



11165 Knott Ave.  
Cypress, CA 90630

Developed by



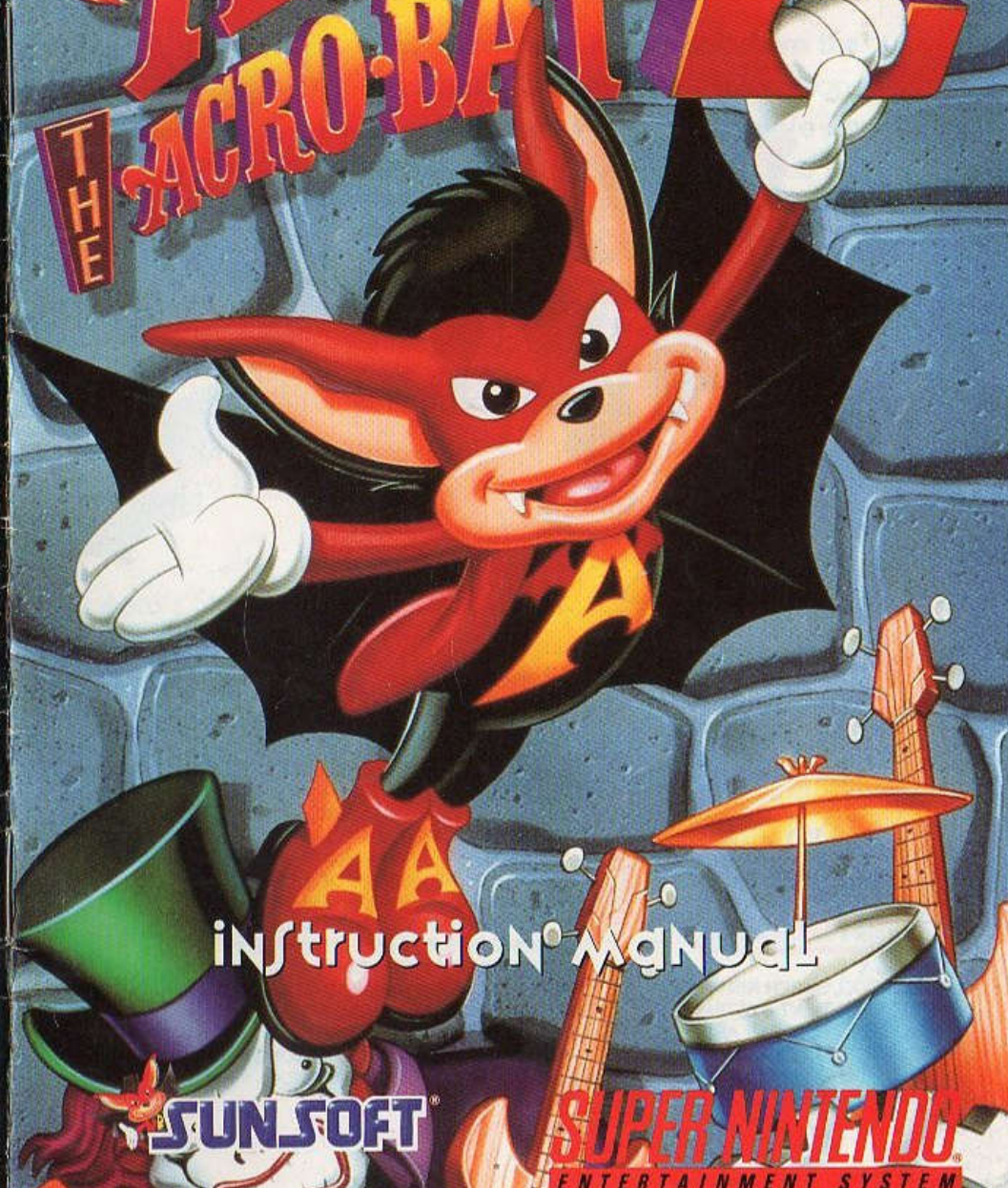
Iguana Entertainment, Inc.

© Sun Corporation of America, 1994. All Rights Reserved.  
Aero the Acro-Bat and the Aero the Acro-Bat character are trademarks  
of Sun Corporation of America. TM Sun Corporation of America.  
Sunsoft® is a registered trademark of Sun Electronic Corporation.

PRINTED IN USA

U/SNS-AE2E-LTN

# AERO THE ACRO-BAT



instruction manual



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



For maximum enjoyment, please read this instruction manual thoroughly before playing.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

**thank you**

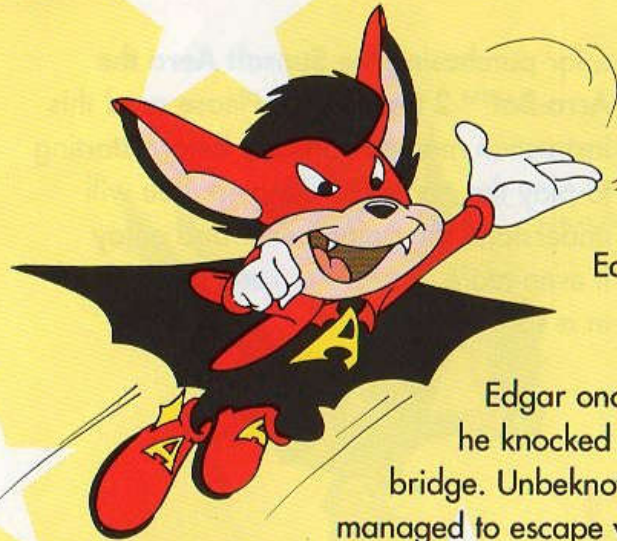


...for purchasing the **Sunsoft Aero the Acro-Bat™ 2** Game Pak. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

**contents**

Aero's Story.....	2
The Objective.....	3
Getting Started.....	4
Controls.....	5
Techniques & Moves.....	6
Game Play Screen.....	8
Pick-Ups .....	9
The Worlds .....	12
Aero Notes .....	14
Limited Warranty .....	17

## aero's story



The bat with attitude is back in his ongoing mission to stop the evil Industrialist Edgar Ektor. As you may recall, Aero believed he stopped

Edgar once and for all when he knocked him off the museum bridge. Unbeknownst to Aero, Edgar

managed to escape with help from Zero the Kamikaze Squirrel. Meanwhile, Aero found a Magician's box, that transported him to an unknown world. There, Aero met a beautiful bat from Eastern Europe named Batasha. She begged him for his help. Gladly, Aero accepted and unknowingly entered a new adventure.

As the plot unravels, Aero meets new friends and villains alike. In a journey through strange and fantastic worlds, Aero learns of "Plan B" — a plot of immense proportions. What is "Plan B" and who is behind it? To find out, become Aero the Acro-Bat and be the Star of the Show!

## the objective

Aero must explore seven worlds each with a different objective but one ultimate goal — stop Edgar Ektor from initiating "Plan B".

Each game begins with 3 lives and will have 2 continues. While fighting enemies, Aero should pick up icons to refill his star inventory, refill his energy and gain points. The maximum amount of energy points Aero can hold is 5. Barber poles act as checkpoints. If Aero loses a life, game play will start up again at the last checkpoint Aero activated.

Chance rooms are hidden within the levels and can only be accessed through a specific doorway. If Aero enters the doorway, he will be taken to a room where he must perform a task to collect one free man. There are also bonus levels that Aero can enter if he finds the special pick-up in each world. When Aero enters a bonus level he will be given the chance to win some extra men and use some new equipment.

If you complete each world, you will be given a password for that world. The next time you play, you can enter the password in the Options screen and begin play in the first level of that world.

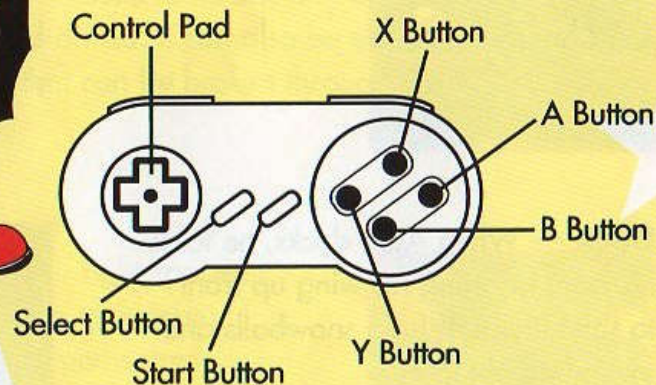
## getting started

Insert the **Sunsoft Aero the Acro-Bat™ 2** game cartridge, then turn the system ON. At the title screen press the Start button or go into the Options screen.

In the Options screen you can change the controller configuration and test music and sound effects.



## controls



**Control Pad Left/Right** — Run/Push left or right when on the ground; Maneuver left or right when in the air

**Control Pad Down** — Duck/Shield or climb down

**Control Pad Up** — Climb up

**Y Button** — Throw Stars

**X Button** — Slide; Hold X & Direction to Look

**B Button** — Jump; Spin/Drill when in air

**A Button** — Slide down ladder quickly

**B Button then A Button** — Drop Drill

**Top Right** — Drop Drill; Slide; Slide down ladder quickly

**Top Left** — Not used

**Start** — Begin/pause game

## techniques & moves



**Throw stars** — Aero must collect stars before he can throw them.

**Duck** — When Aero ducks, he folds his arm, bringing his wing up front to shield himself from snowballs and exploding objects.

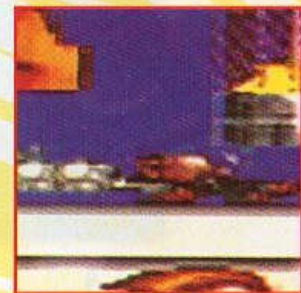


**Spin/Drill** — Aero's drill technique is used to eliminate enemies. Once Aero is in the air, he may drill in most directions. To drill, Aero must first jump in the air by pressing the B Button. When he is in the air, press the direction you want to drill then press the B Button again.



**Drop Drill** — This new move is similar to the spin and drill move except that Aero drills vertically downwards. To perform the drop drill move, press the B Button then the A Button or press the Top Right Button. The drop drill can be used to hit enemies below if Aero has already jumped and drilled. It can also be used for locating secret floor blocks that can be broken through.

**Slide** — To get under tight spaces. Aero can use his slide technique. To slide, run to gain momentum then press the X Button or the Top Right Button.



**Look** — To help keep enemies from sneaking up on Aero, there is a Look function. To see what is just out of view, hold the X Button and move the Control Pad.

# game play screen



- 1 stars
- 2 player score
- 3 special icon
- 4 # of Lives
- 5 energy

# pick-ups



refill star inventory with these

drill into these to  
release energy pick-ups



**"A" "E" "R" "O"** qualify for ektor's deal



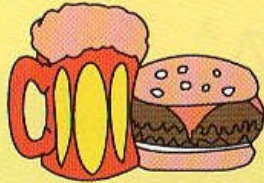


gain energy



free aéro

gain points



allows aéro to fly



qualify for bonus round



ALLOW quadruple drill  
while timer lasts

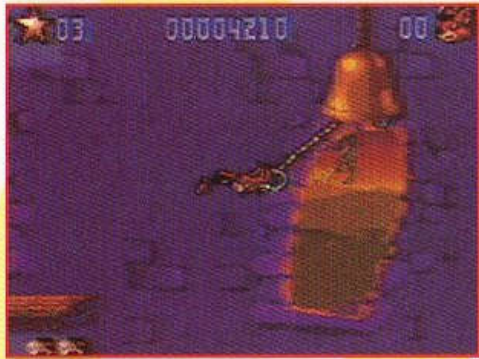
allow double  
drill while  
timer lasts



Allows aéro to  
become powerful  
"fire aéro" while  
timer lasts



# the worlds



the bell castle



the boardin' zone



fort red star



disco fever



dr. dis industries

performers' dungeon



ektor's engine





Hero Notes



Hero Notes



## zero notes



## Limited warranty

### 90-Day Limited Warranty

SUNSOFT warrants to the original purchaser only that the Game Pak provided with this manual and the software program code 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 Game Pak to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

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.

SUNSOFT, 11165 Knott Ave., Cypress, CA 90630.  
(714) 891-4500.