

# CONTENTS

Introduction	4
Controls	5
Attack moves	
Advanced moves	
Stages	
Start the game	
Thank you	
Credits	

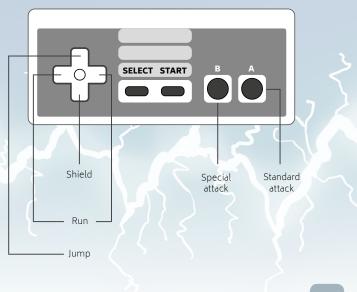
# SUPER TILT BRO.

Super Tilt Bro lets you fight head-to-head with a friend. Win by throwing him out of the stage!



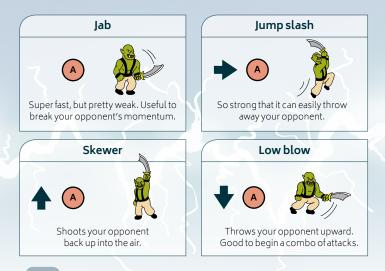






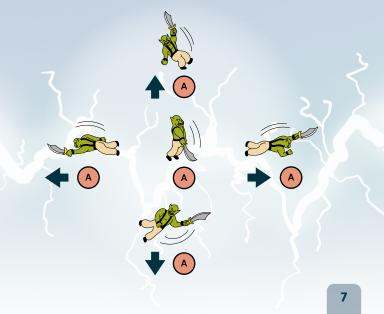
# STANDARD ATTACKS

# Sinbad has four standard attack moves to take the upper hand.



# AERIAL ATTACKS

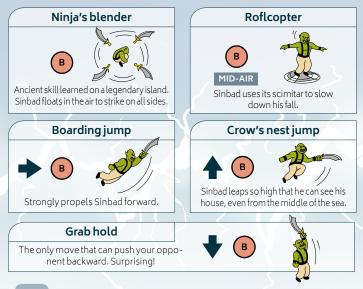
Sinbad is still dangerous for his foes while in the air.



# SPECIAL ATTACKS

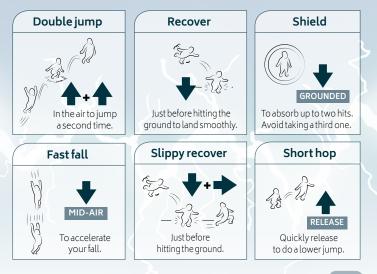
Other than his standard attacks, Sinbad knows some tricks.

#### These special attack make him more mobile.



# ADVANCED MOVES

To strike relentlessly is good, but sometimes you will need to be more agile than your opponent.



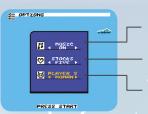


#### Fights happen on stages. You can choose from four unique stages.

. territoria errory	<b>Flatland</b> Flat and without unpleasant surprise. A stage for fair duels.
41177 211777 2171119 2111777 2171197	<b>Sky ride</b> Made of platforms. A stage for aerial fights.
4117 Arry 2117	<b>The pit</b> Has almost no ground, and it is moving! A stage for experienced players.
	<b>The hunt</b> Hosts a magic orb, giving superhuman strength to whoever breaks it. A stage giving great comeback opportunities.

# START A GAME

After the title screen, you can configure the next game.



Turn the music on or off

Number of lives at the beginning of the game

Play against an AI or your friend

Customize player one's avatar, using controller one



28 CHARACTER SELECTION

Customize player two's avatar, using controller two

Then you can choose the stage and start the game.

# THANK YOU

Super Tilt Bro. is a game entirely developed and produced at home. It is made for you to have fun, so thank you for playing!

You can contact the author on Twitter @RogerBidon

The updated ROM is available here : https://sgadrat.itch.io/super-tilt-bro

# CREDITS

#### AUTHOR

Sylvain Gadrat

#### **ART SOURCES**

Bomb Party by Matt Hackett of lost decade games

> Twin Dragons by Surt

> > **Sinbad** by Zi Ye

I Like Jump Rope Perihelium Termosdynamik by Ozzed

# THANKS

Antoine Gohin for his helping hand at a critical time BacteriaMage for proofreading of this manual Benoît Ryder for his awesome debugging tools Bjorn Nah for his availability and interest Margarita Gadrat for her drawings and this manual! SuperGameLand.fr for their help during production

اللبر برابر

