MISSION FILES

Captain John Alex

Personal Log Subsection 8292-2:8392-2
NOVA 9 Mission Classified Files

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PERSONAL LOG

Captain John Alex

PERSONAL LOG

Raindel Base Archive

Personal Log: Data Request #329
Captain John Alex

Personal Log Entry: 8292-2

It has been two years since the devastation of Stellar 7. Two years since the disappearance of Draxon.

I thought the isolation of space would help me to forget, but it seems some things never go away. The pain of Sarah's death still haunts me and I sometimes see her face when I climb alone into bed. While the Engram computer made in her image keeps the memory alive, it also fans the emptiness in that dark place of my heart. So many died during the nightmare of Stellar 7. I miss my wife.

As of this writing, reports have just begun to come in from the unexplored system of Nova 9. They are reports that manage to chill my numb senses. They tell of a man/creature that has spread like a disease across the nine planets of the system. In a matter of days, the first three planets have been raped and laid barren in a fashion that defies imagination. I pray the reports are wrong.

END

Personal Log Entry: 8392-2

Final testing on the newly completed Raven II has begun. Utilizing some of the larger asteroids of the Raindel Belt, I have just completed initial testing of the craft's new shield and modular expansion units. Due to the limited resources of the Raindel bodies, further testing of the expansion units will need to be conducted off-base where the craft's ability to convert raw energy can be thoroughly documented. The Engram computer has done a remarkable job of enhancing the technical specifications of the Raven's original expansion system. Much testing will be needed to fully determine the new design's capabilities, but I feel confident that it will exceed all previous expectations...

Sarah always did have a flair for binary conversion. I wish she were here to see the results of her work.

END

Personal Log Entry: 8492-2

The secondary report from Command has just come in. I am to proceed with the dispatched cargo ship to the first planet of the Nova 9 system.

Final testing of the Raven II has just been completed.

Reports from deep space probes are minimal. It doesn't matter. I know what is waiting. I know all too well.

God help us...

END

To: Captain John Alex
From: Terran Command
Transcript of Nova 9 distress call

NOVA 9:

Terran Command, this is Nova 9. We are under attack! The Arcturans came out of nowhere...
...no warning!...
...can't hold out much longer! They appear to be able to control...

END

NOVA 9:

Terran Command, this is Nova 9. Cancel alert. Everything is fine. Repeat: Situation normal. Nova 9 out.

END

ENEMY BRIEFING

Personnel & Ships

Gir Draxon

Gir Draxon

Gir Draxon, Arcturan Empire Supreme Overlord, commanded enemy forces in the bloody war of Stellar 7. Known for his insatiable thirst for power, Draxon would not have settled for anything less than total control of the galaxy.

Even though the war of Stellar 7 was very costly, it was imperative to stop Draxon from completing his plans for absolute domination.

Gir Draxon demanded complete loyalty from his troops. He ruled with an iron fist and never tolerated failure. To fail was to die. He instilled so much fear in his armies that they followed his orders mechanically and without hesitation.

Anything or anyone in Draxon's way was systematically destroyed. Any resistance to his plans enraged him. If someone dared stand up to Draxon and his forces, he would become obsessed with destroying them and everything they held dear.

Life held no value and Draxon was known to kill just for the pleasure of it. The worlds and civilizations that Draxon conquered were plundered of their resources and left wastelands.

At this point in time, Gir Draxon has still not been brought to justice. Neither wreckage of Draxon's ship nor Draxon's remains were ever found. It is now presumed that both he and his ship were destroyed.

FILE REACTIVATED

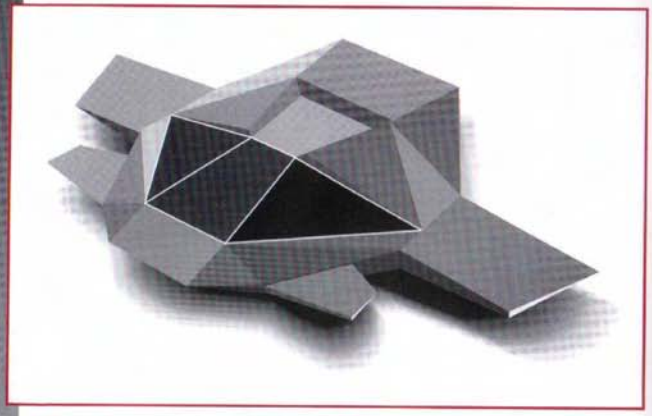
CLOSED

Gir Draxon

ENEMY SHIPS

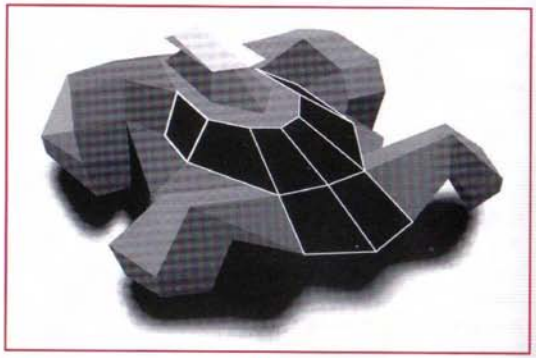
From: Terran Command
To: Captain John Alex

These pictures, transmitted with the distress call from Nova 9, are all that we know of the invading forces. The message was terminated before any additional information or photos could be transmitted.



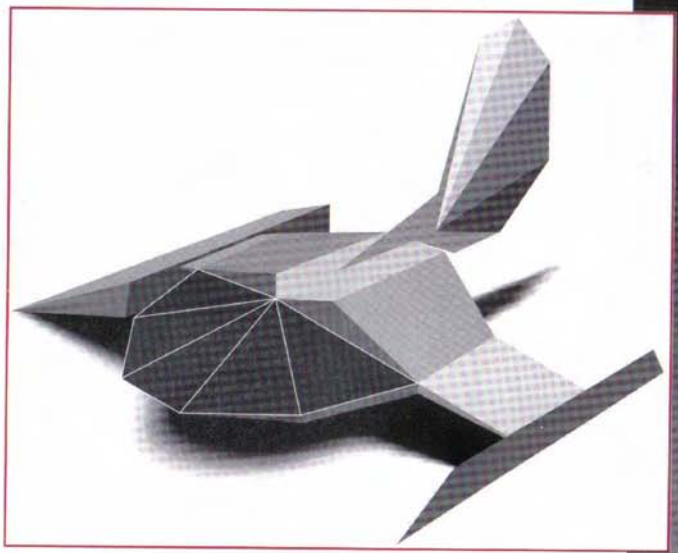
Darter
Armament: Lasers

Notes: Good night vision. Able to alternate between ground and air.



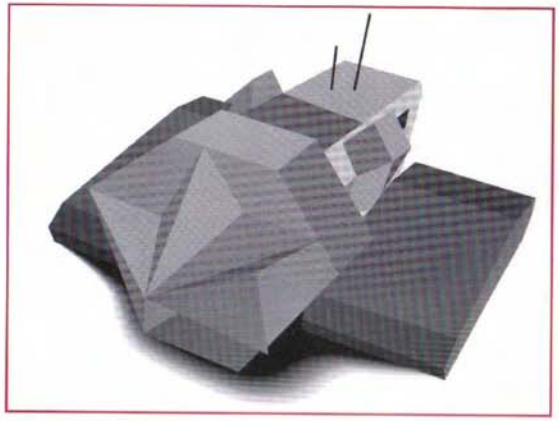
Montrose
Armament: Cannon

Notes: Hovertank with very heavy armor.



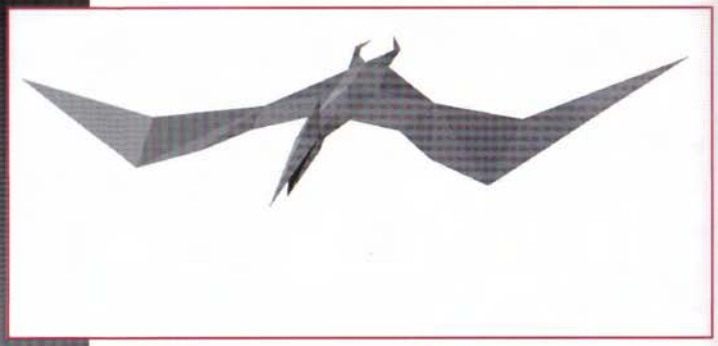
Phoenix
Armament: Lasers

Notes: Lightly armored tank, very quick & maneuverable.



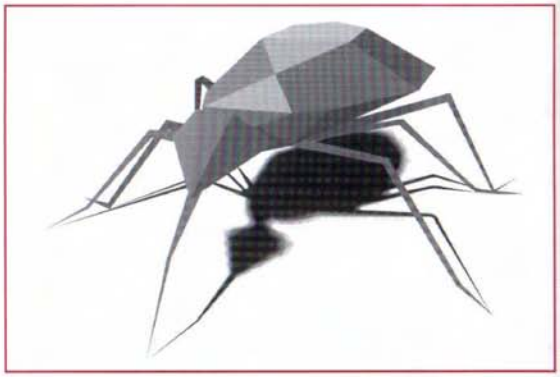
O.J. 1000
Armament: none

Notes: Attacks by ramming and drilling.



Ptera
Armament: Dual Lasers

Notes: Airborne. Tends to weave back and forth.



Wobbly
Armament: Lasers

Notes: Limited field of vision.

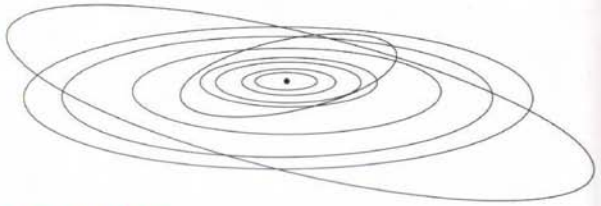
NOVA 9 SYSTEM

NOVA 9 SYSTEM

From: Terran Command
To: Captain John Alex

Please note that due to the unfortunate backlog in the Department of Planet Research & Exploration, the Nova 9 system has not yet been explored. Only preliminary data is available.

In response to the current crisis, all level-1 personnel have been reassigned to the Nova 9 project. We hope to transmit any new data as it becomes available.



General Data

Note: All data, except current position and class, is speculative and has not been verified. The Nova 9 System has nine recorded and classified planets. Most orbits are grouped fairly close to the Nova 9 sun.

Photo courtesy Department of Planet Research & Exploration

Hydros

Position: -43.37, 2.0311AU
Class: 5
Satellites: none
Composition: iron, silicates, carbon compounds
Atmosphere: hydrogen, nitrogen, argon, oxygen, water vapor
Surface features: unknown
Life forms: unknown
Research notes: Swirling cloud layers over most of planet and moderate surface temperatures increase probability of life.

Photo courtesy Department of Planet Research & Exploration

Typhieus

Position: 62.-13, 3.9725AU
Class: 3
Satellites: expansive metallic and carbonaceous dust ring
Composition: carbonaceous silicates probable
Atmosphere: nitrogen-oxygen, carbon dioxide, water vapor
Surface features: unknown
Life forms: unknown
Research notes: Both the planet and its ring appear to be rotating at a high speed. Thick, cloudy atmosphere, continually churning, obscures the planet's surface from view.

Kryon

Position: 86.67, 26.9588AU
Class: 3
Satellites: carbonaceous dust and meteoroid cloud, one moon observed
Composition: hydrogen, helium, ice
Atmosphere: hydrogen-methane
Surface features: unknown
Life forms: unknown
Research notes: The planet itself appears very bright. This may be indicative of reflective substances in the atmosphere and surface; possibly ice particles.

Photo courtesy Department of Planet Research & Exploration

Photo courtesy Department of Planet Research & Exploration

Pestula

Position: -68.23, 1.5679AU
Class: 28
Satellites: 4 moons – 2 transit, 1 just off upper right horizon, 1 in occultation
Composition: nickel-iron, silicates
Atmosphere: nitrogen-oxygen, carbon dioxide
Surface features: dark, mottled color
Life forms: unknown
Research notes: Changes in surface color may indicate an abundance of plant life or micro-organisms.

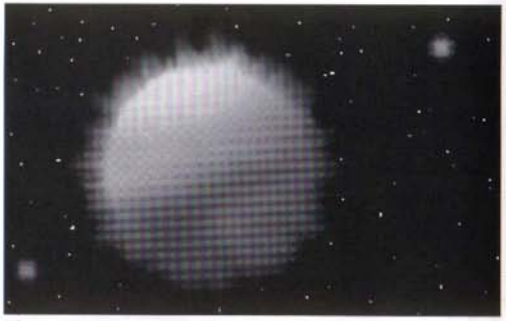


Photo courtesy Department of Planet Research & Exploration

Searon

Position: 37.-39, .6892AU
Class: 14
Satellites: 2 "moons" actually share Searon's orbital path around the sun. It is possible that Searon may be very gradually overtaking the leading "moon".
Composition: silicates, sulfur
Atmosphere: unknown
Surface features: unknown
Life forms: unknown
Research notes: Probably the youngest planet in the system. High surface temperatures are likely because of its close proximity to the sun.

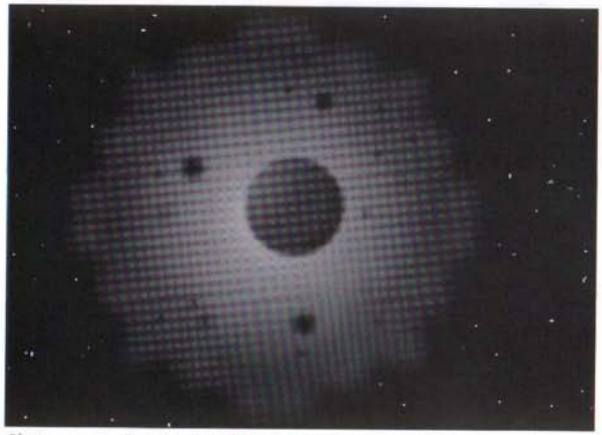


Photo courtesy Department of Planet Research & Exploration

Malevolon

Position: -39.-71, 1.9293AU
Class: 8
Satellites: Veil-like gaseous cloud envelops planet and *several* moons (20+).
Composition: unknown
Atmosphere: unknown
Surface features: unknown
Life forms: unknown
Research notes: Increased fluctuation in energy readings recently observed.

Matricon

Position: 54.83, 2.4975AU
Class: 9
Satellites: 2 moons
Composition: nickel-iron, silicates
Atmosphere: hydrogen-oxygen
Surface features: unusual vein-like markings
Life forms: unknown
Research notes: There has been debate over whether or not all of the striations observed on the surface are natural formations. Sporadic energy emissions have been detected.

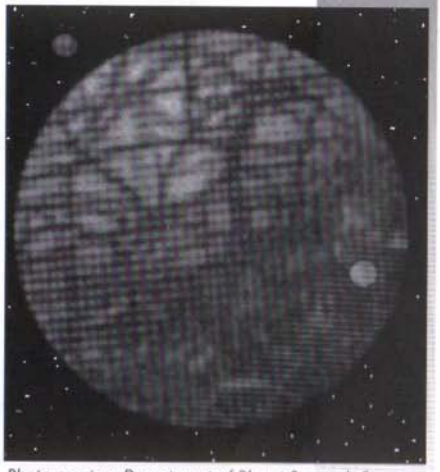


Photo courtesy Department of Planet Research & Exploration

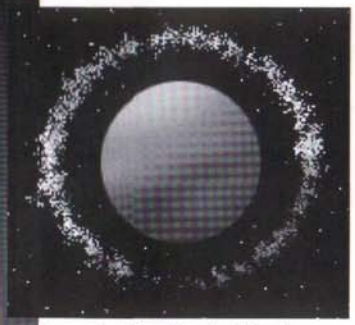


Photo courtesy Department of Planet Research & Exploration

Teflar

Position: -23.-45, 7.5743AU
Class: 7
Satellites: ring of particles ranging from meteoroids to small asteroids
Composition: ice, hydrogen
Atmosphere: hydrogen-methane
Surface features: unknown
Life forms: unknown
Research notes: Intermittent shifts and variations in the magnetic field detected.

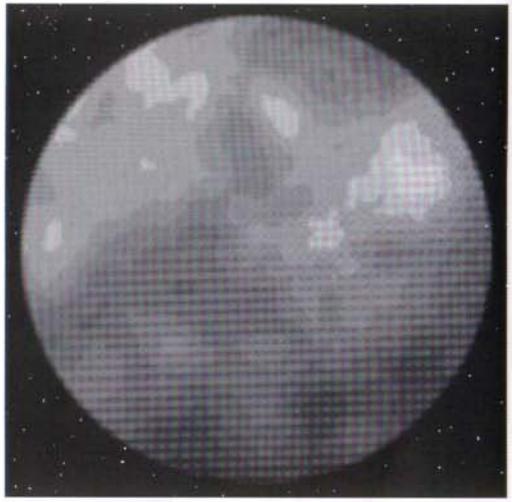


Photo courtesy Department of Planet Research & Exploration

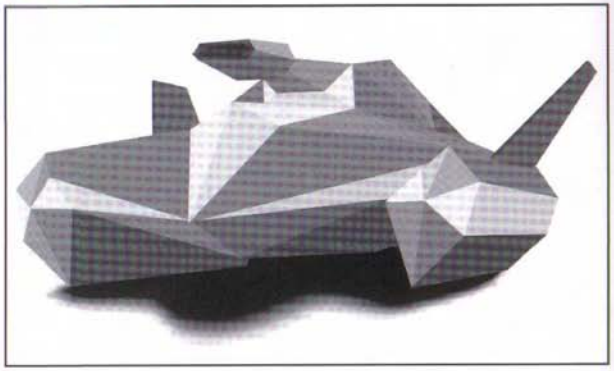
Sauria

Position: 45.78, .9251AU
Class: 33
Satellites: 4 small moons
Composition: nickel-iron, silicates
Atmosphere: nitrogen-oxygen, water vapor
Surface features: seas & continents, clouds
Life forms: unknown
Research notes: The surface features are reminiscent of pre-historic Terra.

RAVEN II

Ship Specifications, Controls & Computer

Raven II



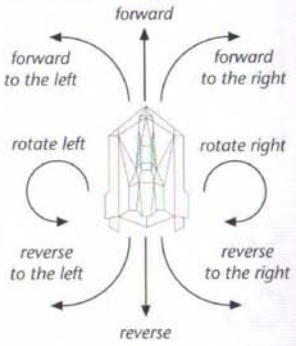
Armor:
Tempered, high-density titanium panels.

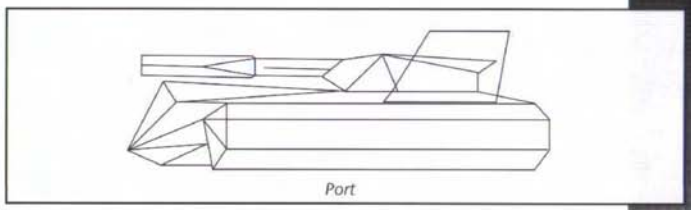
Shields:
Expanded-field, custom calibrated, protonic shields.

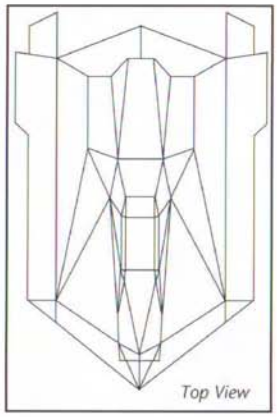
Armament:
Modified Bi-Phasal Cannon
– Increased operating efficiency and range, capable of firing two shells before reloading chamber.
Mine Module
– Drops a land mine and activates the automatic detonation timer.

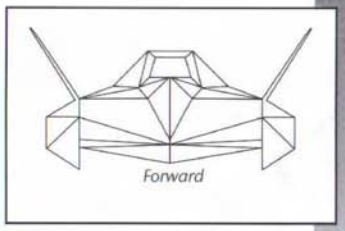
Computer System:
On-board remote computer system linked to home base Engram computer, S.A.R.A.H., offering all the power of a standard super computer without sacrificing precious on-board space.

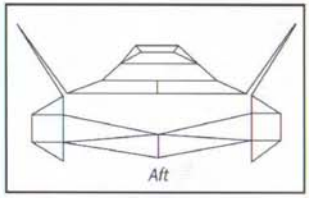
Maneuvering:





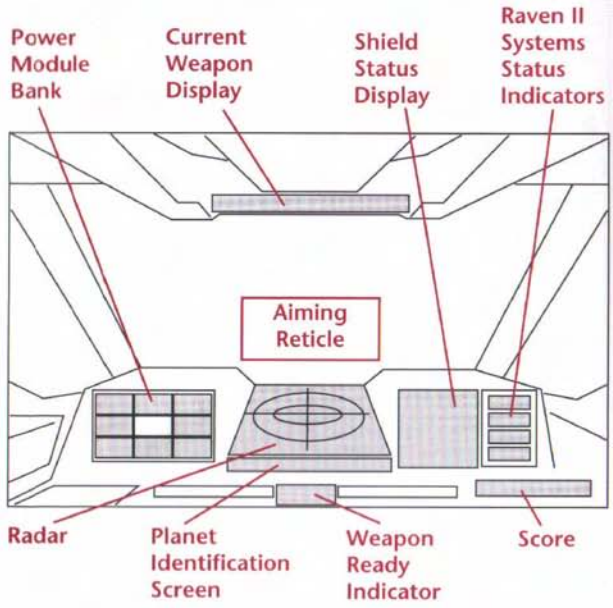






Engine:
Re-built System-3000 fusion engine module supplies power for all on-board systems, as well as providing the power for great speed and maneuverability. The engine is built to be able to withstand some damage and still continue working, although some functions might be substantially impaired.

COCKPIT CONTROLS

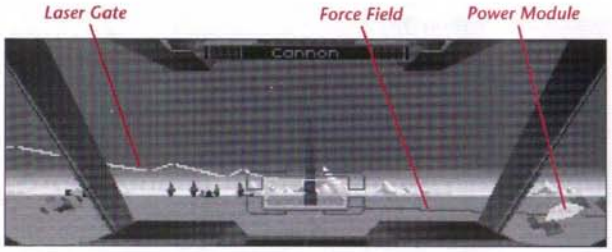


Power Module Bank

The Power Module Bank is designed to accommodate eight power modules. Vacant slots appear blue. Nonfunctional slots appear black. Note: The Raven II is able to pick-up and install power modules in the field as well as intact power modules left behind from destroyed enemy ships.

Current Weapon Display

The weapon display shows the currently selected weapon. A number appearing after the weapon name indicates the amount of ammunition left. No number after the weapon name indicates unlimited firing capability.



Shield Status Display

A team of four independent Protonic Shields provide protection fore, aft, starboard and port. The shields not only provide protection against shells, lasers, and high-speed impact, but are also capable of absorbing a variety of energy forms including heat, radiation and kinetic energy. The advantage of the four shield system is that if one shield is damaged, it will not affect the other three. Although the shields are designed to withstand almost anything, each hit or impact will diminish the energy level of the shield. Loss of energy will result in shield failure.

Radar

The radar module has expanded detection capability. The Raven II is the radar center point. The top of the radar display corresponds to the direction the Raven II is facing. For instance, blips at the top of the display are objects the Raven II is facing, while blips at lower portion of the display are objects behind the Raven II. Different types of objects (enemy ships, incoming shells & obstacles) appear as different colored blips. Erratic blip movement or a blank display may indicate damage to the radar unit.

Raven II Systems Status Indicators

1. **ENG** - Engine Status
2. **LIFE** - Life Support Status
3. **SHLD** - Shield Status
4. **Damage Alert Bar**

The first three indicators show the status for specific systems. A purple light denotes optimum system functioning. A yellow light denotes an impaired or damaged system. A red light denotes system failure. Overall damage to the ship itself is graphically represented by the fourth indicator, the Damage Alert Bar.

Planet Identification Screen

The name of the current planet is displayed on the Planet Identification Screen.

Weapon Ready Indicator

A yellow light signals that the currently selected weapon is loaded and ready to fire. A purple light indicates the weapon is not ready.

Score

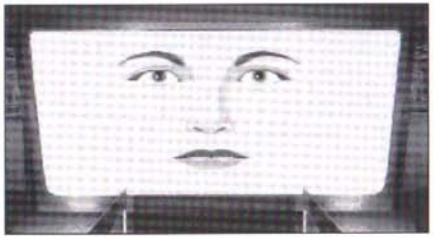
This unit tracks, compiles and displays the combat success index.

Aiming Reticle

The Aiming Reticle aids in focusing the weapon on target. The reticle display changes when a possible target is in the field of fire.

S.A.R.A.H.

Synergistic Advanced Resource - Aesthetic Hybrid



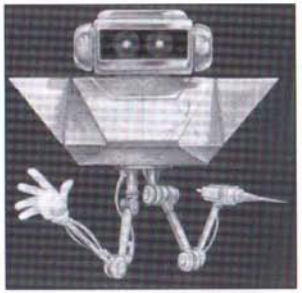
The new Engram super computer, with its Engram-Neuralnet logic board, provides the computing power to keep all the base and Raven II systems running smoothly. The operating system for the Engram computer, developed by innovative programmer, Sarah Alex, before her death, simulates human thought patterns more closely than any previously designed system. The human-like interface, created in Sarah's image, was one of the features programmed later by her husband, Captain John Alex.

Sarah Alex

New information transmitted from Terran Command and field data collected by the Raven II are added to S.A.R.A.H.'s extensive library files. S.A.R.A.H. is continually processing new data as well as searching the library files for related material, and will provide new information as it becomes available.

Auxiliary Components

Model SP1422-KE Robotic Unit "Sparky"



The maintenance and repair droid equiped with basic AI language and interface modules, Sparky, is programmed to make repairs and install upgrades.

Upon returning to base, Sparky will perform as many repairs as possible before the Raven II has to return to battle. If Sparky is able to complete all the repairs, it may also have time to install upgrades.

RAVEN II

Simulation Specifications

Cursors

In addition to the regular cursor icon, there are seven types of cursor icons that appear depending on the scene and position on the simulation screen.

These different cursors indicate an action to perform or a menu available from the Control Panel at the start of the simulation.

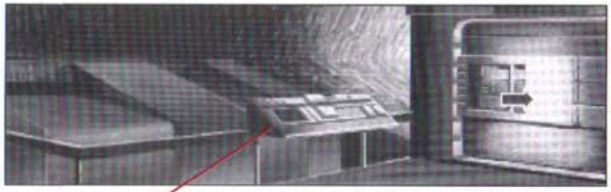
Action Cursors:

View data or look more closely.

Travel in the direction of the arrow.

Return to the previous scene after viewing or looking at something.

Proceed with simulation play.



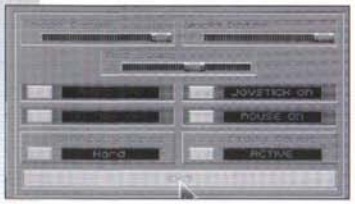
Bridge Control Panel:

At the beginning of the simulation, use the Control Panel on the Bridge to set preferences or view menus *before* continuing through the door into the Repair Bay.

Display a menu of high scores.

Display the game credit list.

Bring up the pre-game preferences menu. Customize game controls by changing Detail Level settings, level of difficulty, or setting the sound, music, joystick, mouse and story (non-interactive scenes) to on or off.



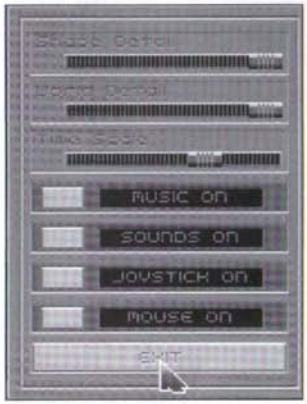
Menus

Preferences Menu

*Pressing **F10** during simulation play brings up a menu with options for customizing game controls (Macintosh: **ESC** or click at the top of the screen):*

***Detail Levels** — The smoothness and speed of simulation play depends on the speed of your computer and the amount of graphic detail displayed. Adjusting image detail can slow or speed up action. Adjusting the "time" detail can also affect action by allowing the game to take larger or smaller "steps." Adjust the slider bars by pressing down either **RETURN**, **SPACEBAR**, a **mouse button** or a **joystick button**, and then using the **arrow keys**, **mouse**, or **joystick** to move.*

*The **sound**, **music**, **joystick** and **mouse** may be toggled on or off.*



Joystick Calibration

*Pressing **ALT-C** brings up a menu for adjusting your joystick for optimum game play.*

Game Paused

*Pressing **P** suspends play and displays a message that the game is paused.*

Abort Game?

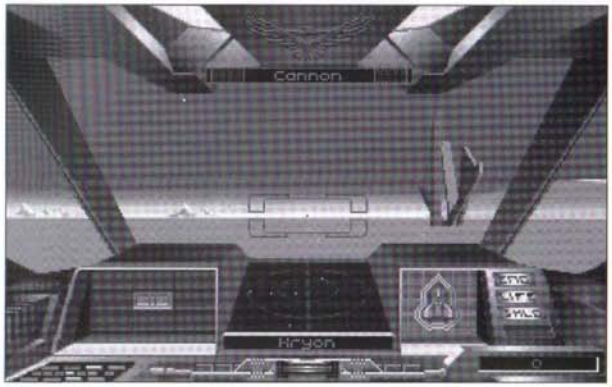
*Pressing **ESC**, **ALT-Q** or **CTRL-Q** brings up the Abort Game Menu (Macintosh: ⌘-**R**). Select YES to return to the bridge at home base.*

High Scores

A log of the top scoring Raven II Pilots appears at the end of the game.

Quit to DOS?

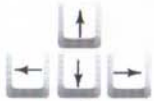
*Pressing **CTRL-ESC** or **CTRL-ALT-DEL** brings up the Quit to DOS Menu (Macintosh: ⌘**Q**).*



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.

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

Weapons

Select cannon **1**
Select mines **2**
Change current weapon ..... **–** or **+**
Fire weapon ..... **SPACEBAR** or **Joystick Button 1**

Power Module Bank

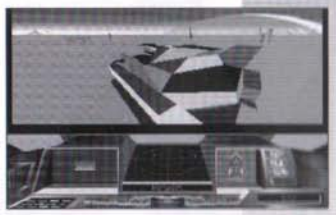
Hold down the **RETURN** key or **Joystick Button 2**, then move the highlight to select a power. Release the key or button to activate the selected power.

or **Joystick 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**
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**

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**

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

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**

General

Highlight hot spots ..... **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.

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.

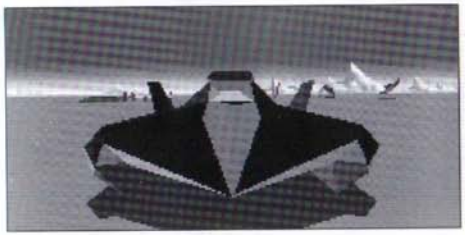
Possible Solution: Press **ALT-M** to turn off the music or select "music off" from the Preferences Menu.

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™.



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.

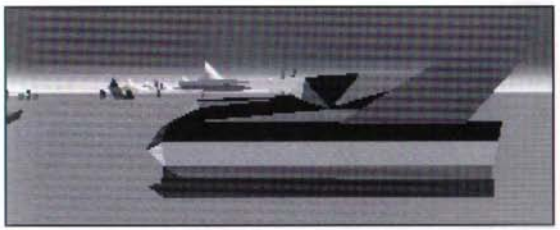
Troubleshooting

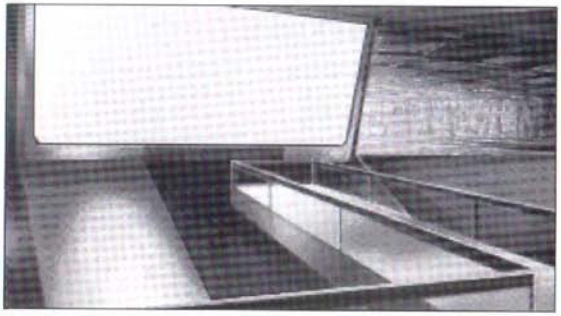
Problem: Even though my computer has 1MB of memory, I receive a message saying there is not enough memory to run *Nova 9*.

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.





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.

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.

TERRAN RESOURCES

Terran Command: Personnel & Data

Terran Command

Designer ..... Paul Bowman

Art Director ..... Robert Caracol

Programmers ..... Paul Bowman
Nels Bruckner

3-D Graphics ..... Cyrus Kanga
Damon Mitchell

Background Painting ..... D. Brent Burkett
Jerrett Jester

Artists VGA ..... Robert Caracol
Ron Clayborn
Mike Jahnke
Jerrett Jester

Artists EGA ..... Kerrie Abbott
Robert Caracol
Rhonda Conley
René Garcia
John Garvin
Ian Gilliland
Brian Hahn
Robert Kraft
Vance Naegle
Thomas VanVelkinburgh
Mark Vearrier

Writing & World Design ..... David Selle

Design Contributions ..... Nels Bruckner
Jeff Johannigman

Terran Audio Communications

Original Score ..... Christopher Stevens
Dale Cooper

Sound Effects ..... Christopher Stevens

Audio Director ..... Alan McKean

Terran Technical & Scientific Support

Quality Assurance Manager ..... Forrest Walker

Lead Tester ..... Jeanne Rubinstein

Testers ..... Evan Birkby
Christopher Hunt
David Merrill
Alan Roberts
Nat Rudulph

Sound Effects Testing ..... Corey Reese
Brian Bennett

Terran Command Documentation

Direction ..... Lynne Tunstill
Jerry Luttrell

Design & Production ..... Sue Roberts

Illustration ..... Shawn Bird
Robert Caracol
Sue Roberts

Writing ..... Sue Roberts
Jerry Luttrell
David Selle

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Call or write:

Sierra On-Line
P.O. Box 800, Coarsegold, CA 93614 U.S.A.
Attention: Technical Support
(209) 683-8989

Our European customers may call or write our U.K. office:
Sierra On-Line Limited
Unit 2, Technology Centre, Station Road, Theale,
Berkshire RG7 4AA United Kingdom
(44) 734-303171

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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:
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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 (5.25" or 3.5"). 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 for 5.25" or 3.5" diskettes.

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In the U.S. call **(209) 683-4463**.
In the U.K. call **(44) 734-304227**.

NOTES