

# Hard Nova

## Installation and Starting Guide for IBM and IBM compatibles

### GETTING STARTED

To play Hard Nova, you need a computer with at least one floppy drive and 512K of memory. Your system must be running with any version of DOS from 3.0 to 4.01.

The game files have been compressed to fit onto the floppy disks that came in your package. **YOU CAN'T PLAY FROM YOUR ORIGINAL HARD NOVA DISKS.** Instead, use the install program provided here to create a copy of the game from which to play. You can install the game onto any of the following:

- A hard or RAM disk
- Seven 5.25" 360K floppy disks
- Four 3.5" 720K floppy disks
- Three 5.25 or 3.5" hi-density floppy disks

### INSTALLING ON A HARD DISK

Boot your computer with DOS 3.0 to 4.01. You'll need at least 2.4 MB of free space on your hard drive.

The install program will create a subdirectory on your hard drive. You can install this subdirectory in the root directory or in another subdirectory. If you want to install Hard Nova in the root directory, follow the instructions below. If you want to install Hard Nova in another subdirectory, change to that directory. (For example, if you wanted to install Hard Nova in a subdirectory called GAMES, you would type **CD \GAMES** and press **Enter**.) When you're in the subdirectory you want to install to, follow the instructions below.

#### To install the game:

1. Insert your original Disk 1 into drive A (or any appropriate floppy drive).
2. Type **A:** and press **Enter**. (If you inserted Disk 1 into any drive other than A, substitute the appropriate drive letter.)
3. Type **INSTALL** and press **Enter**.
4. Use the up/down cursor keys to move the highlighted bar to the graphics adapter appropriate to your computer; press **Enter**.



5. Move the highlighted bar to the sound adapter appropriate to your computer; press **Enter** (you must have the sound board installed). If you don't have a sound adapter, select "No sound adapter."
6. Move the highlighted bar to "Hard or Ram Disk" and press **Enter**.
7. The computer asks you if you have enough memory on your hard disk. Press **Y** to continue or **Q** to quit to DOS.
8. Type the letter of the drive you want to install the game on and press **Enter**. For example, if your hard disk is C, type **C** and press **Enter**.
9. The install program will create a subdirectory for the game. The default subdirectory name is HARDNOVA. If you want to name the subdirectory HARDNOVA, just press **Enter**. If you want to change the name of the subdirectory, press **C**. Type a new name (up to eight characters) and press **Enter**.
10. You're asked to swap disks from time to time. At the prompt, swap the appropriate disks and press any key. When the installation is complete, put your original disks in a safe place.

## PLAYING FROM A HARD DISK

### To play Hard Nova:

1. Make sure your **Num Lock** is OFF (the light on your keyboard must be off).
2. Switch to the drive you installed the game on. For example, if you installed the game on C, type **C**: and press **Enter**.
3. Type **CD \** and the name of the subdirectory you installed the game in. For example, if you named the directory HARDNOVA (the default name), you'd type **CD \HARDNOVA**. Press **Enter**.
4. Type **HARDNOVA** and press **Enter**.
5. The Startup screen appears. Press a number (1-5) to select one of the following options:
  1. **Play "HARD NOVA" with Current Character** — Continue where you left off when you last quit the game. Note: While Hard Nova automatically saves your progress in the game, you should always save games before you quit using the SAVE option in the Game Options menu. When you want to go back to your game, use the LOAD option (see *Game Options Screen* in this Installation and Starting Guide.)
  2. **Start from the beginning with a New Character** — Start a new game.
  3. **The Music is [OFF/ON]. Please turn it ON/OFF!** — Turn the music on or off.
  4. **The Sound is [ON/OFF]. Please turn it OFF/ON!** — Turn the sound on or off.
  5. **I will play "HARD NOVA" later. Quit for now.** — Exit to DOS.

## INSTALLING ON FLOPPY DISKS

Boot your machine with DOS (any version from 3.0 to 4.01).

You can't play from the original Hard Nova disks, so you'll have to install the game on disks from which you can play. BEFORE YOU DO ANYTHING ELSE, format and label *one* of the following configurations:

### Format...

#### Seven 5.25" 360K floppy disks

#### Four 3.5" 720K floppy disks

#### Three 5.25 or 3.5" high-density floppy disks

### Label them...

- Disk 1 — EARTH
  - Disk 2 — MARS
  - Disk 3 — JUPITER
  - Disk 4 — SATURN
  - Disk 5 — URANUS
  - Disk 6 — NEPTUNE
  - Disk 7 — PLUTO
- Disk 1 — EARTH/MARS
  - Disk 2 — JUPITER/SATURN
  - Disk 3 — URANUS/NEPTUNE
  - Disk 4 — PLUTO
- Disk 1 — EARTH/MARS/JUPITER
  - Disk 2 — SATURN/URANUS/NEPTUNE
  - Disk 3 — PLUTO

If you don't know how to format disks, see your DOS manual.

### To install the game:

1. Insert your original Disk 1 into drive A (or any appropriate floppy drive).
2. Type **A:** and press **Enter**. (If you inserted Disk 1 into any drive other than A, substitute the appropriate drive letter.)
3. Type **INSTALL** and press **Enter**.
4. Use the up/down cursor keys to move the highlighted bar to the graphics adapter appropriate to your computer; press **Enter**.
5. Move the highlighted bar to the sound adapter appropriate to your computer; press **Enter**. (If you don't have a sound adapter, select "No sound adapter.")
6. Move the highlighted bar to the type of disk you want to install the game on and press **Enter**.
7. The computer asks you if you have the appropriate disks ready. Press **Y** to continue or **Q** to quit to DOS.
8. Type the letter of the drive you want to install the game on and press **Enter**. For example, if you're installing to floppies in the B drive, type **B** and press **Enter**.



- You're asked to swap disks from time to time. You're prompted when to insert a master disk (the original) and when to insert a destination disk (the labeled blank play disk). When the installation is complete, put your original disks in a safe place.

### Starting Over

At some point, you may want to start the game all over again. To start a new game, you must either install the game all over again (a real hassle) or have another copy of the disk you just labeled PLUTO (really easy). Make another copy of PLUTO and put it in a safe place in case you want to start all over again. You can use a standard DISKCOPY command to make copies of PLUTO.

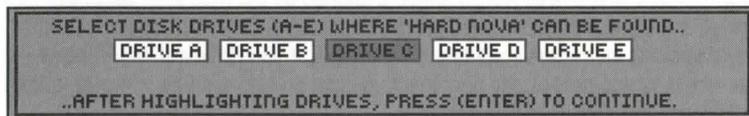
## PLAYING FROM FLOPPY DISKS

### To play Hard Nova:

- Make sure your **Num Lock** is OFF (the light on your keyboard must be off).
- Insert the EARTH disk into drive A or B.
- Type **A:** or **B:** (whichever drive you put the disk in) and press **Enter**.
- Type **HARDNOVA** and press **Enter**.
- The Startup screen appears. Press a number (1-4) to select one of the following options:
  - Play "**HARD NOVA**" with **Current Character** — Continue where you left off when you last quit the game.
  - The Music is [OFF/ON]. Please turn it ON/OFF!** — Turn the music on or off.
  - The Sound is [ON/OFF]. Please turn it OFF/ON!** — Turn the sound on or off.
  - I will play "HARD NOVA" later. Quit for now.** — Exit to DOS.
- During play, you're asked to swap disks from time to time. When the prompt appears, insert the appropriate disk in the floppy drive and press the **spacebar** or **Enter**. Use *only* these keys when swapping disks.

## SPECIFY THE DRIVE

Each time you load the game, you have to specify the drive(s) where the computer should look for Hard Nova files.



To specify a drive, press a letter (**A-E**), or move the mouse cursor to the drive and click a mouse button. You can specify more than one drive. While you're playing, the computer will search all highlighted drives for game files. This is especially useful if you have two floppy drives of the same size and you want to use them both. If you don't want the computer to search a highlighted drive, press a letter or click on the drive again to remove the highlighted bar.

Once you've specified one or more drives, press **Enter** or click (Enter) on the screen.

## TITLE SCREEN

When the Title screen appears, press a key or click a mouse button to continue.

## TOTALLY TRIVIAL SPACE PURSUIT

You're a merc. You flunked out of every subject in school. But if you want that pilot's license, you have to prove to the authorities that your vision isn't clouded over by every nebula you fly by.



A stellar object appears on the screen followed by a question about one of the following:

### Messier's Number

Created by Charles Messier on 18th century Earth, the Messier Catalogue lists galaxies, clusters, nebulae, and supernovae.

### Dreyer's New General Catalogue

Published on Earth in 1888, the NGC (New General Catalogue) is a list of clusters and nebulae created by Danish astronomer J.L.E. Dreyer.

### Right Ascension

The radial coordinate of a celestial body in the sky, measured in hours and minutes from the vernal equinox on the celestial equator.



<b>Declination</b>	A celestial body's angular elevation in degrees (north or south) from the celestial equator.
<b>Visual Magnitude</b>	The apparent brightness of an astronomical body as seen by the human eye on Earth.
<b>Size Arc</b>	Angular size of an object in minutes of arc as seen from Earth.
<b>Distance</b>	The distance from Earth in kiloparsecs (0.00326 light-years).
<b>Constellation</b>	The constellation that the stellar object is in as seen from Earth.

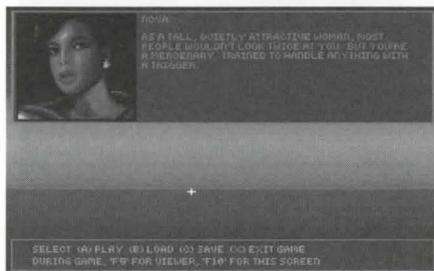
Find the stellar object on the starmap included in your Hard Nova box. Type the answer to the question you see on the screen and press **Enter**. If you answer incorrectly, you'll be returned to DOS.

## SELECT YOUR MAIN CHARACTER

Press **A** or click on A) to play the game as the hard-bodied fatal femme, Nova. If you want to be one of the guys, press **B** or click on B).

## GAME OPTIONS SCREEN

The Game Options screen lets you start, load, and save games.



If this is the first time you've loaded the game, press **A** or click (A) PLAY to go to the Intro Sequence.

The following options are available:

<b>PLAY</b>	Continues your current game.
<b>LOAD</b>	Lets you load a previously saved game. Press a letter ( <b>A-H</b> ) to select a saved game, or press <b>X</b> to cancel.

**SAVE** Lets you save your current game. Press a letter (**A-H**) to save the game — be sure to note which letter you designated the game as. **Floppy Users:** At the prompt, insert the PLUTO disk into any drive you specified when you loaded the game (see *Specify the Drive* on this Command Summary Card); press **Enter**. You can only have one saved game per PLUTO disk. If you want more than one saved game, create several PLUTO disks.

**EXIT GAME** Quit Hard Nova and exit to DOS.

## BRINGING UP THE GAME OPTIONS SCREEN DURING PLAY

You can bring up the Game Options screen anytime during play by pressing **F10**.

## THE STAGE IS SET...

Once you select PLAY from the Game Options menu, a short Intro Sequence will begin. The sequence will pause so you can read the text — press a key to continue. After the Intro Sequence, you're ready to play.

## PAUSING THE GAME

To pause the game, press **F10** to bring up the Game Options screen. When you're ready to continue, press **A** to resume.

## QUITTING

To quit Hard Nova, press **F10** to bring up the Game Options screen. Select EXIT GAME. **Important Note:** Always exit Hard Nova using the Game Options screen — if you exit by rebooting, you may ruin your game forever.

## IMPORTANT NOTE ON TSR PROGRAMS

TSR (Terminate and Stay Resident) programs use RAM that the computer may need to run Hard Nova. *Without enough RAM, Hard Nova will not run.* If you're using TSRs and you want to avoid any problems, boot your computer with a DOS system floppy or remove memory resident programs before loading the game.

## IMPORTANT NOTE ON BOARDING SHIPS

Warning! DO NOT board Ariel Auriga ships. Designed by the mad alien decorator Dexter Poindexter, the interior of these ships produce a hallucinogenic hall-of-mirrors effect that severely disorients all but the stupidest mercenaries. If you *do* board one of these ships (and we're telling you not to), the only thing you can do is press **F10** to bring up the Game Options screen and then load a saved game.



## **TECHNICAL SUPPORT**

If you have any queries about this product, Electronic Arts' Technical Support Department can help. Call (0753) 46465 or 49442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of computer you own
- Any additional system information (like type and make of monitor, graphics card, printer, hard disk, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you are having

**If you live outside of Europe, you can contact one of our other offices.**

- In the United States, contact Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578. Tel. (415) 572-ARTS
- In Australia, contact ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Tel. (75) 963-488

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