

HARD NOVA

Type: Science Fiction Role-Playing
Difficulty: Novice-Intermediate
System: MSDOS (640K, EGA, 256-color
VGA; Ad Lib, Roland, Sound Blaster, PS/1;
mouse and hard disk recommended)
Company: Electronic Arts

In this space opera, you're a member of Starkiller—an organization of space mercenaries. By searching your ship's databases and acquiring more data disks, you discover an impending invasion: aliens are planning to pour in through one of several stargates that facilitate interstellar flight. Several other quests are in store before the showdown, missions that involve NPC interaction, object manipulation and plenty of combat in space and on the surface. *Nova's* space flight system is among the most unique in the genre, for you get to fly a little ship around the stars—a very animated, fast little ship, not the kind you fly in *Starflight*. And when you fly your hovercraft around the surface, it

handles and looks like the arcade game *Zaxxon*. The rest of the graphics are stunning, the combat system straightforward and fun, and the icon-oriented system for manipulating objects easy to use. Other elements of the interface put the mouse to work, too. Designed by Karl Buitter, who did *Future Magic*, it's still a bit weak in the story line. The character dialogue is wittier this time, however, and the quest more substantial.

General Tips

Character Development

Begin by training in the Robomaze on Mastassini. At first designate all skill points to Aptitude, which enables you to acquire more skills later. Once your character has gained a few levels, you can begin assembling a party.

The Rest of the Team

To greatly enhance firepower, recruit Rogers Amaro. Go to his home on Holbrook (429, 270). Get the fish tank and return to city on Mastassini (804, 427). Make sure the tank is the top item in your inventory pool, then go to the bar. Find the aquarium and stand next to the second tank from the left. An option will appear, allowing you to get the yellow fish. Take it to Rogers' house on

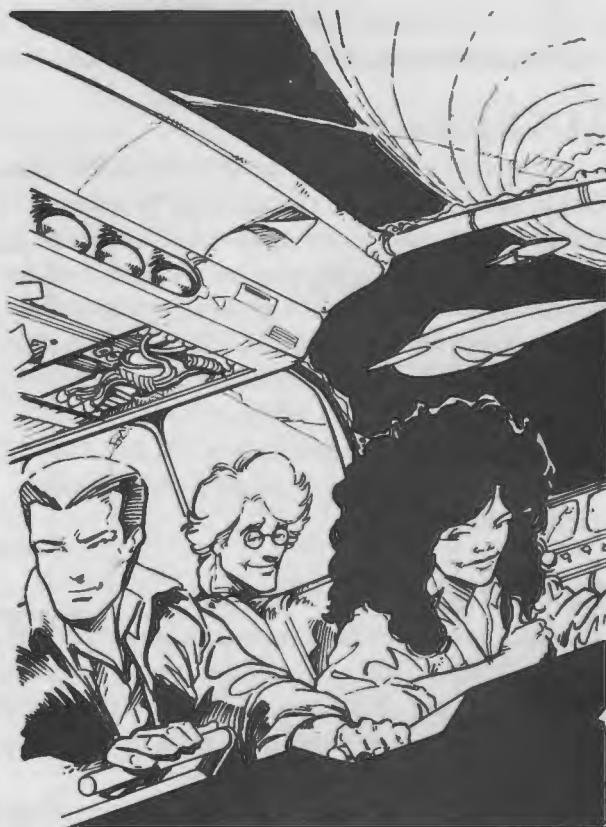
Holbrook. Give it to him, then talk to him.

With Rogers, travel to Rouyn. Land at (947, 306) and pick up some useful equipment, including the grav blocker. Bring the armor to the bar on Tikkor, and give it to Galejay, the sober Darcator. Talk to him and he'll join.

Making Money

To acquire all the money you need, accept the most profitable smuggling missions at the Mastassini space station. The best way to deal with enemy ships is to fly right by them at high speed, then repair any damage later.

You can avoid paying taxes in the Ariel system by using the J17E ship signature. For free ammo, stop off at (1186, 173) on Mastassini. The ammo is in the first room, and powerful droids guard the rest of this base.



Walkthrough

Kendall's First Mission

The hijacked ship is in the C3b271n system, above and to the right of the 9t17g1t2 (it doesn't appear on the Long Range Scanner).

ALICE Joins the Quest

To get ALICE to join, travel to the DSRE Labs on Tikkor (667, 367). After docking, go W a short distance from your hovercraft. ALICE is in the small room to the north. Once you have dispatched the guards (*demolitions* skill helps here), pick up the circuit board and give it to ALICE. Command her to follow you and you've gained an invaluable party member who can shoot while in Scout mode. If fighting ever gets too tough, send ALICE ahead to clear the way. ALICE will make Kendall's next quest easier.

Kendall's Second Mission

After talking to Max Sebastian, go to the first base (610, 608). Talk to one of the friendly soldiers to find the location of the second base. Go there, and you'll find a similar situation. Get the coordinates of the third base from a friendly soldier.

The third base is more difficult. You must work your way as far east of the hovercraft as possible. In a room with a blue NPC is the mag card 174J. Take it and leave the base. Go to the main city on Ariel.

On the third level on Ariel, use the mag card 174J to enter the restricted elevator, then go up a level. Head to the southern tip of the level, where mag card 391A is found in a small room. Take it and leave.

Now head back to Ciberan and go to the base at (907, 650). Your starting point on the accompanying maps is (1) on Level A. (Note that the names of the levels indicate the order in which you traverse them, not necessarily their true order.) As you leave the hovercraft room (1), turn north. Travel as far as possible in that direction and go down the vent hole (2) to the east. Head E from the vent at (3) and follow the corridor to (4) on Level B. Go up a level. Head N from (5) on Level C into the room above the corridor extending to the west (6). Go up two levels. On Level D, head W from (7) to another down elevator at (8). Go down two levels and travel S from (9) on Level E down the corridor, following it as it turns east.

The elevator (10) is in the southwestern of the four rooms bunched together at the end of the corridor. Go up once, and you're on the final level. ALICE can be used to wipe out all the troops here. General Rodgen (the blue person) must be killed as well, but it can be difficult. You can use ALICE, or scout around for a particular floor square from which you can shoot her but she can't hit you. Take the mag card 942Z that she leaves behind, then leave the base the same way you came.

Go to Ariel and land at (1411, 426). Use mag card 942Z to enter Altron's base. You can get to him without use of force. After talking with him, you cannot leave the way you entered and must fight your way out the other exit to the east (saving here will replenish enemy troops). Again, ALICE will be very useful.

Once you've escaped, fly to Ariel City. Go to the bar. Find Skreed in the room to the southeast corner and tell him about Altron. He'll join the party. Now destroy Altron by taking Skreed to him.

Typhon Invasion

By the time you've completed the second mission, the invasion has probably begun. If the main battle fleet hasn't arrived yet, you can follow Kendall's instructions and meet the miners on Rouyn. This isn't vital to completing the game, however.

After the invasion commences, you must board one of the Typhon warships and retrieve the two viewer disks from the ship. Take them to Altron's base on Ariel. Use the computer to translate them.

Now take the disks to the DSRE lab on Tikkor (667, 367). This shouldn't be too hard, but you *must* have ALICE with you (she's safe from attack by security droids). Once you've seen the head scientist, go to the other DSRE lab on Mastassini (1186, 173). See the head scientist there and opt for the peaceful solution.

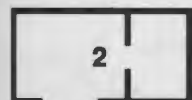
Take the material they give you and go to the Rouyn system. The gray dot at the very bottom of the Long Range Scanner is the Bremar Starship. Board it and find the Bremen Songmaster. Give him the data and talk to him. To get him to help, you must go to the bar on Ariel and find Orai Volomar. After you meet Orai, he'll be glad to help.

Ciberan (907, 650)

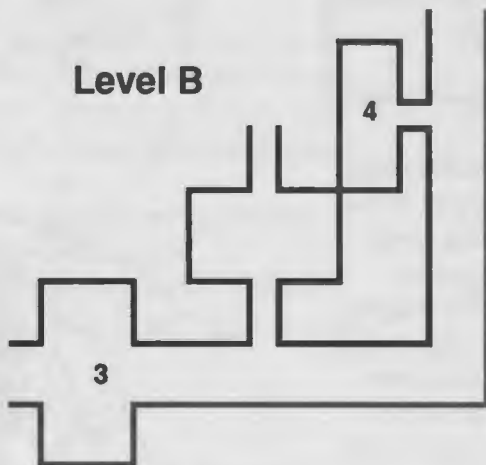
Map Key

1-10

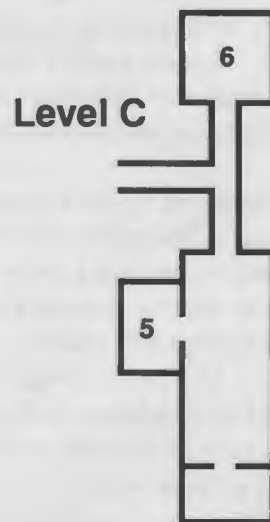
path through Ciberan (907, 650)



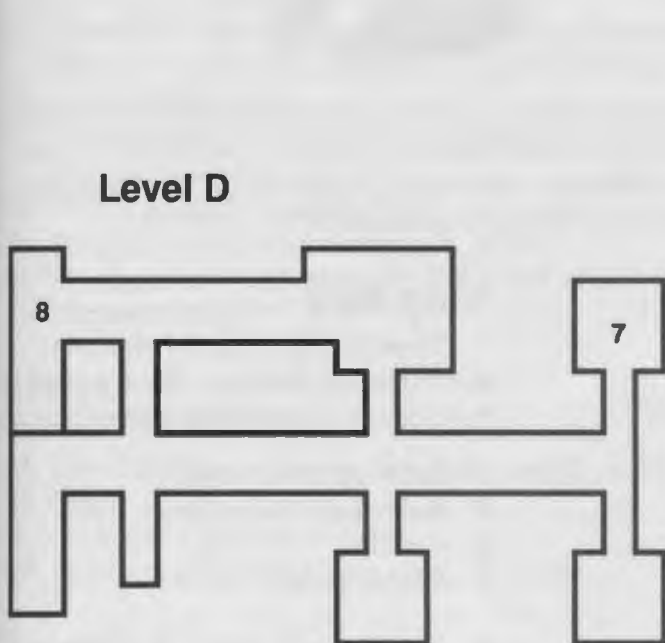
Level A



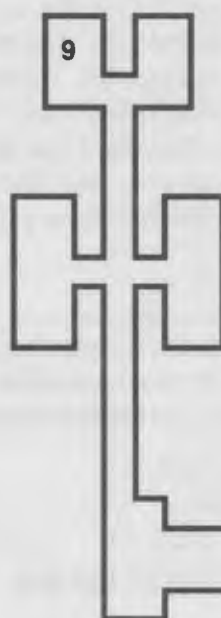
Level B



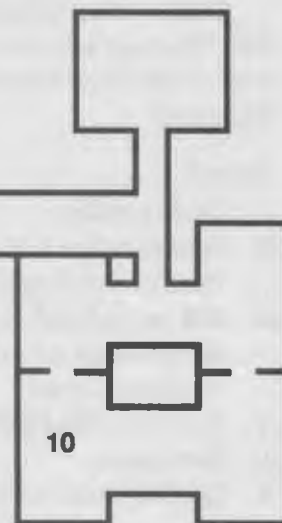
Level C



Level D



Level E



10

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1 = a

2 = e

3 = i

4 = o

5 = u

6 = y

7 = r

8 = d

9 = s