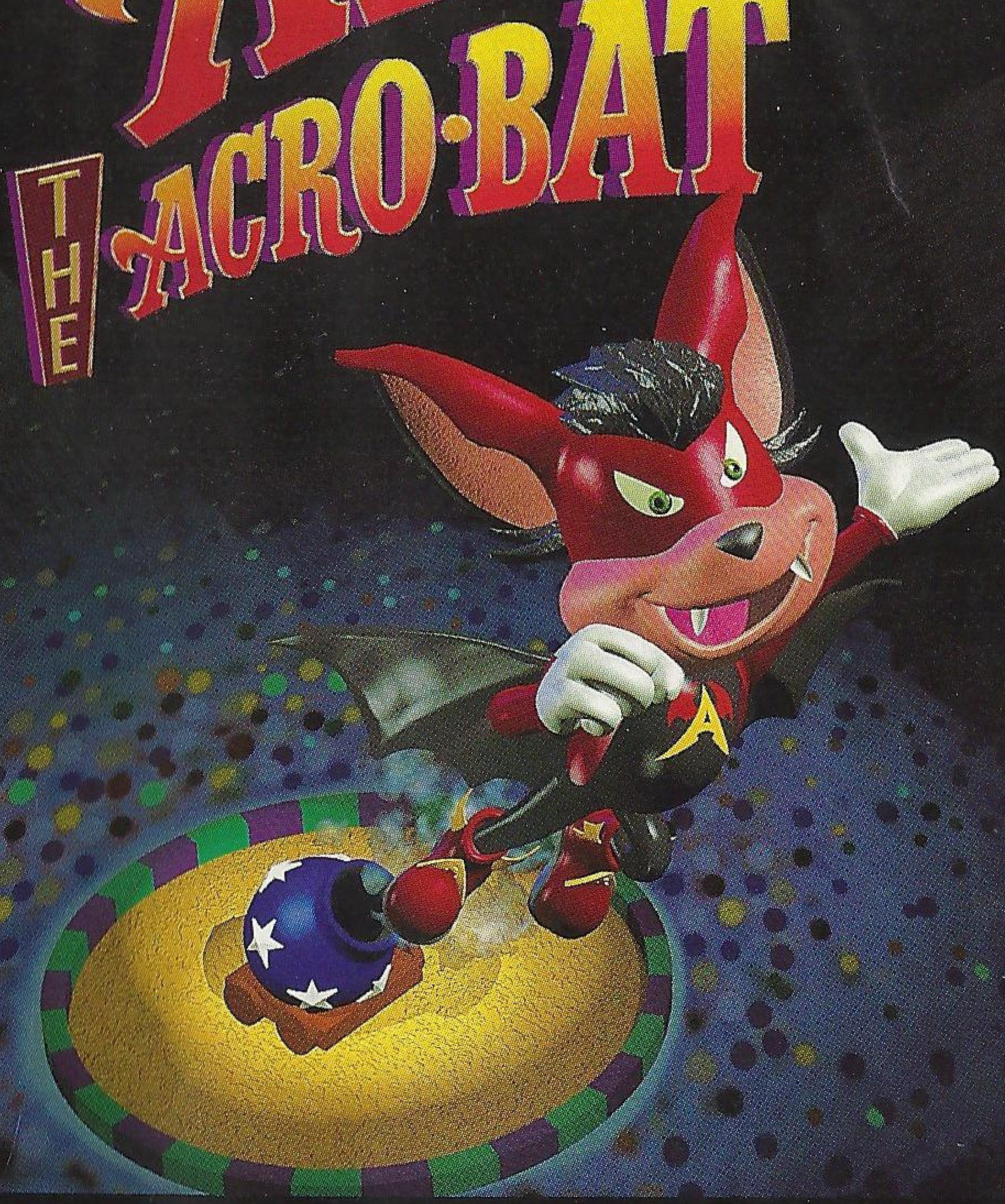
SUNSOFT®

AERO THE ACRO-BAT



INSTRUCTION MANUAL

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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This official seal is your assurance that this product meets the highest quality standards of SEGA™ . Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS™ SYSTEM.

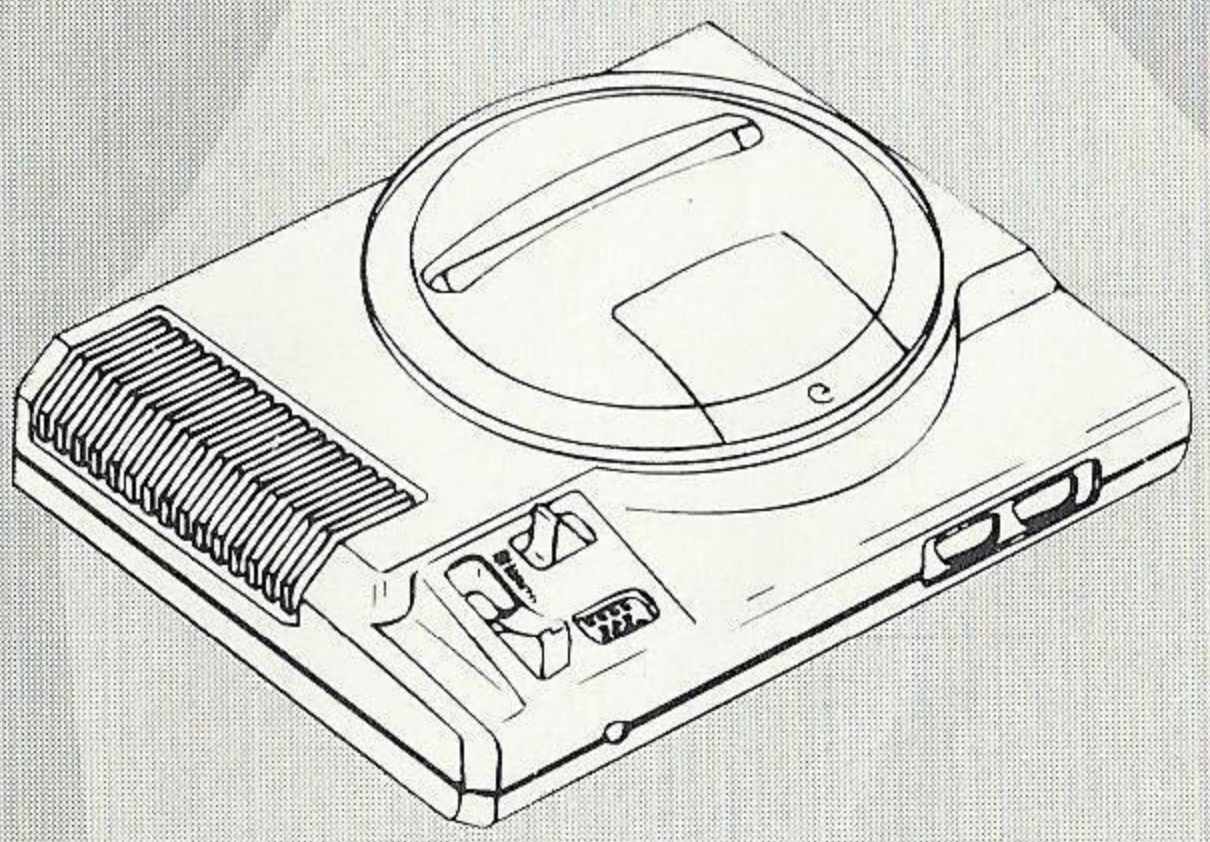
THANK YOU

... for purchasing the Sunsoft AERO THE ACRO-BAT video game. Please read the instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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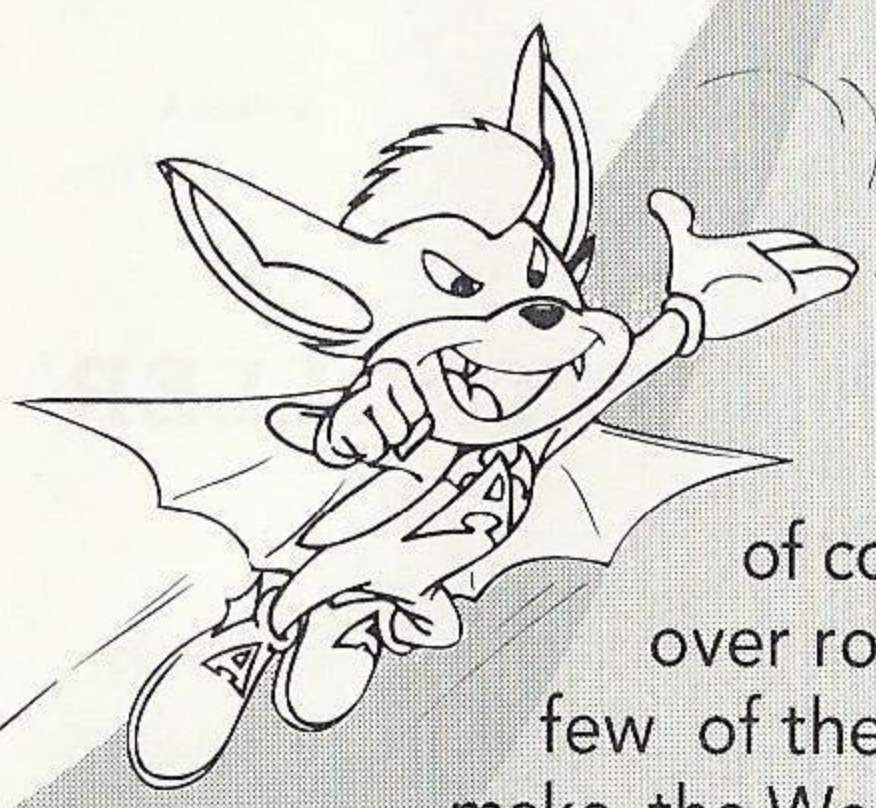
THE WORLD OF AMUSEMENT

Direct your attention to the center ring!!

The star of the show—**AERO THE ACRO-BAT**—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 World of Amusement Circus and Funpark has been sabotaged by the evil Edgar Ektor, an ex-circus clown bent on revenge. Ektor's henchmen include the bitter Zero the Acrobrat whose been jealous of Aero's popularity and other psycho circus performers and fairground freaks.

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

AERO THE ACRO-BAT!!!



The master of acro-bat-ics blasts out of cannons, dives through hoops of fire, plunges into water tanks, hangs on to a speeding roller coaster 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 and Edgar Ektor and Zero will take place. No other circus show can compare!

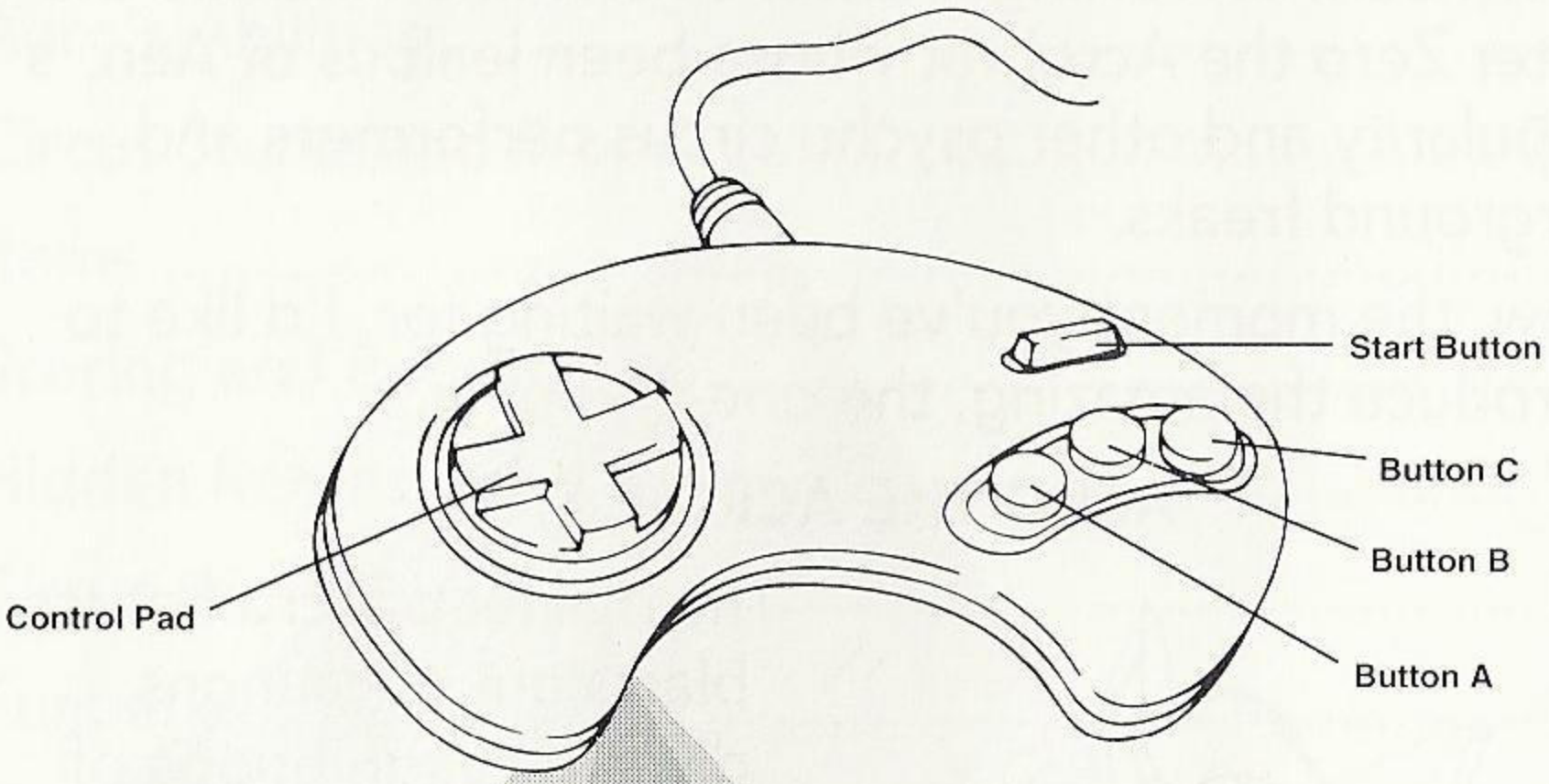
This is unlike any game you've ever played. There are thrills, chills and sometimes spills, so look out below - here comes AERO!

HOW TO GET STARTED

Insert the cartridge into the Sega Genesis Game System and turn it ON.

Press START to begin the game or go to OPTIONS.

There are 3 continues per game. The continues start you at Act 1 of the world you are in, not the beginning of the Act you left off at.



HOW TO USE THE CONTROLLER

A-BUTTON: Throw stars (when available)

B-BUTTON: Jump; Activate cannon; Press twice to drill while in air

C-BUTTON: Hang on tightrope; Hover

C + Control Pad: Look in direction pushed

CONTROL PAD:

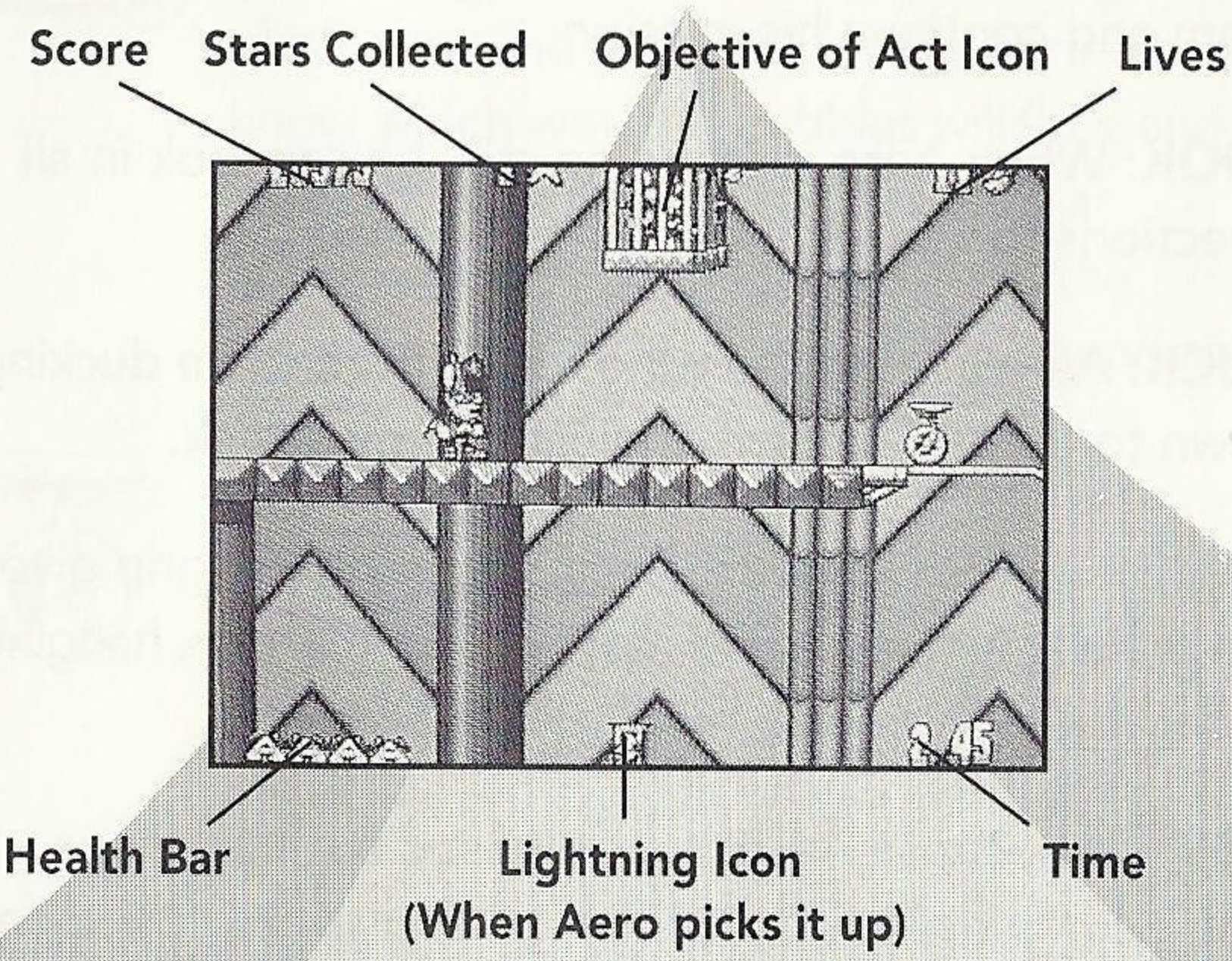
Down: Duck, look down, climb down
Up: Look up, climb up
Left: Move or push to the left
Right: Move or push to the right

Start Button: Press to start game play
Press to pause game play

GAME OPTIONS

Following the title screen, is an options screen. You can choose to listen to the music, the sound effects or change the controller setting. To change the setting, press START at the JOYPAD CONFIG option. Six different choices are available.

GAME SCREEN



AERO'S ABILITIES

DRILL/SPIN: This is Aero's main attack technique. Aero can attack and remove enemies using his drilling technique. Aero will spin quickly, drilling his attackers and knock them down. Once in the air, Aero can drill in any direction using the control pad + B.

JUMP: Aero's acrobatic skills come in handy when he needs to avoid the smaller enemies. He can jump over them and continue his mission.

LOOK: When Aero is standing still, he can look in all directions to see what dangers lie ahead.

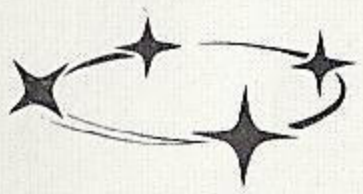
DUCK: Aero can pull his wing to the front while ducking down to defend himself against enemy attack.

HANG: On the high wire, Aero's amazing bat grip gives him the ability to cling and move across the , hanging under enemies.

HOVER: Because Aero is a domestic bat, his wings aren't completely functional. However, Aero can hover in mid-air for a short time before falling down.

THROW: Another attack technique of Aero's is throwing magical stars when he is standing still or jumping. Aero can throw stars to dispose of enemies only after he has collected stars.

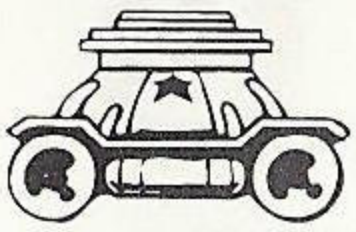
WARPING: Special warp hoops provide a quick route from one area to the next. Aero will warp through space and appear in another place in the same act only. Aero must find the exit warp hoops to exit each Act.



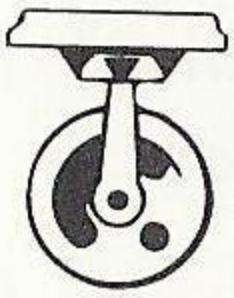
CIRCUS STUNTS & PROPS



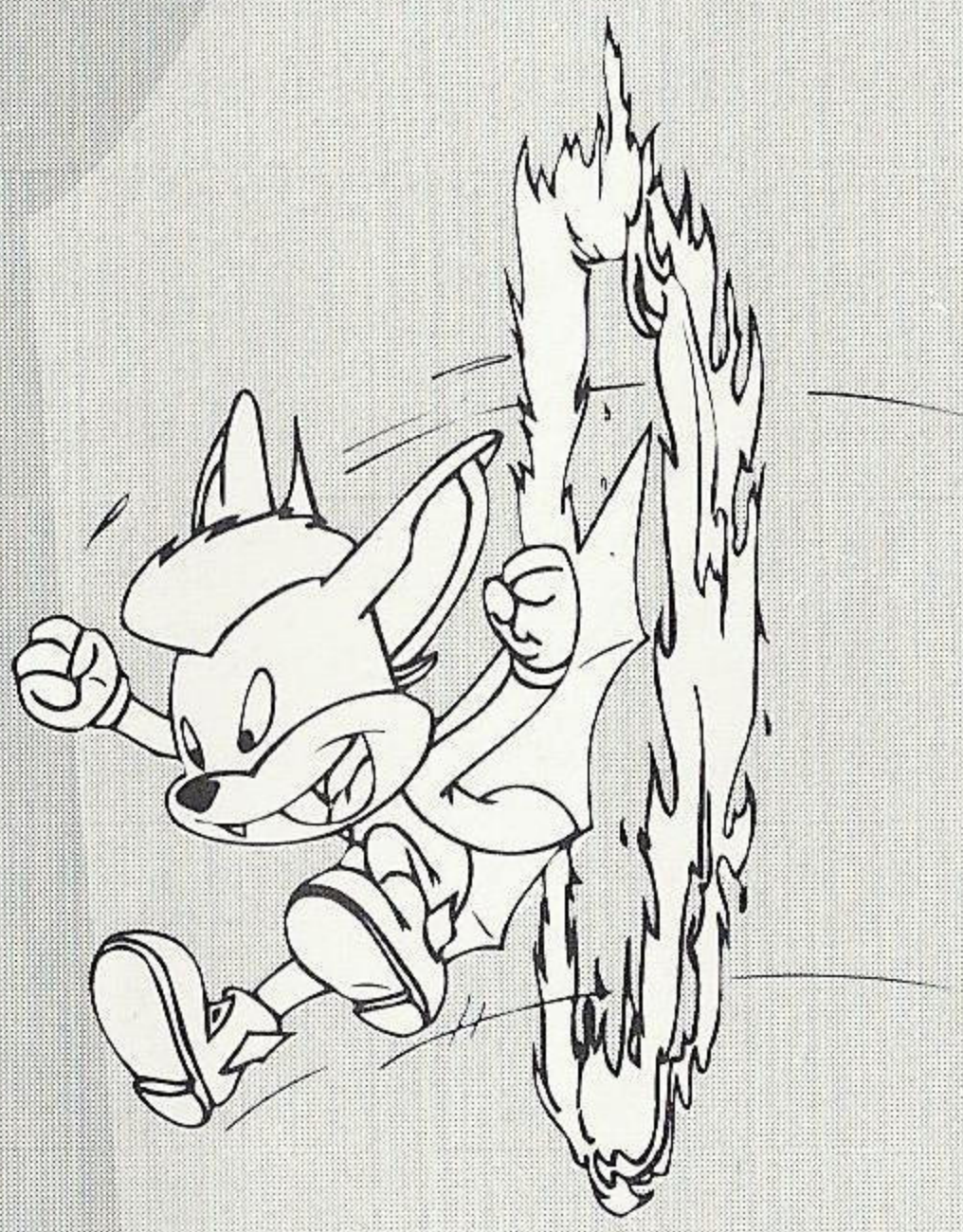
BALLOONS: Hovering in the air, Aero can ride on balloons to make his way up or jump from balloon to balloon to cross dangerous zones. As soon as Aero lands on top of a balloon it will rise upward.



BUBBLE MACHINES: The bubble-generating machines can help Aero get to platforms. The only problem is Aero doesn't know which way the bubbles will float and when they will pop. Aero does have an advantage in that he can position the machine by pushing it within its boundaries.



UNICYCLE RIDES: What's a high wire without a unicycle? This may not be one of his strongest tricks but Aero can pull it off as long as he keeps his balance. Aero is invincible while he is on the unicycle.



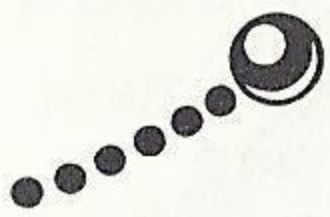
CIRCUS STUNTS & PROPS (CONTINUED)



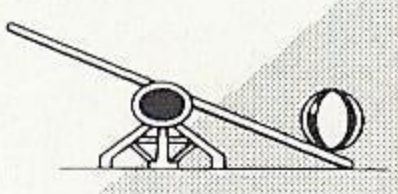
CANNON: All great circuses have a cannon and a great performer to shoot out of it. Aero is the great performer of this circus. He must push the cannon to a safe position then prepare for launch. You can control the height of the launch.



TRAMPOLINES: Aero soars higher the longer he lets the trampoline bounce him. Sometimes he must bounce from trampoline to trampoline. Press DOWN to decrease height.

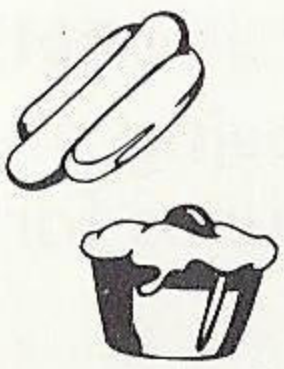


TRAPEZE: Every trapeze is constantly swinging and all Aero has to do is swing from one trapeze to the next. (Sounds easy, doesn't it?)



SEE-SAWS: These are a lot more complicated when there's only one person to work it. Don't worry, Aero is pretty smart and uses a weight to provide the momentum he needs to fly upward.

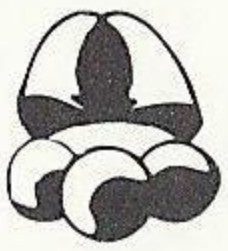
ITEMS



FOOD ITEMS: Aero needs to keep up his energy and he does this by eating hot dogs, cheese, suckers, cupcakes and drinking sodas. He also gets points for taking these items.



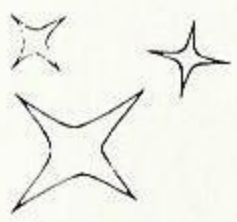
BONUS ICON: This item can be found once within each world and is the only way a player qualifies to enter the Bonus stage after completing the Act.



PARACHUTE: When Aero grabs this item he will float down from a jump and can maneuver to a safe place.



WINGS: With the help of Wings Aero can fly for a short time.



MAGICAL STARS: Aero collects stars to throw at enemies.



LIGHTNING: When Aero collects a lightning icon he has the power to perform a double drill. He retains this ability as long as he does not suffer loss of play.



FREE AERO: By collecting Aero's irresistible face, the player is given a free bat.



HEALTH BAR: Collect Aero's winged "A" logo to maintain your health bar. A maximum of 5 "A"s can be held at one time.



CLOCK: This adds an extra minute to the time. If the time has run down to 0, the clock icon will have no effect and will disappear from the screen display.

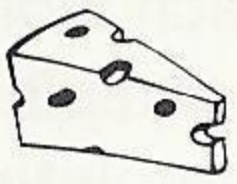
SCORING & BONUSES

Points are given for collecting food items, completing certain circus stunts and disposing of enemies. Free Aeros are awarded as bonuses for accomplishing certain tasks.

FOOD



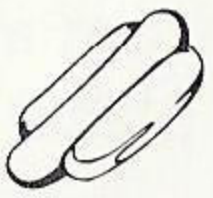
Suckers - 100



Cheese - 150



Soda - 200



Hot Dogs - 250



Cupcakes - 300

CIRCUS STUNTS

Normal Hoops - 100
Paper Hoops - 150
Flaming Hoops - 100
Dive into Water Tank - 250

ENEMIES



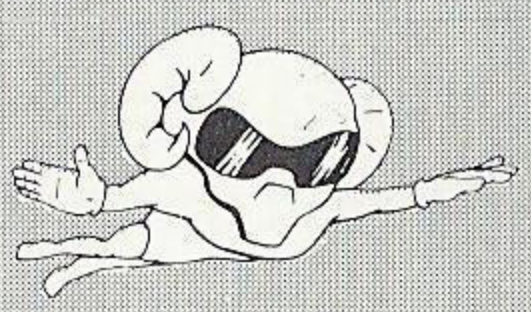
Spinning Clown - 50



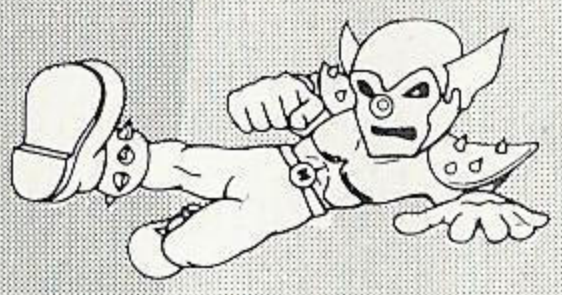
Shorty - 100



Bruno the Trapeze Artist - 150



Marko Helmet - 150



Buttons - 900

SCORING & BONUSES, CONT.

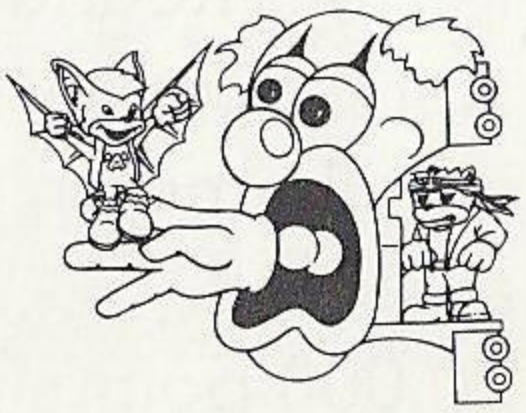
ENEMIES, CONT.



Bertha the Ballerina - 200



The Stilt Brothers - 1500



Mr. Bubbles - 2000



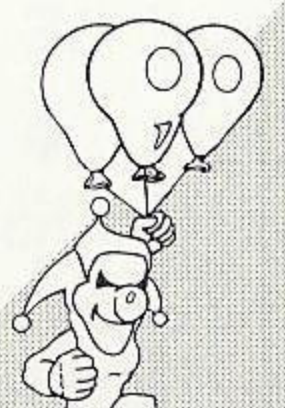
Ferris Freddy - 150



Baz the Bomber - 150



Franco the Fire Breather - 200



Jester - 100



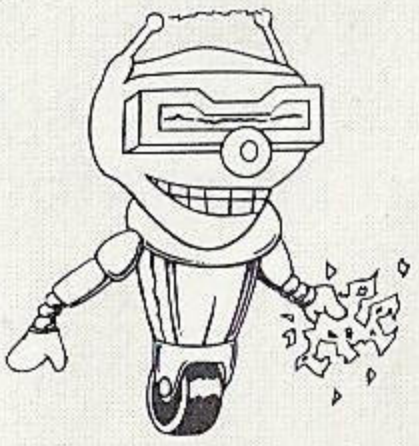
Ghosty - 100



Colin the Crazed Clown - 50



Marvin the Magician - 50



Mechanical Mike - 50

SCORING & BONUSES (CONTINUED)

BONUSES

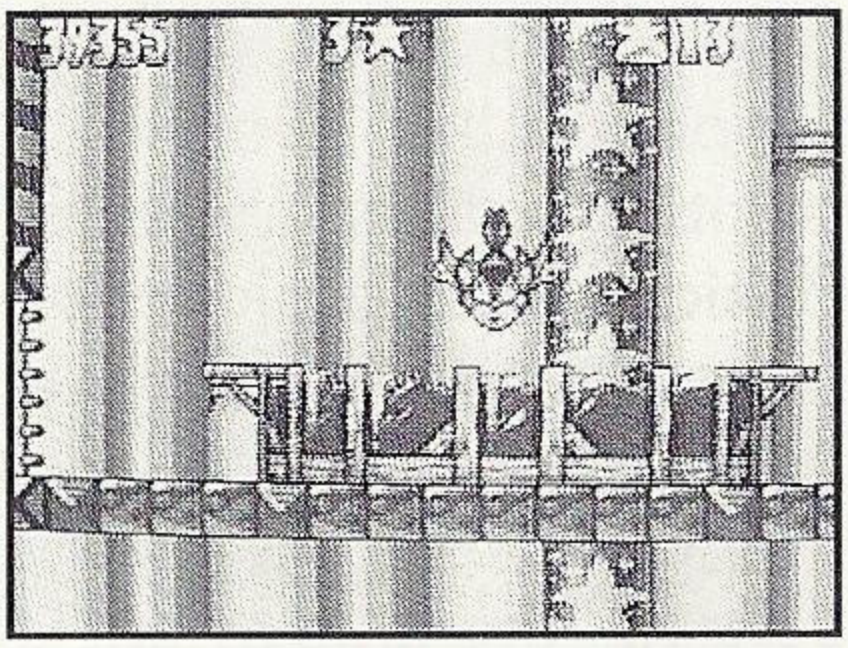
Perfect Round—If Aero collects all food items, stars, bonus icons and health bar icons, and there is still time on the clock, a Free AERO will be awarded.
20,000 points achieved—Free Aero



HIDDEN ROOMS

Each world has hidden rooms Aero must find if he wants to get all the items needed for a perfect round. You will walk through walls, go through floors and use the Wings to fly through ceilings or reach high up platforms.

CIRCUS WORLD



The show begins under the Big Top in front of a capacity crowd. The situation is tense for Aero but he'll pull out all the stops. Aero must make the circus safe from the saboteurs but if the crowd finds out there is danger, mass panic will break out. As the saying goes, "The show must go on!"

Act 1: Jump on 7 Starred Platforms - Aero must find the blue platforms with white stars on them. He must jump 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 up. Find the key and then find Aerial's cage.

Act 3: Jump on 15 Starred Platforms

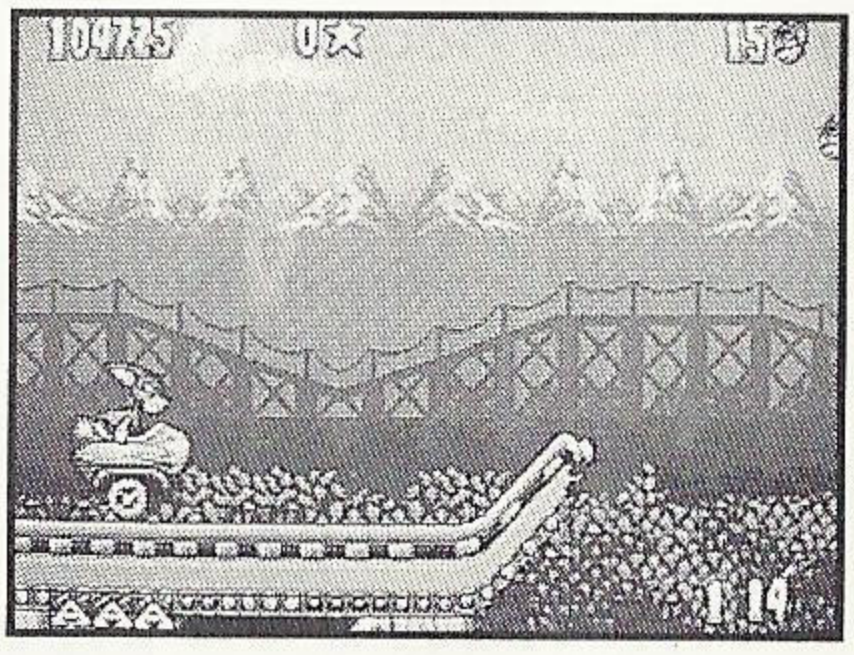
Act 4: Jump through 25 Magic Hoops - These specific hoops will disappear when Aero jumps through them.

Act 5: Turn on all the Lights - Find all 4 light switches so the audience can see what's going on!

Boss: Meet the Stilt Brothers - Drill the juggling brothers to the floor but watch out for the flame on the ground.

Bonus Act: You must find the Bonus Icon to go to this stage.

FUNPARK



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

Act 1: Jump on 5 Starred Platforms - This time they are gray with white stars.

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

Act 3: Keys Open Doors - Find 4 keys to open the doors that block your way to the next act.

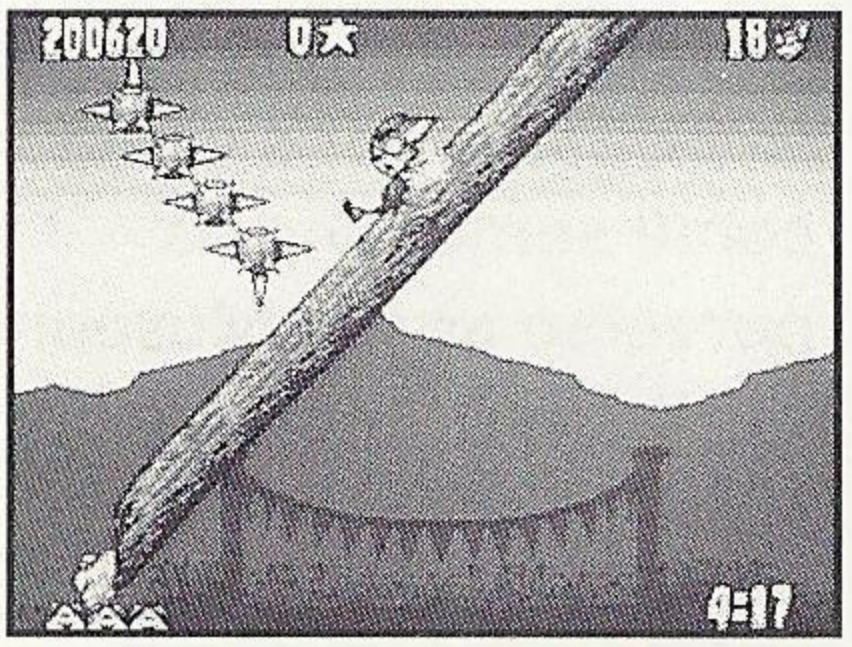
Act 4: Ride the Rotor - Strap yourself into the rotor and maneuver up and down by pressing "Down" or "UP on the direction pad. You must complete 3 rides.

Act 5: Jump through 25 Magic Hoops - Don't forget to pick up lightning bolts for a double drill.

Boss Act: Meet Mr. Bubbles - Zero will go to any lengths to stop you. This time, he operates a mechanical clown named Mr. Bubbles. You must drill it in the nose repeatedly. Don't stay in one spot too long or you'll be squeezed into a Bat burger.

Bonus Act: You must find the Bonus Icon to go to this stage.

THE WOODS



Now that Aero has made the circus and funpark safe for spectators, he must find the headquarters of the evil Edgar Ektor. Aero must get past Ektor's henchmen any way possible—by barrel, by log ride, by bungee jumping if necessary. If he only knew what awaited him!

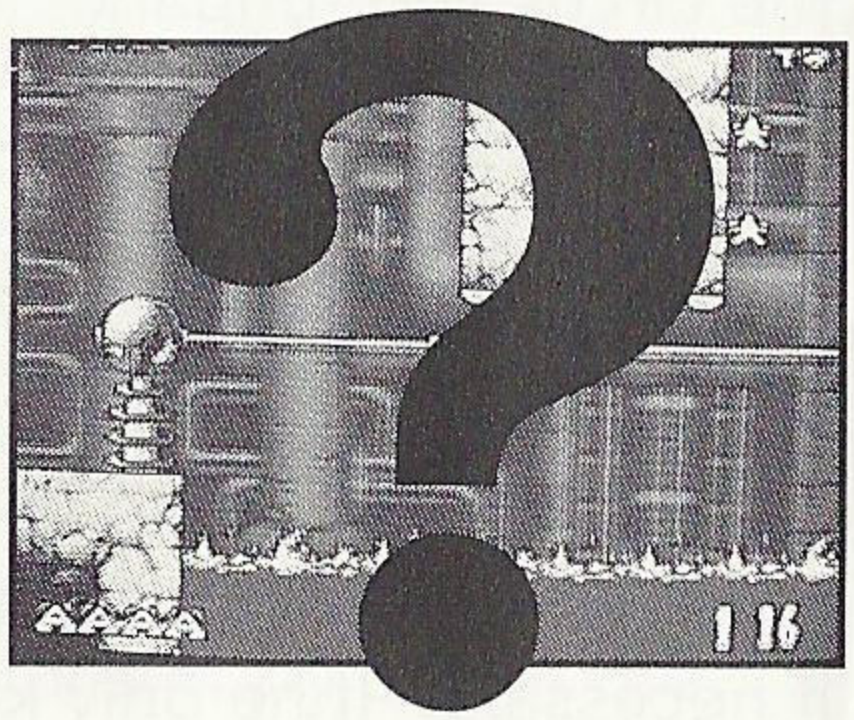
Act 1: Find the Exit - This is harder than it looks. The map is large and Aero can get lost easily.

Act 2: Roll in the Barrel - Roll through the woods in a dizzying barrel ride. Jump to avoid water pools and spikes.

Act 3: Bungee Jump - While performing the bungee jump, Aero must pick up a key to open the door to continue through the Act. There are 3 jumps to complete.

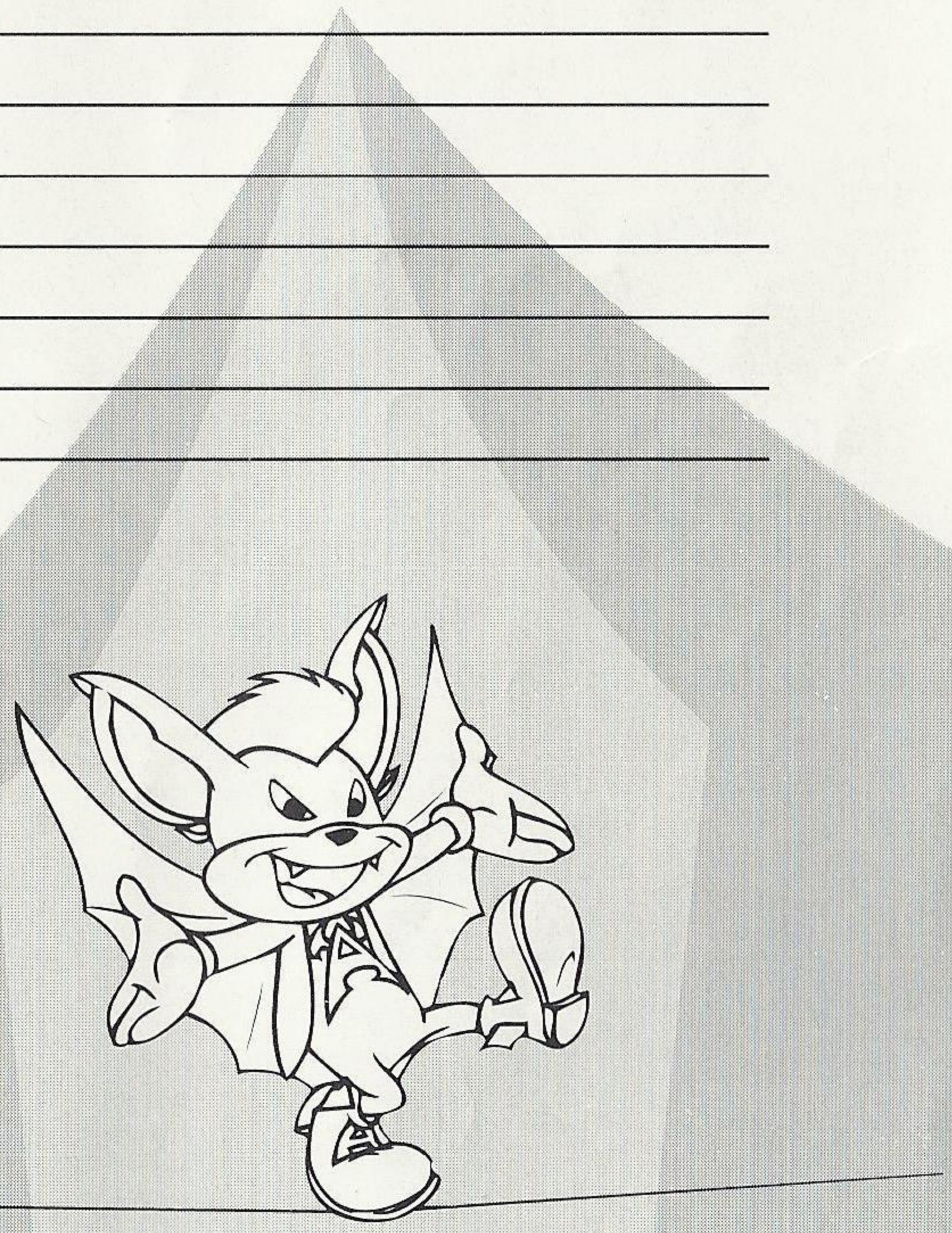
Act 4: Ride the Rapids - Get ready for some slippin' and slidin' because Aero has to ride the rapids. Jump and duck to avoid spikes.

MUSEUM OF HORRORS



Only from a mind as evil as Edgar Ektor's could come something as perverse as the Museum of Horrors. Here is where Aero must find the mastermind behind the sabotage and put an end to it. Aero searches for secret passageways, walks across high-voltage high wires and leaps over vats of boiling lava. What a dedicated guy! Well here you are on your own entirely! Many surprises lay ahead.

HIGH SCORES



Patents: U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244;Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;Germany # 2,609,825; Singapore # 88-155; U.K. # 1,535,999:France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

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Created and original design by David Siller.

Developed by Iguana Entertainment, Inc.

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