

INSTRUCTION MANUAL



Aæero[®]



MAD FELLOWS
PURVEYORS OF THE FINEST VIDEO GAMES



WARNING

Important Health Warning Regarding Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including feeling light-headed, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room
- Do not play if you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Contents

Game Controls	3
Game Controllers	3
Controller Rumble	3
In-game Controls	3
Introduction	4
Game Modes.....	5
Tutorial	5
Normal Mode	5
Advanced Mode	5
Master Mode.....	5
Chill-out Mode.....	5
How to Play	6
Following Ribbons	6
Shooting	7
The Multiplier.....	8
The HUD.....	9
Game Over	9
Getting REALLY high scores	10
Keep the multiplier high!.....	10
Find the secrets	10
Timing your shots.....	11
Boss battles	12
All together now.....	12
Notes.....	13
Credits.....	14

Game Controls

Game Controllers

To play Aaero® you will need a game controller with two analogue sticks and triggers such as a PlayStation4, Xbox One or Xbox 360 controller.

Controller Rumble

We strongly recommend using a controller with rumble/vibration as the game uses this feature to give feedback regarding your accuracy.

In-game Controls

Left stick controls your craft's movement.

Right stick controls your targeting reticle.

Right Trigger (R2) fires your weapons.



Introduction

“We have been buzzing with excitement since we created the very first prototype.

Aaero is based on a deep, fundamental synergy between music, gameplay and visuals. We’ve strived to create a unique and exhilarating experience.”

Mad Fellows



Game Modes

Tutorial

We suggest you start here!

This short tutorial will guide you through the basics and teach you all you need to get started playing Aaero®.

Normal Mode

This is where your journey begins. Things start out fairly easy but soon ramp up to present a challenge to even the most seasoned of gamers.

Advanced Mode

Advanced mode is unlocked once you prove your worth and earn the required percentage of stars in Normal mode.

This mode starts where Normal left off and you'll need all the skills you've acquired right from the start.

Master Mode

Master mode is only available to those that can earn EVERY star from Advanced. It won't be easy to unlock but you'll be thankful for the extra practice when you get in there!

Chill-out Mode

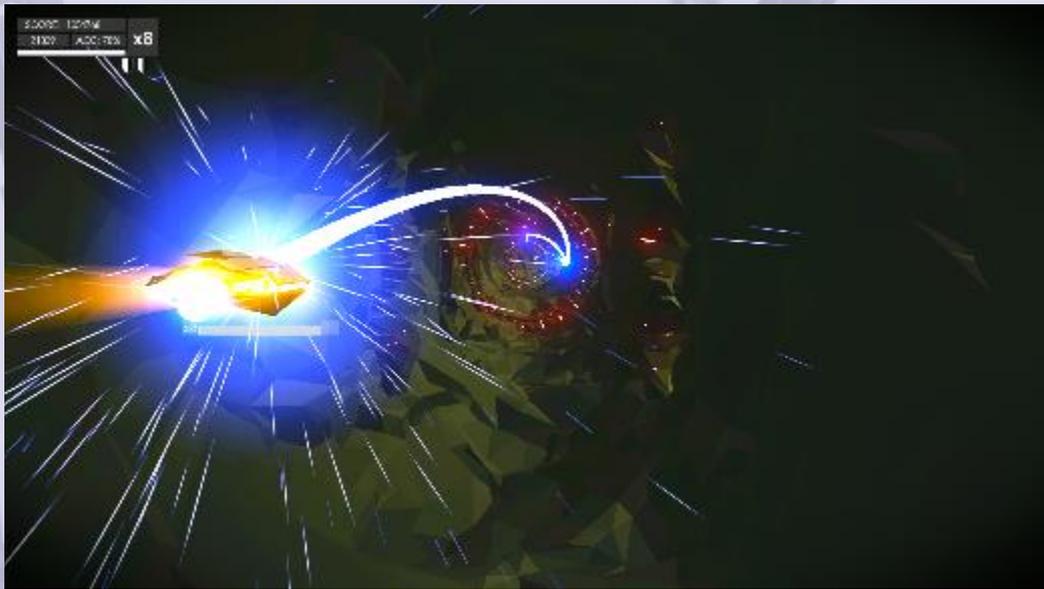
This mode is available from the start and lets you play through any track without fear of failure.

Use your infinite lives to practice, get a look at what's waiting for you right after that particularly tricky section or to just enjoy the tunes!

How to Play

Following Ribbons

The ribbons of light represent prominent parts of the music. They must be followed in order to hear the full music track, build up scores and stay alive!



The left analogue stick controls the position of your ship. Unlike most flying games, Aaero® uses a system where the position of your stick directly relates to the position of the ship on the screen.

The play area is circular and you can rotate the stick around its extents without colliding with the tunnel walls.

The **ribbons are always around the outside edge of the play area.**

When following ribbons, push the stick 'full lock' and roll around the outside edge to trace the ribbon.

PRO TIP:

Watch the sparks from the ribbon. They'll spray with more velocity when you're tracing ribbons exactly.

Shooting

The targeting reticle

The right analogue stick controls your targeting reticle.

Like the control of the ship, the target reticle matches the stick's position in the circular play area.

When there are no targets on screen, simply release the right stick back to its resting position to hide the reticle, it will re-appear the instant you start to move the stick again.

Locking targets

Sweeping the reticle over enemies or their projectiles will designate them as a target for the next barrage of missiles you fire.

You can designate up to eight targets at any time before using the **right trigger (RT or R2)** to release your missiles. Firing will then free up the targeting systems so you can start to lock more enemies for the next barrage.



A) *The empty target reticle*

B) *Maximum targets designated*

PRO TIP:

Your smart targeting system will automatically swap out previously designated targets for more immediate incoming threats.

(So there's no excuse for getting tagged by enemy heat-seekers!)

The Multiplier

If you're playing well, your score multiplier will build up. The multiplier increases the score you receive for destroying enemies and following ribbons.

The maximum multiplier is x8.



A) The current score multiplier

B) The next score multiplier

The multiplier is broken if you take damage or if you are separated from the ribbon for too long.

PRO TIP:

You get more score for staying closer to the ribbons, it also builds your multiplier much faster!

The HUD

The HUD in the top left corner of the screen displays all the information you need at a glance.



- A) Your current total score
- B) Recently earned score
- C) Multiplier progress
- D) Ribbon following accuracy
- E) Current multiplier
- F) Remaining shields

Game Over

If you take damage or you stray too far from the ribbon you will lose a shield. Once you have run out of shields, the game is over and must restart the track.

PRO TIP:

Your recently earned scores are briefly shown in the box below your total score. You can use this to see what is earning you big scores.

Getting REALLY high scores

If you want to earn more stars, climb the leaderboards and become a true Aaero® master, there's some things you'll want to know.

Keep the multiplier high!

Keeping the multiplier as high as possible is crucial for getting high scores and earning stars.



Accurately following the ribbons is the best way to quickly build up your multiplier.

Find the secrets

Shooting secrets nets you extra score. Secrets are not removed when found so you can boost your score by shooting them each time you play a track.

Timing your shots

You can fire your missiles whenever you like but **enemies will always explode on beat**.

If you shoot just before the beat (around a 1/16th in musical terms), you'll fire short, direct lasers that allow you to quickly start designating more targets.



Firing just before the beat means direct, fast shots.



Poorly timed shots are slow and earn less score.

Boss battles

If your shots are timed well, you can defeat the bosses early. After their health is depleted, you can still earn bonus score by doing additional damage before the end of the track.



The score for defeating the boss is awarded at the end of the level when the creature falls. Ensure your multiplier is maxed out at this point to make the most of your victory.

All together now

By using the tips above in combination you can greatly increase your scores and leader-board positions.

PRO TIP:

In boss battles, following the ribbons also deals damage to the enemy creatures. Keeping tight to the ribbons could be the difference between success and failure!

Credits

Developed by Mad Fellows

Paul Norris
Dan Horbury

Contract Artist

Kostas Michalopoulos

Advisor

Yi (Eve) Liu

QA

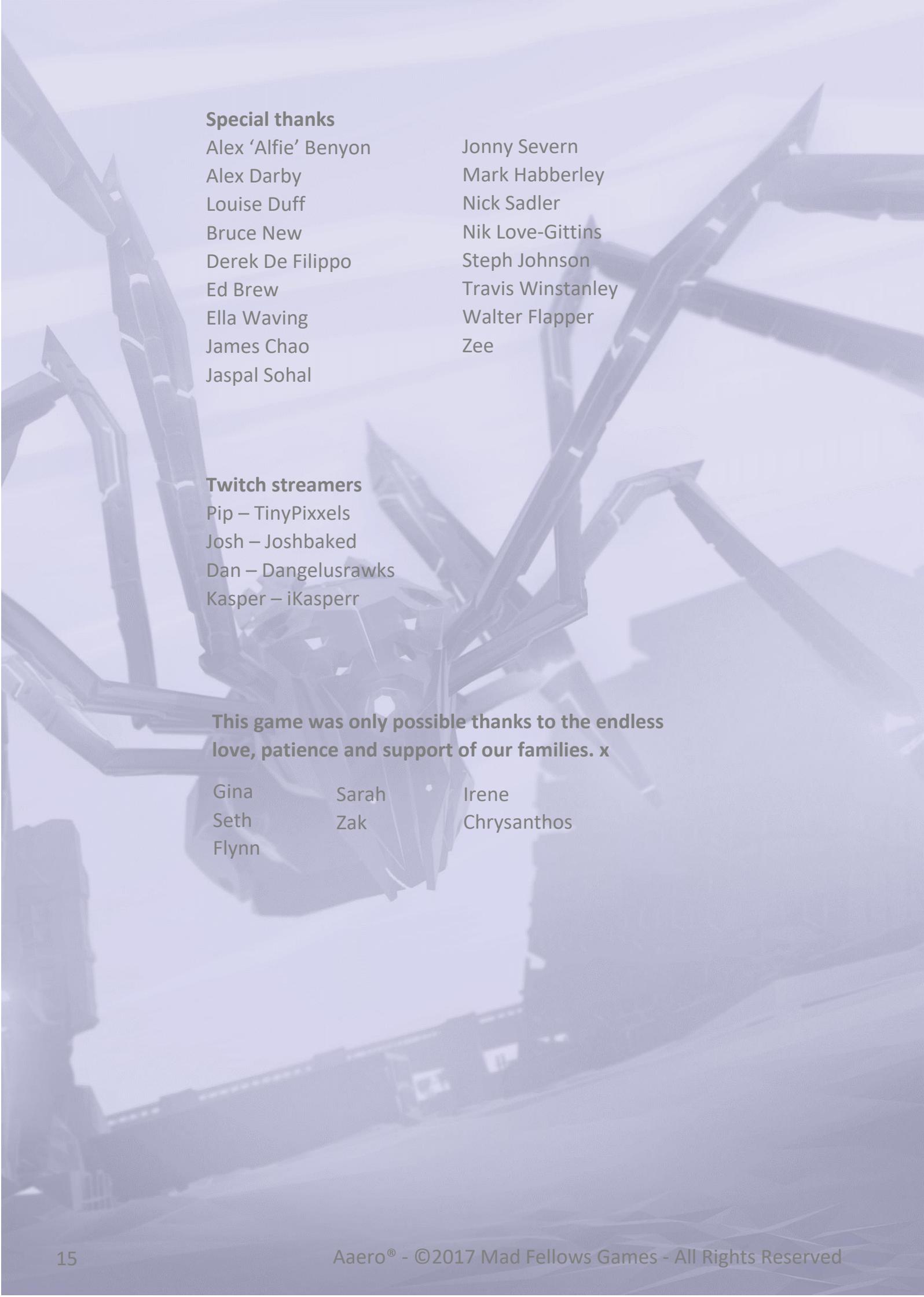
Lee Norris

Published by Reverb Triple XP

Ted Lange
Ben Willemsen
Dan DeMattei
Brandon Wallace
Matt Atwood
Jake Hurst
John Tretton
Anthony Chau
Ted Brockwood
Tracie Snitker

With thanks to

Microsoft
Creative England
UK Games Fund



Special thanks

Alex 'Alfie' Benyon
Alex Darby
Louise Duff
Bruce New
Derek De Filippo
Ed Brew
Ella Waving
James Chao
Jaspal Sohal

Jonny Severn
Mark Habberley
Nick Sadler
Nik Love-Gittins
Steph Johnson
Travis Winstanley
Walter Flapper
Zee

Twitch streamers

Pip – TinyPixxels
Josh – Joshbaked
Dan – Dangelusrawks
Kasper – iKasperr

This game was only possible thanks to the endless love, patience and support of our families. x

Gina
Seth
Flynn

Sarah
Zak

Irene
Chrysanthos

Soundtrack

Tranquility

Direct

Bass Cannon

I Can't Stop

Flux Pavilion

Pure Sunlight

Mr. Fijiwiji, Laura Brehm & AGnO3

Sequenz

Kein Signal

Neosignal

Split the Atom

Alpha Centauri

Stigma

Noisia

Habby 9000

Habstrakt

Revenge

Habstrakt & Megalodon

Some Kind of Monster

Astronaut & Barely Alive

Katy on a Mission

Katy B

Ill Still

SUBhuman

Edge of Tomorrow

The Prototypes

Get Crazy

Muzzy (AGnO3 remix)

KICKSTARTER

Thank you to all the backers that believed in us enough to put their hard earned money into our Kickstarter campaign.

Abhilash Sarhadi
Alex Zoro
Alexander Craft
Alyna "FemmeFox" Law
Amir "Vile_nkosi" Carroll
Andrew Gonzalez
Andy "NumberedJester" Murdoch
Anthony Melvin
ArrowHighway
Ashley Wolff
Assassin277
Austin B Hartman
Badmess
Brandon Endecott
Brandon Robinson
Brett Bonell
Cameron Pearce
Cara-Leigh
Carl "Strider" Busby
Chris O'Regan
Chris Scullion
Craig Vaughan
DaisyVilla102
Dan C. Parkes
Dan Hughes
Dan Monster
David G. Fobrogo
David Gee
David Lightfoot
David Medeiros
DREAMFALL ONE (S.W.)
Elisha Deogracias
Gabriel Dusk Shadow
George Seymour
Gisberto Sanchez
Griebenow Andreas
Imogen Beresford-Bone
ipie4fun
James Vergara
Jesus Castillo
Jhazmin A Turner
JJCas
Joel Plourde
Joel Wilkinson
John Kemp
Jonathan Botcherby
Josh Whitwell
Karl maly
Kerazene
Kevin MEP Clough
Kieran 'Kannibalkiwi' Beckenkraeger
Kyle Cherry
Mark Kewer
Matt Challis
Melsh87
Meurig Palin
Michael Norman Alwyn Luckman
Mike Hansford
Mike Watts
Mixwolf
Mr Lee Anthony Walls
MrOverspawn
Myrathi (TJ Houston)
Navdeep Rajwanshi
Neil Spencer
Paul Marrable
Peter
Plug and Play podcast
(plugandplaycast.com)
ProjectMQ
Richard Ogden
RichX ZombieHeaven

RickS
Ron "TheNorthernNerd" Morrow
Ross Williams
Ryan Stark
SaiuDante
Sandwich Spread
Sara and Keira McClure
Scott McKechnie
Scrythe
Simon Dittli
Simon Enstock

sm
Steve
Steve Clist
Steven Keen
Tam Mageean
ThorTheNinja
Tony 'Sibles' Sibley
Wayne Townsend
Yu Okada
Yuichi Ishii
zSkinz - Unicorn Master

"Thinking of you both... Val & Jackie forever x"

Flech

"With all my love to Lauren, who is my life!"

Adam Austin-Andrew

Jet Strike Academy "Class of '95" - J Gaviria-Ochoa, P Norris, J Warbrick, D Watson, J Talbot. "Numquam obliviscar"

Jamie Gaviria-ochoa

"I'm in the credits. Na na na na naaar"

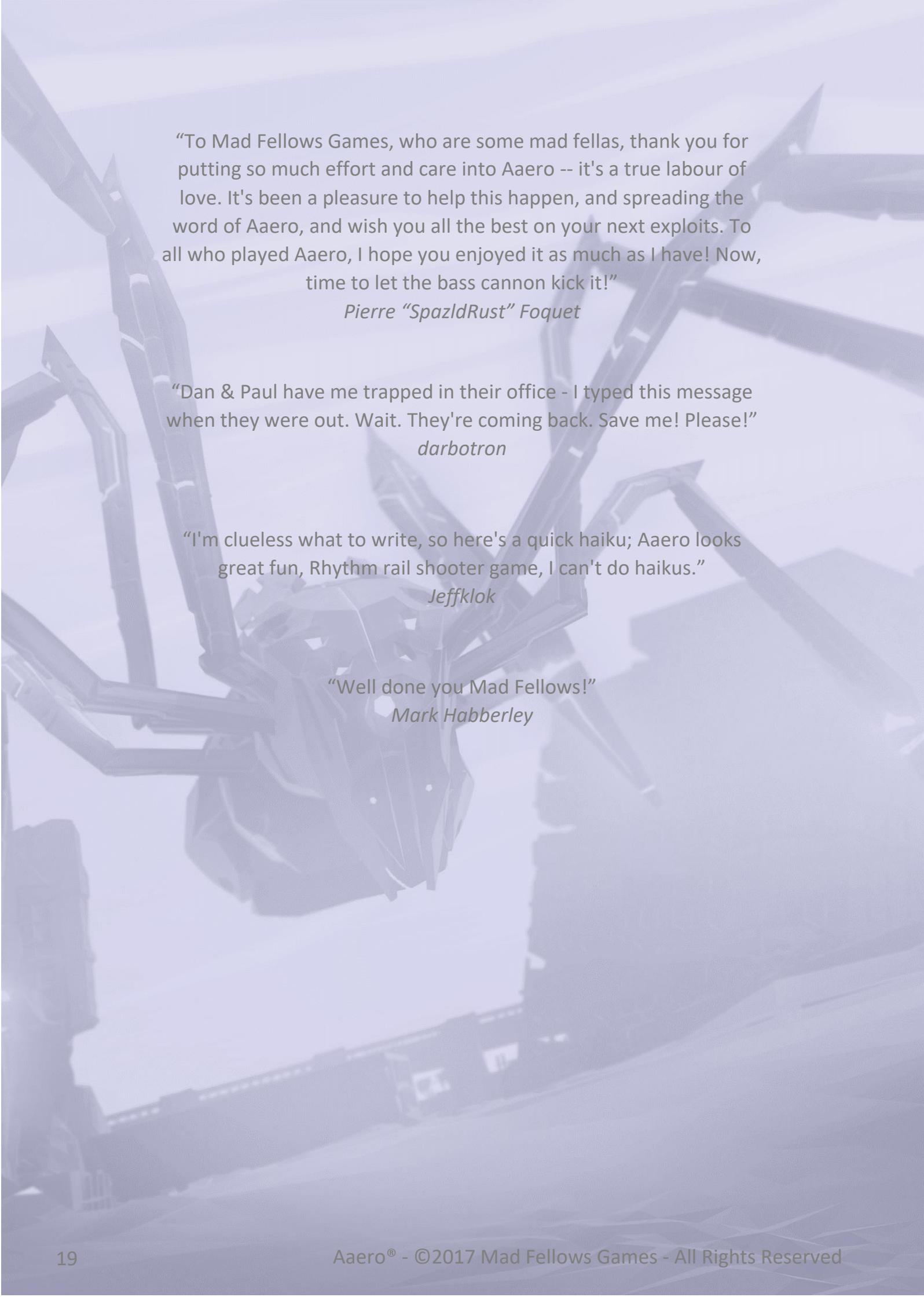
Matthew Launder

"Why are you reading this?"

mystady.com

"Shout out to my fam at whatsupplaystation.com and The Council. We made this possible along with so many other awesome gamers from around the world."

The Sarge0079



“To Mad Fellows Games, who are some mad fellas, thank you for putting so much effort and care into Aaero -- it's a true labour of love. It's been a pleasure to help this happen, and spreading the word of Aaero, and wish you all the best on your next exploits. To all who played Aaero, I hope you enjoyed it as much as I have! Now, time to let the bass cannon kick it!”

Pierre “SpazldRust” Foquet

“Dan & Paul have me trapped in their office - I typed this message when they were out. Wait. They're coming back. Save me! Please!”

darbotron

“I'm clueless what to write, so here's a quick haiku; Aaero looks great fun, Rhythm rail shooter game, I can't do haikus.”

Jeffklok

“Well done you Mad Fellows!”

Mark Habberley

www.MadFellowsGames.com

Twitter:

@MadFellowsGames

Facebook:

/MadFellowsGames

MAD FELLOWS
PURVEYORS OF THE FINEST VIDEO GAMES

© 2017 Mad Fellows - All Rights Reserved - 'Aero' is a registered trademark