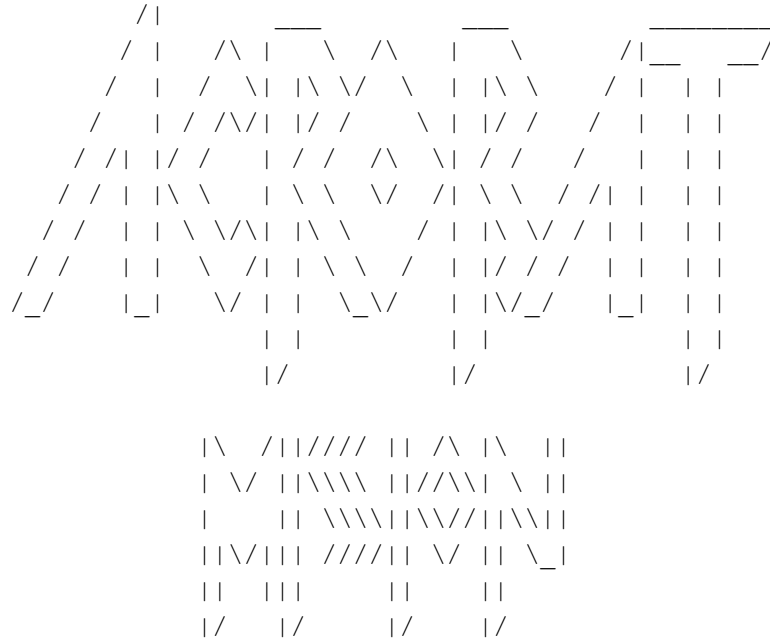


Acrobat Mission (Import) FAQ/Walkthrough

by Damage_dealer

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for Super Nintendo Entertainment System

FAQ/Walkthrough

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01. INTRODUCTION	INT01
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This is my fifth SNES project, in which I decided to review yet another scroll shooter, called Acrobat Mission. Acrobat Mission is just like any other NES or SNES shmup you might have played - it has a short number of stages (in our case - missions), lots of enemies, bosses, etc. It's a Japanese-only release, so getting your hands on a copy might be hard enough, in case you're not using ROMs. This game got a good overall score from me, as I liked the visuals, the sound wasn't irritating albeit the game was fairly short. Too bad it went underrated in the sea of other SNES scrolling shooters.

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02. BASICS

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BAS02

First take care of the game settings, where you can set the difficulty, the number of continues you'll get, sound, BGMs, etc. Then press START to begin the game.

Before moving on to the walkthrough, let's acquire some basic knowledge of the game's mechanics. During your journey, as you kill enemies, you'll see little bonuses appear on the screen. Be sure to get them if it's possible. The prizes consist of three types: B-Bonus, W-Bonus, and H-Bonus.

The B-Bonus is very useful, as it adds an additional cannon to your ships. The max amount of cannons you can equip is two. Not only they increase the range of your shooting, but they can also protect you from an enemy shot, if it's fired from the side. Be aware that if a bullet strikes the main body, you'll die regardless of how many cannons you have equipped. But if a bullet touches the cannon, it (the cannon) will fall off.

The W-Bonus is also pretty cool. It adds additional lines of fire to your ship and makes it easier to hit enemies that fly at you from different directions. The more W-Bonuses you get, the more lines of fire you can shoot (max amount is 5).

The H-Bonus is the least useful, IMO, as all it does is swirling the beams you shoot around to affect nearby enemies. Well, it can be effective at times, but it's better to stick with the W-Bonus, as it has proven to be more useful. If you are hit, your ship will go out of control, but you have three seconds to direct it at the enemy to deliver additional damage at the moment when the ship blows up.

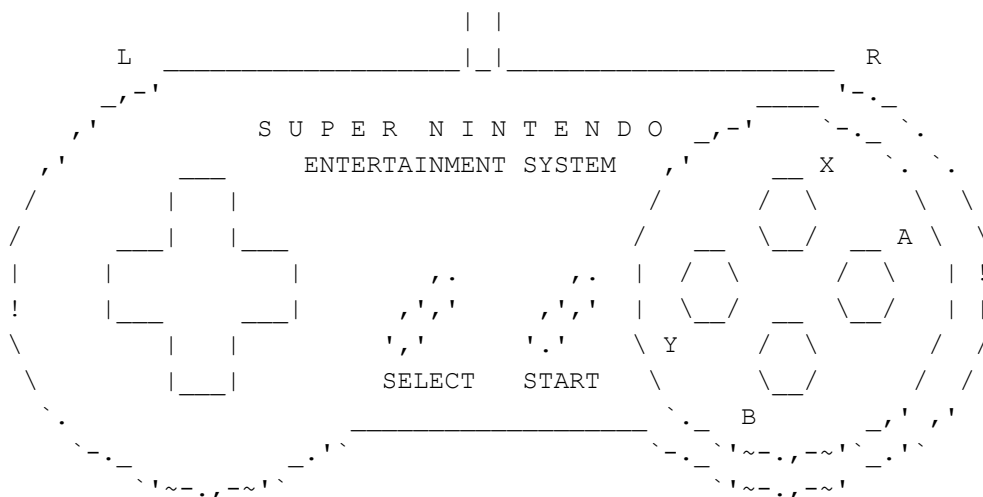
The max amount of continues you can get is 8, and you get additional continues for every 100,000 points you acquire.

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03. CONTROLS

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CON03



D-Pad - control your ship
Y button - shot

Y button (Hold) - charge beam
START - pause the game

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04. WALKTHROUGH

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WAL04

MISSION 1

The first enemies are no threat to you, as they take 2 hits to be defeated. The big blue enemies take 5 hits to be defeated and they drop the W- and B-bonuses, so be sure to pick them up. The level is very easy, jsut keep on killing everything that appears before you, and when the screen moves right, get prepared, as the boss is soon to appear.

BOSS

This boss is gigantic. IT does pretty much nothing, though, except moving its large body left and right and shoots energy spheres at you from his openings that he has on his torso. Keep avoiding them and firing at the openings, until all of them are destroyed.

MISSION 2

The first part of the stage is comprised of the same enemy layouts you've seen before, until you approach a large platform to your left. The platfrom shoots two beams to the right and ejects a row of four red pods that circle around while the goddamn beams cleave the screen and move up and down slowly. After you got past that part, you'll see circling rows of enemies again. Avoid their bullets and the grey parts that fly on the screen (don't bother destroying them). Two battleships will come chasing you. Destroy the eight green valves that shoot bullets. When they are destroyed, they shoot white beams before collapsing, so be careful. Destroying the first one is possible, but it's not that necessary, as it'll just fly away after a while (if you don'r defeat it). The "star" enemies break up into three yellow pieces, so be careful. The next part is irritating. The asteroids won't hurt if you bump into them, but they can pull you back and make you vulnerable to enemy's bullets, so it's best to avoid them.

BOSS

This boss battle is pretty unique for a scrolling shooter. You will fight four UFOs at the same time. They circle around you and their bullets are hard to avoid. It's difficult to cope will all of them at once, so be sure to look for the openings (when they change their position), and focus on one of them at a time. Even when there's three (and even two) of them left, stay on guard, cause you still may get hit.

MISSION 3

Nothing new here in this stage. Try to pick up the W-Bonus if you don't have one, as it'll help you a lot here. You'll be facing caterpillars that shoot fire in your direction all the time. Stay close to them and use W-Bonus fire (or H) to kill them quicker. After you've defeated all the caterpillars, you will see two "butterfly" ships. Destroy them too.

BOSS

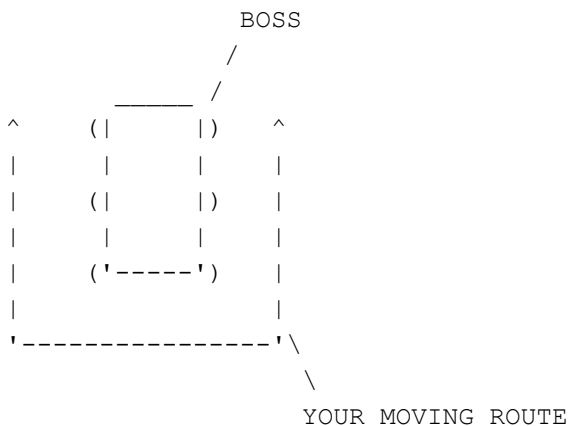
It's a large mofo that has 16 valves on its body. And yes, they all fire them bullets at you. Destroy the closest ones first, then move on to the farther ones. when the valves are destroyed, this thing will start hovering around, while moving its two giant screw propellers. It'll occasionally dash into you, so move to the sides to avoid getting killed. After the propellers are done for, you can finally get to the core. But even after it's generator is broken, it's not over yet. It'll start throwing fire clouds at you that are very hard to avoid. You must hide in the corners all the time, and keep shooting, and eventually you'll win.

MISSION 4

The enemy pods come in groups of four, so be sure to destroy them when they are approaching you, otherwise you may get caught up in the rain of bullets. Battleships with green valves will annoy you once again. After the second wave of the battleships, you'll enter a zi-zag pathway. Do your best to avoid getting killed here.

BOSS

You'll be fighting three battles in a row here, so it's gonna take a while. The first enemy is complicated. He moves a lot, throws a pair of bombs (can be destroyed) all the time and leaves fire "prints" all around. The main body is its weak point, while the spinning blades are not. Keep shooting the main body while avoiding the bombs, which are annoying as hell. Avoid corners, as the boss can lock you in there and you're finished. You can safely touch the blades, by the way. The second battle is easier. Three pods will be flying up and down. Just destroy them one by one. The third part is even harder than the first one. It seems like this fella moves, using suction cups, but its moving range is no that wide, fortunately. To effectively take him down, you should move like this:



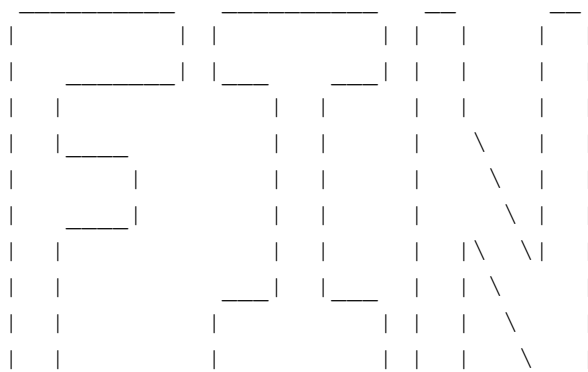
Just keep shooting while moving, and all of his parts will be destroyed. When he approaches the side, wait a bit (move up and down), and then resume your route.

MISSION 5

After you've killed the first four enemies, be careful with the next group. Quickly destroy one of the upper ones and move to the top of the screen to avoid the bullets. Stay on guard for two more groups. Eventually you'll face more of them. After you have defeated all the small enemies, the thing that was floating in the center of the screen will open its eye.

FINAL BOSS

It spins three fire orbs around itself. The orbs grow bigger and approach the edges of the screen slowly. Well, not slowly, but at moderate speed. Avoiding them is not hard (for now), as you can just fly right near the eye, so the orbs won't reach you there. The only thing that can piss you off here is that this thing closes the eye for a long period of time and opens it for about 5 seconds. Keep shooting whenever you see an opportunity. After some time, it will create 5 orbs around itself. Avoiding them is pretty hard and requires the most precise timing you can get. Finally, it will start creating six orbs around itself. This is where they are nearly impossible to dodge. I was able to survive this attack only once without getting hit, and I thought it was sheer luck. I say, just keep shooting the eye, and don't worry about dying, since you should have more than 3 continues left (I hope you weren't dying left and right in previous missions, eh?). That way, you'll win after three waves of this attack. It's the last boss, so don't be afraid of losing lives.



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05. CREDITS/CONTACT INFO

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CRE05

Credits go to:

Nintendo - for making SNES

UPL Co., Ltd. - for making this game possible

KasketDarkfyre - for his review that inspired me to write a guide for this game

SBallen - for putting my FAQ on GameFAQs

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Send any questions, corrections, suggestions or feedback to damagedealer@ukr.net

If you've found a mistake, feel free to e-mail me at any time, though I don't plan on continuing the work on this guide in the future.

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