SUPER NOVA
Mission: Destroy Asteroids
BIG FIVE
SOFTWARE

# SUPER NOVA ©

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### GAME INSTRUCTIONS

**Super Nova** is a fast paced real-time game for one or two players. The object is to destroy as many asteroids and aliens as possible without getting destroyed. Hitting a large asteroid causes it to break into successively smaller asteroids. Aliens that appear may fire missiles at you. The "Flagship" alien fires a laser bolt which is extremely deadly. To escape from hopeless situations, enter Hyperspace by pressing the spacebar. This will randomly put your ship into a different quadrant. Place your hands on the keys like this:

Left Hand—Middle finger on "R" [rotate left]
Index finger on "T" [rotate right]

Right Hand—Index finger on "O" [thrust]
Middle finger on "P" [fire!]

Each player is initially given three ships, which are shown at the top of the screen next to each player's score. The game is over when all ships are destroyed. An extra ship is awarded at each 10,000 points. For computers without a CLEAR key, hold the spacebar and the "I" and "O" keys together to start the game. To abort a game in progress, hold BREAK and CLEAR together. If a lower-case mod is installed, switch it on after loading the game.

### LOADING INSTRUCTIONS

**Model 1, Level 1:** Turn computer off for 15 seconds and then back on again. Type CLOAD and press ENTER. Set volume between 7 & 8 and load tape. Game will begin after tape loads.

**Disk-on-Disk (Mod1/Mod3):** Insert the diskette into Drive 0 and press the reset button to boot it in the usual fashion. Both the Mod 1 and Mod 3 versions are on the same side of the diskette. To erase any old high scores that you wish to kill, hold down the clear key on the keyboard while the disk is booting and until the message "Erase High Scores?" message appears. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

**Model 1, Level 2:** Turn computer off. Hold down the BREAK key and turn on the computer. Press ENTER in response to the MEMORY SIZE? question. Type SYSTEM and press ENTER. Type NOVA and press ENTER. Set recorder volume between 4 & 6 and play in the tape. If a "C" in the upper right corner of the screen appears [checksum error], rewind tape and start over using a different volume. If problem persists, try loading in the second copy of the program [usually located on the same side of the tape immediately following the first copy.] Unplug the earplug and play the tape until you hear a gap in the recorded material. Stop the tape at that point, reinsert the earplug and attempt to load the tape from this point. After a successful loading type a slash and press ENTER to start the game.

**Model 3, Level 2:** Use the Model 3 side of the tape [the Model 1 version is not compatible] and follow instructions for Model 1 above, except press ENTER in response to the Cass? question during power-up.

**Disk-on-Tape (Model 1 only):** Follow instructions for Model 1, Level 2 but load in side that says "Disk Version". After a successful loading and before typing the slash, insert a TRSDOS or NEWDOS system diskette with ample free space into drive 0. Type /0 [slash zero] and press ENTER to boot your diskette. When DOS READY appears, type:

DUMP NOVA/HIS [START=X'8000',END=X'A130',TRA=X'A040']

and press ENTER. The transfer is now complete. To start the game simply type NOVA/HIS when DOS READY appears. To erase any old high scores that you wish to kill, type KILL HISCORES/NOV when DOS READY appears before starting the game. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

BIG FIVE SOFTWARE

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Artwork by Gray Photographics, Canoga Park, CA

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## USE WITH JOYSTICKS

All versions of our games that bear the stamp "Joystick Version" or "JSTK VER" on the label have been written to be compatible with the joysticks that are available from us. The keyboard and the joystick are both read at the same time so either may be used while playing the game. All the game functions may be played by using the corresponding joystick command. In some games be sure not to push the joystick in a diagonal direction where one is not intended because the program may be unable to determine which direction you indeed want. The red button is always the equivalent of the fire key on the keyboard.

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## CARE & HANDLING

The enclosed product is extremely sensitive to heat and magnetic fields. Keep it far away from any type of magnetic field such as power supplies, transformers, motors, speakers, and airport X-Ray machines so that it will not be accidently erased.

## LIMITED WARRANTY

The enclosed product is guaranteed to be loadable on the specified system for a period of 90 days from date of purchase. Any defective products may be sent back to us along with a copy of the sales receipt for free replacement. After 90 days also include $5.00 handling charge per item. This warranty applies only to the original purchaser and the sale or subsequent use of this program is without warranty. Big Five Software shall not be held liable or responsible to purchaser or any other person or entity with respect to any loss, liability, or damage caused or alleged to be caused directly or indirectly by this product including, but not limited to, any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of this product.

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