



Aero's Quest Instruction Manual

by Ivano Cheers – Soloweb Studios on June 2015



Welcome to the Aero's Quest Instruction Manual! Here, you will find the basic information for how to play Aero's Quest. If you need to jump to somewhere specific, check out the follow Table of Contents.

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Basic Mechanics and game play

Aero's Quest is based on 4 basic asset: Aero, colored nodes, Ariella's Cell and the timer.

Aero is the main character, **the nodes** (or switching blocks) turn color from red to green and from green to red every time Aero passes over them, **the cell** is closed until all the nodes are green and **the timer** is the time the Aero has to turn all the nodes to green and to reach the cell.

The goal of the game is to open and reach the cell within the given time ticked by the timer.
By doing so the player gets to the next level.

The position of the nodes plus the presence of other assets (see below), obstacle and enemies will create the puzzles and challenges of the game.

The player must face the challenge of 100 levels (few of them in jump'n'run style) to face the final boss in the level 101.

By dying Aero comes back to the beginning of the level. If the time is up Aero comes back to the beginning of the level like if he dies.

Once a level is beaten gets unlocked in the level panel automatically and can be re-played any time.

The play can finish by beating the game or by getting back to the menu (ESC key of the keyboard or Button BACK on the controller): the game has no lives. Before going back to the main menu the player can choose to get back to play or to save the game.

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Mechanics of the SpeedRun mode.



Aero's Quest can be played also in SpeedRun mode. When played in speedrun mode the game don't show the points but a stop watch instead. Speed is all that matters. **BEWARE:** pausing the game is not possible in SpeedRun Mode and the ESC key (or BACK button) will lead you directly to the main menu.

It is possible to play the game in SpeedRun mode from beginning till end or to play every single subzone. If you beat the record of the single section your best time will be saved and shown every time in the SpeedRun section of the menu. ONLY FOR STEAM USERS: your best time will be loaded in the dedicated Steam Leaderboard (13 different available leaderboards)

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Controls of Aero's Quest

Aero's Quest may be played either with the keyboard and the controller. *This section of the manual will show as example a X-BOX controller, yet the game supports all kinds of modern controllers (as long as the correct drivers are installed)*

Aero can move left or right, can jump (and moving while jumping) , can crouch and sometimes can interact with the objects. With the controller you can use both to move Aero: d-pad and thumb-stick.



PC ONLY: whenever Aero dies or all the nodes are green the controller will vibrate for half second

Keyboard Controls

Left Right Down ARROW: Go left, Go Right, Crouch

Space Key: Jump

Enter Key: Teleport

“R” Key: Restart Level

“P” Key: Pause the game

“ESC” Key: Quit the Game

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Power Ups

Power ups can be picked in the form of colored orbs. Sometimes the orbs are just floating in the air, sometimes they might be hidden inside wooden box.



POINTS POWER UP:

Adds 1000 points to your count to get in-game rewards and achievements.

**POWER JUMP POWER UP:**

Allows Aero to jump higher for 10 seconds. It also adds 250 points to the count

**SPEED POWER UP:**

Allows Aero to run faster for 10 seconds. It also adds 250 points to the count

**STEALTH POWER UP:**

Allows Aero to be immortal for 10 seconds. The Power Up stops during porting. It also adds 250 points to the count

**TIME WARP POWER UP:**

This power up slows down the time, the enemies and the sound as well! But not Aero 😊 It also adds 250 points to the count

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Ariella's Drone



Ariella time to time releases her drone. The drone moves free through the levels and Aero can catch it in order to unlock in-game rewards and Achievements. It also adds 500 points to the count

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Assets of the game (Obstacles, Enemies, Objects)

THE PORTAL



The Portal allows Aero to teleport back and forth from one portal to another by pressing the button (Y) of the controller or the key ENTER of the keyboard.

The portal needs to be activated with the Portal Key:



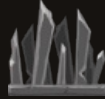
THE LOCKED BLOCK



The locked block is a block that cannot be passed by Aero: it's a closed door. To destroy a locked block you need to pick the key first:

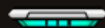


SPIKES



Spikes come in different forms depending from the zone where you are. Spikes are deadly and also the Stealth Power Up can't do anything against them.

SPECIAL MOVING PLATFORMS



During the game you may find platforms that move vertically, horizontally and hover platforms that are going down only when you are on them.

ROCK BLOCK



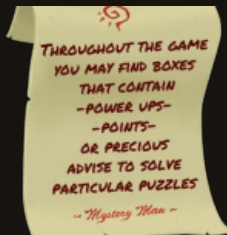
Whether normal blocks/tiles can be passed thru vertically when you jump, these special blocks are impossible to pass. They come in different forms depending from the zone where you are.

CRUMBLING BLOCK



These special blocks collapse when you walk on them. The color may vary depending from the zone where you are.

MYSTERY MAN ADVISES



The Mystery Man will often drop advises and tips along the way hiding parcels inside crates. Pick them up to better solve hard puzzles, to get info or to get special combinations.

CRATE



Crates can hide power ups, Mystery Man messages or just nothing. You have to touch them to break them.

GROUNDING RAZOR



One of the most common and most deadly enemies/obstacles on the way of Aero: you touch them – you die

FLYING RAZOR



Same of the grounded razor but able to fly.

CANNONS



Cannons, depending how they are positioned, can shoot vertically or horizontally and they can shoot:

MORNING STARS: when a cannon shoots a morning star there is an emitter and a receiver

MISSILES: When a cannon shoots a missile there is only an emitter and the missile explodes as it touches something

MORTAR: A cannon set as a mortar shoots vertically bombs with random direction and power

While you can walk on cannons just one little touch with a morning star, with a missile or with a bomb and Aero dies

CRASHER



The crashers are presses that can crash Aero in a blink of an eye. They can operate horizontally or vertically.

COMBO GATE



Combo gates can only be opened by using the right combination of signs. The combination is given by the Mystery man somewhere in the same level.

To change the combination Aero must hit with the head the combo-blocks



FIREBALL



Only present in the Volcanic Valley fireballs are shot from lava pits and are deadly

VENT FISSURE



The fissure releases time to time a vent of fire deadly for Aero. This obstacle is only present in the Volcanic Valley.

ICE SHARDS



Ice shards can rain everywhere in the ChillWind Glacier zone and they are deadly.

FAN OF DEATH



The fans are only present starting from the MushRoom Meltdown zone. If you touch the rotor or the blades you die.



SWITCH GATE



Switch gates are laser beam doors that open only when the relative switch is turned. When you leave the switch this one slowly comes back to the original position closing the door gradually. This assets is only present starting from the MushRoom MeltDown zone.

PENDULUM OF DEATH



Pendulums are only present in the Ruthless Inc. factory. The can be with 2 or 3 links chain and they are very deadly

MINE



Mines are only present in the very last sub-zone and when they are triggered on green they shoot green deadly darts



ANDRAUS SPACESHIP



Your very last obstacle to beat in order to save Ariella

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MENU



The main menu of Aero's Quest comes just after the introduction and/or after you quit the game. You can move the main cursor with the keyboard and with the controller. There are overall six options: NEW GAME, CONTINUE, LEVELS, SPEEDRUN, OPTIONS and QUIT.

- NEW GAME -

Selecting NEW GAME the game starts from the very first level (tutorial) with 0 points, 0 collected drones and 0 deaths.

- CONTINUE -

The option CONTINUE is selectable only when previously a game has been saved while quitting. The game will restart from the saved level with the same points and collected drones the player had at the moment of saving.

- LEVELS -



Every time you beat a level the same level will be unlocked in the sub-menu LEVELS.

In Aero's Quest there are 100 unlockable levels (the level 101 is the final boss fight) divided in 5 Macro worlds:

DEEPWOOD FOREST

VOLCANIC VALLEY

CHILLWIND GLACIER (Where all the surfaces are slippery)

MASHROOM MELTDOWN

RUTHLESS INC.

Each macro world is divided in two sub-zones with different characteristics and different graphics/sound.

In each level you can unlock 3 different stars (in-game rewards, check below)

- SPEEDRUN -



Playing the game in Speedrun Mode will allow you to play every single sub-zone (or the whole game from start to end) against the time: your best times will be saved and shown in the SPEED-RUN sub-menu and will be listed in the related Leaderboard (Steam Only) In SpeedRun mode the game won't count the points, the game cannot be paused and cannot be saved since it is a challenge against the

time

- OPTIONS -

In the OPTION PANEL you can:
calibrate the volume with the slider
select to play in Full Screen or in windowed mode
decide the ratio of the graphics: default, 16:9 for new monitors or squared for squared monitors
change the quality of the graphics: high or low for older computers
check the controls via keyboard or controller
choose the language

- QUIT -

Quit Aero's Quest, While quitting the credits of the game will be shown

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In Game Rewards, Achievements and Leaderboards

IN-GAME REWARDS

You can get 3 different in-game achievements per level (for a total of 300 overall):

Score 1500 points in a single level to unlock the first star in the level panel

Collect two drones per level to unlock the second star

Beat the level without dying to get the 3rd star

The automatic saving system of the game will allow you to keep your records also in other gaming sessions.

ACHIEVEMENTS

STEAM USERS ONLY: Aero's Quest gives you the chance to unlock 15 different achievements on Steam

LEADERBOARDS

STEAM USERS ONLY: every single challenge in SpeedRun Mode has its own leaderboard on Steam.

2 more leaderboards available are for the points scored in a single game and for the number of drones collected in a single game.

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Saving System

Aero's Quest save automatically your speedrun records, your unlocked levels and your unlocked in-game rewards (stars).

The player may save the game is playing while quitting the game.

If the player is a Steam User and the cloud is activated the system will save the data ALSO on the Steam CLOUD.

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