THE RETURN OF GIR DRAXON

NOVA ™

9

QUICK REFERENCE CARD

Viewpoint

Cockpit View	F1
Outside Rear View	F5
Outside Front View	F6
Outside Left View	F7
Outside Right View	F8
Enemy View	F9
Floating Camera View on/off	F
Save current outside view	CTRL-F1 through CTRL-F10
Restore corresponding saved view	ALT-F1 through ALT-F10

Macintosh Controls

Weapons

Select cannon	! / 1
Select mines	@ / 2
Change Current Weapon	– or +
Fire Weapon	SPACEBAR or Mouse Button

Power Module Bank

Keyboards power keys may be used to select and activate a power from the Power Module Bank in the cockpit.

Q W E

A   D

Z X C

General

Toggle through selections	TAB
Display Preferences Menu	ESC or click at top of screen
Pause Game on/off	P
Abort Mission/Restart Game	⌘-R
Quit	⌘-Q
Go directly from home base bridge to cockpit	G

Viewpoint

Cockpit View	F1 or ⌘-1
Outside Rear View	F5 or ⌘-5
Outside Front View	F6 or ⌘-6
Outside Left View	F7 or ⌘-7
Outside Right View	F8 or ⌘-8
Enemy View	F9 or ⌘-9
Floating Camera View on/off	F
Save current outside view	CTRL-F1 through CTRL-F10 or ⌘-CTRL-1 — ⌘-CTRL-0
Restore corresponding saved view	OPT-F1 through OPT-F10 or ⌘-OPT-1 — ⌘-OPT-0

DOS Installation
Smart Start™

In an effort to make game installation as painless as possible, we've created Smart Start™. Smart Start™ will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start™ will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!

In the example below it is assumed that you are using floppy drive A; if not, please substitute all references to drive A with the appropriate drive label.

Copying *Nova 9* to a Hard Drive
1. After booting, insert *Nova 9* disk #1 in Drive A.
2. Type **A: [ENTER]**.
3. Type **INSTALL [ENTER]**.
4. Select "Copy *Nova 9* to Hard Drive" from the Smart Start™ menu.
5. Follow the on screen instructions.

Making a Backup Copy
Nova 9 is not copy protected. Smart Start™ has a built in facility for helping you to create a backup.
1. After booting, insert *Nova 9* disk #1 in Drive A.
2. Type **A: [ENTER]**.
3. Type **INSTALL [ENTER]**.
4. Select "Create backup copy of *Nova 9*" from the Smart Start™ menu.
5. Follow the on screen instructions.

Setting Preferences
Smart Start™ will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start™ preferences, follow these steps:
1. *From a floppy disk:* insert *Nova 9* disk #1 and type **A: [ENTER]**.
2. *From a hard drive:* go to the *Nova 9* directory on your hard drive.
3. Type **INSTALL [ENTER]**.
4. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start™ menu.
5. Follow the on screen instructions.

To run the game type **"Nova"** from the *Nova 9* hard disk directory.

DOS Troubleshooting

Problem: My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run *Nova 9*.
Possible Solution: *Nova 9* requires at least 570K of free memory. Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run *Nova 9*, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start™ (Install) program.

Problem: The joystick is not working properly.
Possible Solution: Press **ALT-C** to calibrate the joystick. Also, check the Systems Status Indicators in the cockpit. Damage to the Raven II may impair maneuverability and movement.

Problem: When playing from the keyboard, strange things happen such as the cursor moving all around the screen.
Possible Solution: Press **ALT-J** to turn off the joystick or **ALT-D** to disengage the mouse. Also, joystick calibration, **ALT-C**, may alleviate the problem.

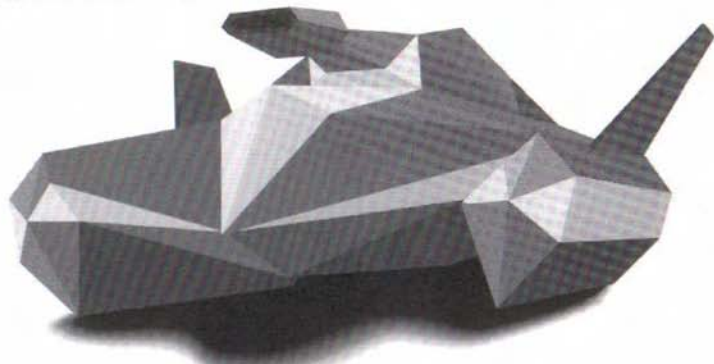**Problem:** I get tired of hearing the music, but I still want to hear sound effects.
Possible Solution: Press **ALT-M** to turn off the music or select "music off" from the Preferences Menu.

Problem: Graphics appear in a mode that I don't want.
Possible Solution: Use Smart Start™ to select the type of graphics you desire. Also check the original package to see if you are running a version of *Nova 9* that contains the graphics mode you are trying to select.

Problem: When I run the program I get multiple small images or complete garbage on the screen.
Possible Solution: You are probably using a VGA card which is not 100% register compatible. Select a different graphics option from Smart Start™.

Macintosh System Requirements

To run *Nova 9* on your Macintosh computer, you'll need a color Mac with two megabytes of RAM and a hard drive.

Macintosh Installation

To install and play *Nova 9*:
1. Make a new folder named *Nova 9*.
2. Drag the contents of each *Nova 9* disk into the *Nova 9* folder.
3. Double-click the *Nova 9* program icon.

Amiga Installation

The following are instructions for installing *Nova 9* onto a hard disk and booting the system. Both can be done from either the Workbench or the CLI. In the instructions we assume that you are using floppy drive DF0: and hard drive DH0:. If your drives go by different names, replace the drive label in the example with the correct one. For example, if you have an Amiga 3000, you will probably need to replace DH0: with WORK:.

Copying *Nova 9* to a Hard Disk
1. Boot your system.
2. Insert *Nova 9* #1 into the first internal floppy disk drive.
3. From Workbench, double click on the *Nova 9* #1 icon and then on the Install icon.

4. From the CLI, type **CD DF0:** and press the **return** key. Then type **INSTALL** and press the **return** key. The Dynamix Install Utility window will appear.
5. Choose which drive and directory you wish to install the program to. The default directory is: DH0:DYNAMIX/NOVA9. To change the path, click in the Destination Directory box and type in the new path.
6. Click on the INSTALL button.
7. At the prompt, click on the Okay button to install the program files. To cancel the installation process, click on the Cancel button.

Loading Instructions

From Floppy Disks
Note: You may run the *Nova 9* program from multiple floppy drives.

Self-Booting
1. Insert *Nova 9* Disk #1 into drive DF0:
2. Turn on the system.

From Workbench
1. Boot your system with Workbench.
2. Insert *Nova 9* Disk #1 into a disk drive.
3. Double click on the *Nova 9* #1 disk icon.
4. Double click on the *Nova 9* icon.

From the CLI
1. Boot your system with the CLI.
2. Insert *Nova 9* Disk #1 into floppy drive DF0:
3. Type **CD DF0:** and press the **return** key.
4. Type **NOVA9** and press the **return** key.

From a Hard Disk

From Workbench
1. Load Workbench.
2. Double click on the hard disk icon.
3. Double click on the Dynamix drawer.
4. Double click on the *Nova 9* drawer.
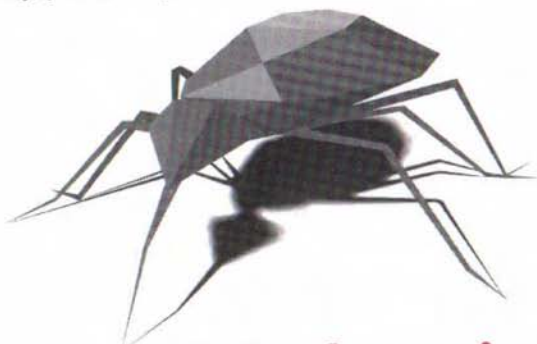5. Double click on the *Nova 9* icon.

From the CLI
1. Open a CLI window.
2. Type **CD DH0:DYNAMIX/NOVA9** and press the **return** key.
3. Type **NOVA** and press the **return** key.

Notes

1. *Nova 9* does not multitask with other programs. For best performance, make sure no other programs are running when you start *Nova 9*.

2. Although your system may have one megabyte of memory, you still may not have enough available memory to run *Nova 9*. Self-booting the program from disk should provide you with enough free memory to run the program. NOTE: Memory allocated for hard disk partitions or resident programs will reduce the amount available for running programs.

Amiga Troubleshooting

Problem: Even though my computer has 1MB of memory, I receive a message saying there is not enough memory to run *Nova 9*.
Possible Solution: Avoid running other programs before you start *Nova 9*. Such programs might be using memory that *Nova 9* needs. It also helps if you run *Nova 9* from the CLI without loading the Workbench. You can also save memory by running *Nova 9* from the Workbench when there are no CLI or application windows currently open.

Problem: I get tired of hearing music, but I still want to hear sound effects.
Possible Solution: Press **Alt-M** to turn off the music or select "music off" from the Preferences Menu.

TECHNICAL SUPPORT
Call or write:
Sierra On-Line
P.O. BOX 800, Coarsegold, CA. 93614 U.S.A.
Attention: Technical Support
(209) 683-8989
REPLACEMENT DISK
If you find that you need to send for replacement diskettes, send the original disk in the size you need (3.5" or 5.25") to:
Sierra On-Line
P.O. BOX 485, Coarsegold, CA. 93614 U.S.A.
Attention: RETURNS
Be sure to include a note stating your computer type and the size of diskette you need. We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge.
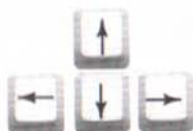
Movement Controls

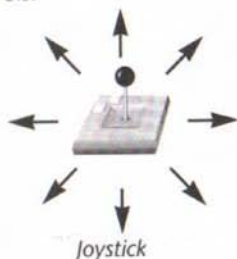Raven II steering, viewpoint movement or changing the highlighted power in the Power

Module Bank may be accomplished using any of three equivalent controls.

Numeric Keypad

Arrow Keys

Joystick

Power Keys

Keyboard Power Keys may be used to select and activate a power from the Power Module Bank in one step. To discard a power, press the **SHIFT** key with the corresponding Power Key.

Q W E
A D
Z X C

Floating Camera View

While in an outside view, **F** toggles the Floating Camera View on/off. The Floating Camera is a mobile outside viewpoint. Move the camera viewpoint by using the numeric keypad keys, the arrow

keys or the joystick. To zoom the camera view in or out, press the **SPACEBAR** or **Joystick Button 1** while moving with the keys or joystick.

DOS Controls

Viewpoint

Cockpit View F1
Outside Rear View F5
Outside Front View F6
Outside Left View F7
Outside Right View F8
Enemy View.......................................F9
Floating Camera View on/off ....F
Save current outside view ....CTRL-F1 through CTRL-F10
Restore corresponding
saved view..ALT-F1 through ALT-F10

Power Module Bank

Hold down the **RETURN** key or **Joystick Button 2**, then move the highlight to select a power. Release the key or button to activate the selected power.

RETURN

or **Joystick Button 2**

Weapons

Select cannon .... `! 1`

Select mines .... `@ 2`

Change Current Weapon .... − or +

Fire Weapon .... SPACEBAR

or **Joystick Button 1**

General

Toggle through selections ....**TAB**
Display Preferences Menu................**F10**
Sound Effects on/off ....**ALT-S**
Mouse on/off...................................**ALT-D**
Pause Game ....**P**
Abort Game.....................................**ESC** or **ALT-Q** or **CTRL-Q**
Quit to DOS ....**CTRL-ESC** or **CTRL-ALT-DEL**
Go directly from home base
bridge to cockpit ....**ALT-G**

Music on/off....................................**ALT-M**
Joystick on/off.................................**ALT-J**
Joystick Calibration ....**ALT-C**

Amiga Controls

Weapons

Select cannon .... `! 1`

Select mines .... `@ 2`

Change current weapon .... − or +

Fire weapon... **SPACEBAR**

or **Joystick Button**

or **Mouse Button 1**

Power Module Bank

Hold down the **RETURN** key or
Mouse Button 2, then move the
highlight to select a power. Release
the key or button to activate the
selected power.

RETURN

or **Mouse Button 2**

General

Toggle through selections ....**TAB**
Display Preferences Menu................**F10**
Sound Effects on/off ....**ALT-S**
Music on/off...................................**ALT-M**
Joystick on/off.................................**ALT-J**
Joystick Calibration ....**ALT-C**
Mouse on/off...................................**ALT-D**
Abort Mission/Restart Game ....**ESC** or **ALT-Q** or **CTRL-Q**

Pause Game on/off ....**P**
Quit...**CTRL-ESC**
Go directly from home base
bridge to cockpit ....**ALT-G**