIC TOKAI, INC. for the Nintendo Game Boy. Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.*



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVE THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

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Table of Contents

Prologue 3
Operating Instructions 4
Mode Selection & Continue 5
Game Play 7
Firepower & Defense 8
Screens & Stages 11
Enemies 13
Safety Precautions 17
90-day Limited Warranty 18

Prologue

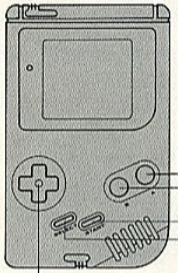
The year was 2807. World War VI had just ended, rendering the Earth uninhabitable for any of the scattered survivors. The only hope then was to vacate the planet completely.....

Years later, the Intergalactic Council of New Life sends an expedition back to Earth to check on its condition. After months of study and testing, they return with great news; Earth has stabilized and may once again be populated. All those wishing to do so may return at once !!

However, with this new world full of beauty and mystique also comes an entirely new breed of evil. Undetected by the expedition, these mutant forces now lie in wait to prey on the thousands of innocent "pioneers". Within months of their homecoming, life on Earth is again unbearable, and things continue to grow worse, out of control.....

Fearing the total extermination of Earth, the Intergalactic Council wastes no time in deploying Aerostar, the most powerful fighter ever known.
This state-of-the-art nuclear-generated vehicle of destruction is fully-equipped to do the job, but is useless without the right pilot.....

Operating Instructions



(1) **A Button**
- Jumps

(2) **B Button**
- Fires current weapon

(3) **START Button**
- Begins game
- Pauses game

(4) **SELECT Button**
- Holds position of Omni-shield (option "0")

(5) ✚ **Button**
- Selects difficulty level
- Controls Aerostar's direction (8-way)

MODE SELECTION & CONTINUE

Aerostar has three levels of difficulty (Easy—Normal—Hard). The player may select any mode by using the control pad and then pressing START.

Each difficulty level has a limited number of credits that will allow you to continue your game from the beginning of the current stage. To continue, wait for the "continue" screen and press the "START" button before the counter reaches 0.

	EASY	NORMAL	HARD
# of ships	4	4	4
# of credits	5	4	3
Extra ships	1st at 10,000 2nd at 20,000 (one each 20,000 thereafter)	1st at 20,000 2nd at 30,000 (one each 30,000 thereafter)	1st at 30,000 2nd at 40,000 (one each 40,000 thereafter)
Other	Enemies' speed is 1/2 that of normal		Enemies' speed and shots are 2X that of normal

GAME PLAY

Aerostar is a vertically-scrolling, two perspective (ground/air) game. While on the ground, where most of the action takes place, **Aerostar** may only travel down specific "lanes". However, **Aerostar** may jump (or fly) temporarily from lane to lane at any time there is energy showing on the "jump guage". If you fail to touch down on one of the lanes or remain airborne too long, **Aerostar** will crash and you will lose one ship.

You can destroy both ground and overhead enemies while on the ground, but remain safe from flying enemies. While airborne, you are safe from ground attacks but cannot fire.

ADDITIONAL NOTES

- **Aerostar** will remain airborne as long as the A Button is held or until the "jump guage" is empty.
- There are 2 basic types of enemy fire.

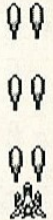


air fire



ground fire

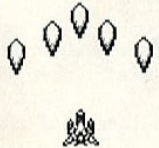
FIREPOWER & DEFENSE



By destroying a particular enemy, **Aerostar** can increase or change both its offensive and defensive capabilities. Once the enemy has been destroyed, continue firing to reach the desired letter. This technique may also be used to change **Aerostar's** capabilities from one to another.

[NOTE: **Aerostar** may utilize only one type of weapon and one type of protection at a time.]

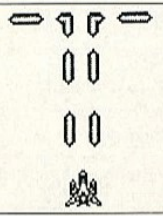
1. Firepower





5-way Vulcan

- Not the most powerful, but the spread of this shot allows you to hit numerous enemies at one time.
- Cannot be fired quickly



Lazer

- VERY powerful
- When the B Button is held your shots fire straight. Once the B Button is released, the beams bend 90 degrees outward, giving you the ability to hit enemies laterally, as well.



S-Bomb

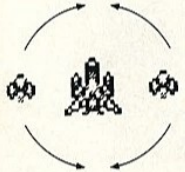
- The large area covered by this bomb allows you to destroy enemies without scoring a direct hit.
- You can guide the bomb's path using the control pad.

2. Defense – either one of these may be used in conjunction with any type of firepower.



Side-shot

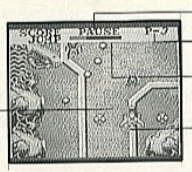
- Provides **Aerostar** with short-range protection on both sides.



Omni-shield

- When allowed to move freely, the Omni-shield moves opposite **Aerostar.**
- To hold the position of the Omni-shield, press the "Select" Button; to release, press "Select" again.

SCREEN & STAGES



Stage 1 – Ruins of Danger



Boss : Visor
HP : 40
Value : 1,000 pts. (ground)

Stage 2 – Amunition Dump



Boss : Roundabout
HP : 54
Value : 2,000 pts. (air)

Stage 3 – Underground Development Plant

Boss : Neldor HP : ? ? ? Value : 3,000 pts. (ground)

Stage 4 – Space Station



Boss : Spitfire
HP : 64
Value : 4,000 pts. (air)

Stage 5 – Armored Biochemical Plant



Boss : Diamonte
HP : 74
Value : 5,000 pts. (ground)

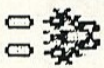
Stage 6 – Enemy Satellite

Boss : ? ? ? HP : ? ? ? Value : ? ? ?

Stage 7 – Commander's Lair

Boss : ? ? ? HP : ? ? ? Value : ? ? ?

ENEMIES

 Creeper 200 pts.	 Fireball 300 pts.	 Tank 200 pts.
 Claw 200 pts.	 Tribot 200 pts.	 Spark 400 pts.
 Launch 300 pts.	 Rotor 500 pts.	 Cannon 200 pts.
 Fling 500 pts.	 Sling 300 pts.	 Shank 500 pts.

 Spike 0 pts.	 Seer 400 pts.	 Star 300 pts.
 Blink 300 pts.	 Sidearm 200 pts.	 Flare 400 pts.
 Spore 200 pts.	 Pathtaker 400 pts.	 Neckbone 800 pts.
 Pathmaker 0 pts.	 Dripp 500 pts.	 Slugg 500 pts.

 Porkazoid 300 pts.	 Split 300 pts.	 Jetazoid 200 pts.
 Crosshair 400 pts.	 Firephly 200 pts.	 Splatt 300 pts.
 Airdroid 200 pts.	 Bicott 200 pts.	 Chunk 200 pts.
 Releasor 400 pts.	 Hopper 300 pts.	 Chipp 200 pts.

 Mosquito 500 pts.	 Bulbot 500 pts.	 Icepick 300 pts.
 Flathead 500 pts.	 Chopper 400 pts.	 Tick 600 pts.
 Rolo 200 pts.	 Phly 300 pts.	 Scorpiod 300 pts.
 Flankor 400 pts.	 Batt 500 pts.	 Stomper 400 pts.

SAFETY PRECAUTIONS

(1) Take a 15—20 minute break after 1 1/2 hours of continuous game play. This will extend the performance of your game pak.

(2) This is a high precision game pak and should be kept safe from extreme temperatures and shock. At no time should you attempt to disassemble your game pak.

(3) Avoid touching the terminal connectors.

(4) Store your game pak in its protective storage case when not in use. Be sure to keep your game pak dry; wetting the cartridge can cause damage.

(5) The use of thinners, solvents, benzene and other cleaning agents can damage your game pak. If cleaning is required, use only officially licensed care products.

90-DAY LIMITED WARRANTY

22904 Lockness Ave., Torrance, CA 90501 Phone (213)326-8880

VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.