Hard Nova

Installation and Starting Guide
for the Amiga

GETTING STARTED

To play Hard Nova, you need an Amiga with at least one floppy drive and 512K of memory — 1 MB of memory and/or two floppy drives is strongly recommended. If you're playing from a hard drive, you must have at least 1 MB of memory.

The game has been compressed to fit onto the two floppy disks that came in your package. YOU CAN'T PLAY FROM YOUR ORIGINAL HARD NOVA DISKS. Instead, use the install program to install Hard Nova on floppy disks or on your hard disk.

INSTALLING ON FLOPPY DISKS

You need three disks to play the game: EARTH, JUPITER, and URANUS. The install program will create JUPITER and URANUS for you — **you'll need two blank, formatted disks**. Though you can play from your original EARTH disk, we recommend that you make a backup copy of EARTH and play from the copy. If you decide to make a backup copy of EARTH, you'll need to format a third blank disk. Refer to your Amiga manual for information on formatting and copying disks.

To install Hard Nova:

1. If your Amiga is on, turn it off. Remove any disks from your disk drive(s).
2. Insert the INSTALL disk into df0:.
3. Turn on your Amiga.
4. You're asked whether you're installing to a hard drive or floppies. Type **F** and press **Return**.
5. At the prompt, remove the INSTALL disk from df0: and insert a blank, formatted, write-enabled disk into df0:. Press **Return**.
6. Follow the onscreen instructions. You'll have to swap disks from time to time.
7. If you want to make a backup copy of your EARTH disk, use the "Duplicate" command from the Workbench menu. When the copying process is finished, put away your original EARTH disk for safekeeping. The new disk will be called "copy of EARTH". Be sure to change its name to EARTH before playing — use the "Rename" command from the Workbench.

PLAYING FROM FLOPPY DISKS

SINGLE DRIVE USERS

To play Hard Nova:

1. If your Amiga is on, turn it off. Remove any disks from your disk drive.
2. Insert the EARTH disk into df0:.
3. Turn on your Amiga.
4. At the prompt, remove the EARTH disk from df0: and insert the disk you labelled "URANUS".
5. At the next prompt, remove the URANUS disk from df0: and re-insert EARTH.
6. The Startup screen appears. Press:

   F1 to Continue with current character. Select this option to continue where you left off when you last quit the game.

   F2 to Start with a new character. Select this option to start a new game.
7. During play, you're asked to swap disks from time to time. When the prompt appears, just insert the appropriate disk in the disk drive. You don't need to press any keys after inserting the disk.

TWO DRIVE USERS

To play Hard Nova:

1. If your Amiga is on, turn it off. Remove any disks from your disk drives.
2. Insert the EARTH disk into df0: and the disk you labelled URANUS in your other disk drive.
3. Turn on your Amiga.
4. When the Startup screen appears, press one of the following keys:

   F1 to Continue with current character. Select this option to continue where you left off when you last quit the game.

   F2 to Start with a new character. Select this option to start a new game.
5. During play, you're asked to swap disks from time to time. When the prompt appears, remove the disk (URANUS or JUPITER) from your other drive and insert the other disk. You don't need to press any keys after inserting a disk.

INSTALLING ON A HARD DISK

To install Hard Nova:

1. If your Amiga is on, turn it off. Remove any disks from your disk drive(s).
2. Turn on your Amiga.
3. From the Workbench, double-click on the CLI or Shell icon to open the Command Line window.
4. Insert the INSTALL disk into df0:.
5. Type **CD DF0:**. At the AmigaShell prompt ("INSTALL:>"), type **INSTALL** and press **Return**.
6. You're asked whether you're installing to a hard drive or floppies. Type **H** and press **Return**.
7. You're asked where you want to install the game files. Type the name of your hard disk followed by the name of the directory you want to put the game files in. For example, let's say you wanted to install the game in a directory called NOVA on your hard disk, WORK. In this case, you'd type **WORK:NOVA** and press **Return**.

   If you want to install the game files in a sub-directory that already exists, you must specify the path to it. For example, let's say you had a directory called GAMES. If you wanted to install the game files in NOVA, a sub-directory of GAMES, you'd type **WORK:GAMES/NOVA** and press **Return**.

   Don't worry if you haven't already created the sub-directory you want to put the game files in — the install program will create the last directory in the command line. For instance, in the example above, if the install program couldn't find NOVA in the existing GAMES directory, it would create NOVA for you.
8. Once you've specified where you want the game files, the install program automatically copies the files. You'll have to swap disks from time to time — follow the onscreen instructions.

PLAYING FROM A HARD DISK

To play Hard Nova:

1. Remove any disks from your disk drive(s) and boot your Amiga.
2. From Workbench, double-click on the CLI or Shell icon to open the Command Line window.

3. At the AmigaShell prompt (e.g., "1.SYS:>"), type **CD** and a space followed by the path to the game files. For example, if the game files were in a directory called NOVA, you'd type **CD NOVA**. Press **Return**.
4. Type **HARDNOVA** and press **Return**.
5. The Startup screen appears. Press:

F1 to Continue with current character. Select this option to continue where you left off when you last quit the game.

F2 to Start with a new character. Select this option to start a new game.

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.

IN WHAT CONSTELLATION CAN THIS BE FOUND? -

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

(M) Messier's Number　　Created by Charles Messier on 18th century Earth, the Messier Catalogue lists galaxies, clusters, nebulae, and supernovae.

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

(RA) 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.

(DEC) Declination　　A celestial body's angular elevation in degrees (north or south) from the celestial equator.

(MAG) Visual Magnitude　　The apparent brightness of an astronomical body as seen by the human eye on Earth.

(SIZE) Size Arc　　Angular size of an object in minutes of arc as seen from Earth.

(DIST) Distance　　The distance from Earth in kiloparsecs (3,262 light-years).

(CONST) Constellation　　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 **Return**. If you answer incorrectly, you'll be returned to Workbench.
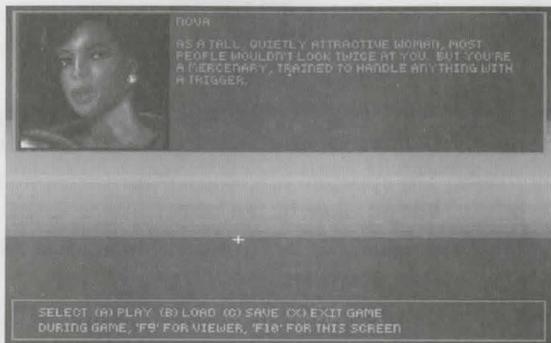
SELECT YOUR MAIN CHARACTER

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).
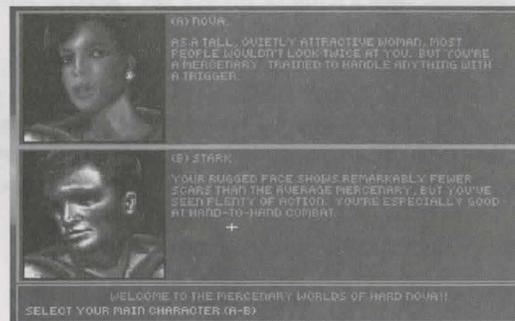
GAME OPTIONS SCREEN

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:

(A) PLAY — If you just booted the game, this starts a totally new game. If you just loaded a saved game, this continues your saved game. See "(B) LOAD" below.

(B) LOAD — Lets you load a previously saved game. If you're playing from floppy, this loads your single saved game. If you're playing from a hard disk, you must choose which saved game you want to play. At the prompt, click a letter or press a key (**A-H**) to select a saved game, or press **X** to cancel.

(C) SAVE — Lets you save your current game. If you're playing from floppy, YOU'LL NEED ONE URANUS DISK for each game you want to save. If you're playing from a hard drive, you can save up to eight saved games. At the prompt, click a letter or press a key (**A-H**) to save the game. Be sure to note which letter you designated the game as.

(X) EXIT GAME — Quit Hard Nova and exit to Workbench.

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 (A) PLAY from the Game Options menu, a short Intro Sequence begins. The sequence pauses so you can read the text — press a key or click a mouse button 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.

CREDITS

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- Type of operating system
- Description of the problem you are having

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