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SUPER NOVA™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
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Nintendo®

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WARNING!!

The Silver Hawk Fleet rises again

Prepare for the flight of your life, in a no-holds barred battle for survival! Super Nova offers three fighter options, a power balance system and other exciting new features. Fight your way through the enemy defense zones to destroy the gigantic battle cruisers of the evil empire!



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The story so far

The history of war began when one of the first humans snatched an animal bone from the ground in a fit of anger. But war is now a long-faded legend to the people of Darius, who have prospered in peace since they won the final battle against Pelsar thousands of years ago. Since then the Darusians have explored hundreds of planets. After ratifying a security treaty of cooperation and non-aggression, they became full partners in a peaceful galactic federation under the direction of the Elders of the planet Orga.

These federated planets are defended by the Silver Hawk Fleet, the descendants of the brave pilots and powerful machines that brought victory for Darius in the great conflict. After the war, the survivors improved and enhanced the old design and built thousands of new Silver Hawks to prepare for any outside aggression. But in the minds of most people, war has become a silly idea of the ancients, and the saga of the great heroes Proco and Tiat has passed into the mists of time.

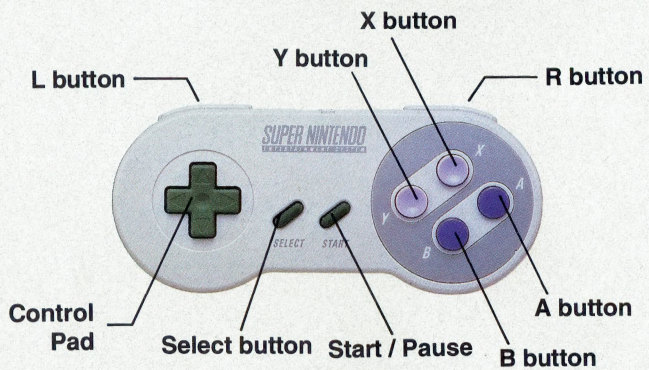
However, history inevitably repeats itself. A battle is about to begin somewhere deep within the galaxy. Pelsar, the ancient enemy whose true nature and ultimate objectives are still not known, is on the march again. The Darusians have realized that what their ancestors thought of as Pelsar's main force was only a small arm of a much larger, infinitely more dangerous horde.

All Silver Hawks, prepare to launch!

Object of the game and how to play

You are a Silver Hawk pilot. Fight off the enemy forces that stand in your way. Destroy the battle cruiser in each zone to move into the next, adding to the power of your fighter as you prepare for the ultimate conflict.

Basic operations



The **Control Pad** moves your Silver Hawk in one of eight directions. The button is also used to move the cursor.

The **Y button** activates your main battery.

The **B button** releases a torpedo or laser blast.

The **R button** switches between torpedos and lasers.

Press **Start** to begin or pause the game.

Note:
The **Select, X, A and L buttons** are not used during game play.

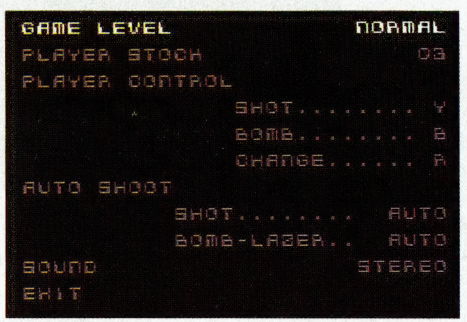
Starting the game



Move the cursor to **START** on the title screen and press **A, Y or B** to begin.

Option screen

Before you begin, select game play options using this screen. Use the **Control Pad** to move the cursor to the option you want to set. Press **A, B** or **Y** to change.



GAME LEVEL

LEVEL: Choose the degree of difficulty.

PLAYER STOCK

SHIPS: Choose the number of Silver Hawks (1-5).

PLAYER CONTROL

CONTROLS: Assign the fire button, torpedo/laser button and switch button.

AUTO SHOT

FIRE MODE: Choose automatic continuous fire (AUTO) or single-blast (MANUAL) mode.

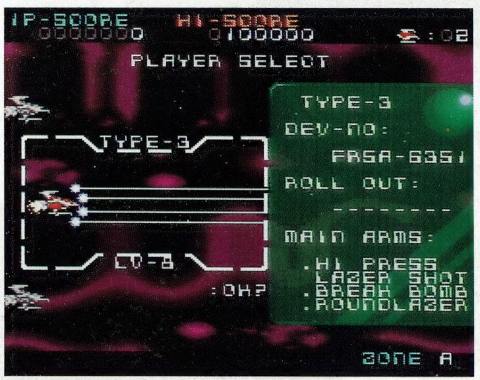
SOUND: Choose STEREO or MONO.

EXIT: To return to title screen, move the cursor here and press any key.

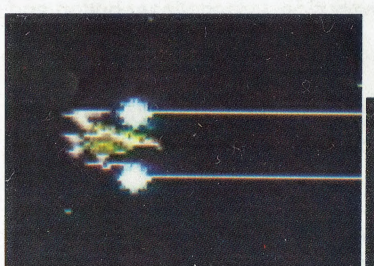
Pressing **START** with the option screen open will return you to the title screen.

✦ ✦ ✦ Selecting your fighter ✦ ✦ ✦

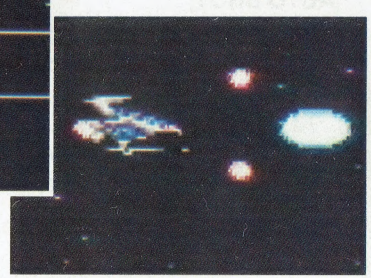
At the start of the game, you'll enter the fighter-selection screen. Three Silver Hawks appear on screen and demonstrate their firepower (Force 1-8) in the selection window. The armaments for each Silver Hawk are shown at right.



- Select the fighter you like and press **B or Y** to choose.
- Each of the three Silver Hawk models offers different advantages and disadvantages. Choose the one that suits you best.



TYPE 1



TYPE 2

✧ TYPE 1 (Green)

Main battery: The main battery upgrades to a laser wave, which can penetrate terrain.

Torpedo: The terrain-following slider torpedo upgrades to a fragmentation torpedo. At maximum power, it will destroy anything in a wide field ahead of you.

Laser: Six-way beam.

✧ TYPE 2 (Blue)

Main battery: The main battery upgrades to a plasma blast, which covers a wide area.

Torpedo The torpedo upgrades to a snooper torpedo, good in complex terrain because it can follow along the surface. This one is more effective against targets directly below.

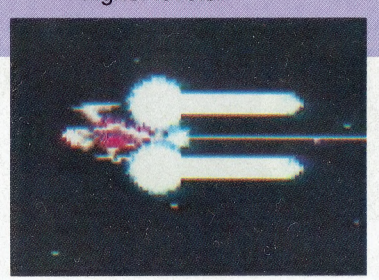
Laser: Six-way beam.

✧ TYPE 3 (Red)

Main battery: The main battery upgrades to a compressed-photon laser, a major technical innovation and the strongest weapon in the game.

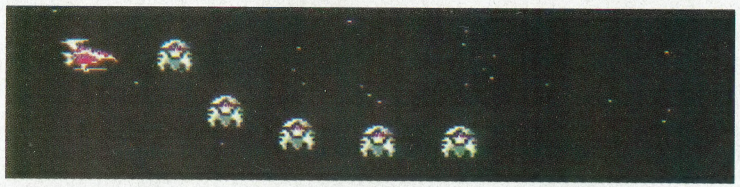
Torpedo: Starting in the early stages, torpedos can be launched in four directions at once. The highest form is four fragmentation torpedos launched simultaneously.

Laser: This rolling laser can generate up to 14 beams at higher levels.



TYPE 3

Power up



After destroying an enemy fighter you can pick up energy pods to add capabilities to your Silver Hawk. There are three kinds of energy pods.

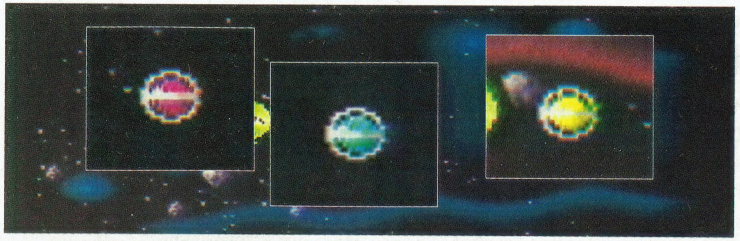
Weapons and technology

A Silver Hawk can use its main battery, torpedos or lasers for attack, and force shields for defense.

Main battery

The power level of your main battery rises from 1 to 8 as you capture red power pods. All three Silver Hawk types start equally with Force 1 batteries, but at Force 2 and higher, weapons vary in strength according to fighter type.





When you capture the following items,

Power pod (red): Your attack strength rises one level.

Shield pod (blue): You gain a defensive force shield.

Clone pod (green): You add one fighter to your attack force.

Torpedos

Torpedos are auxiliary weapons that range in strength up to Force 6. The Force 1 torpedo is the same for all Silver Hawk types.



Lasers

Type 1 and 2 Silver Hawks are equipped with six-way lasers (at strengths up to Force 6); the Type 3 carries a rolling laser. Lasers cannot be used at the same time as torpedos.

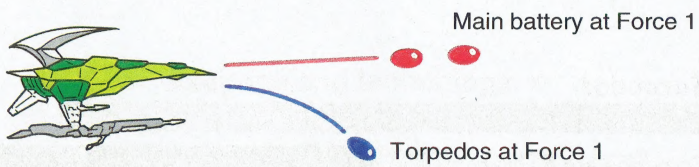


Shields

Your Silver Hawk will get a shield when you capture a blue pod. Once the fighter is shielded, it is protected against attack, but the shield weakens each time you make contact with obstacles or are hit by the enemy. The shield is strengthened and changes color for every five blue pods you capture. The shield shrinks when power falls to just enough for single blasts. When this happens, capture another blue pod to get a new shield.

✦ ✦ ✦ Power balance system ✦ ✦ ✦

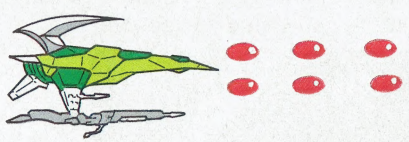
Startup level



- At this level, your fighter can launch a Force 1 main barrage and a Force 1 torpedo at the same time by pressing the fire and torpedo buttons simultaneously.

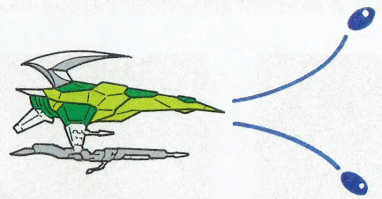
Main battery at Force 2

- When you press the fire button alone at startup level, power is transferred to the main battery from the torpedo bay and your main battery fires at Force 2.



Torpedos at Force 2

When you press the torpedo button alone at startup level, power is transferred from the main battery to the torpedo charging system and you can launch Force 2 torpedos.

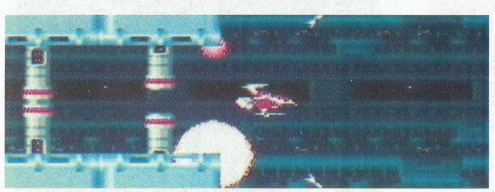


How to use the power balance system effectively

Concentrate power on the main battery to engage stronger enemy forces.

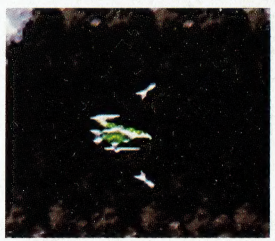


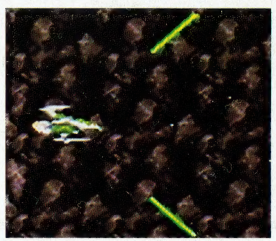
Concentrate power on torpedos for more effective attack in narrow or difficult terrain.



Choose torpedos or lasers

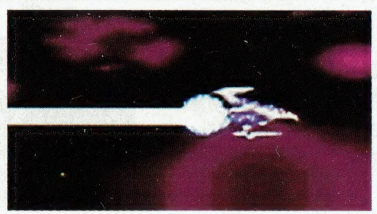
You may choose torpedos or laser cannon as your auxiliary weapons system. The default is torpedos. Press the switch button for lasers. The force level of these two systems is the same, but they each have advantages in different situations; choose carefully.





Entering the first zone

Once you select your fighter, you enter the first zone. Advance and destroy the various enemy forces as they appear. Near the end of each zone, a very large enemy battle cruiser awaits you. When you destroy it, your are cleared for your next assignment.



Selecting the next zone

When you clear a zone, you enter the zone-select screen to choose your next mission. Move the cursor to the zone you want; the cursor will only move to zones that you are qualified for.



What to avoid

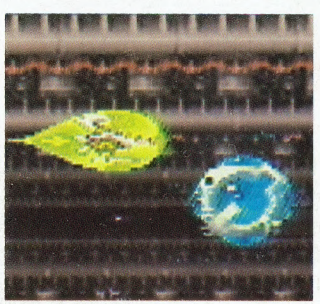
You will lose your Silver Hawk if you strike the ground or an obstacle or you are hit by enemy fire. If you have more fighters available, this will put you back in the zone, nearer the beginning than before, at Force 1 strength. The game is over when you lose all your Silver Hawks.



Special features

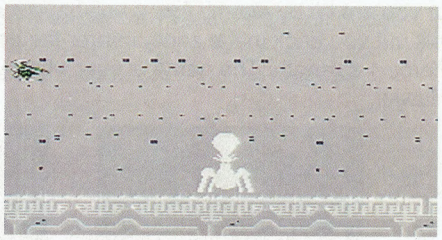
Tochka (gun emplacement)

There are many tochkas in the zones, and destroying them can bring various advantages.



Smart flash

The entire screen flashes and all enemy forces within it are destroyed.

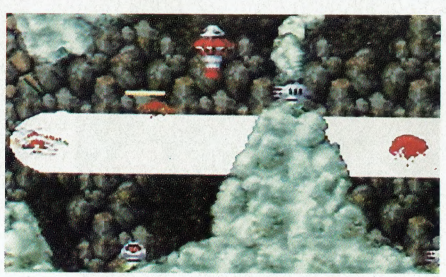


Shield pod generator

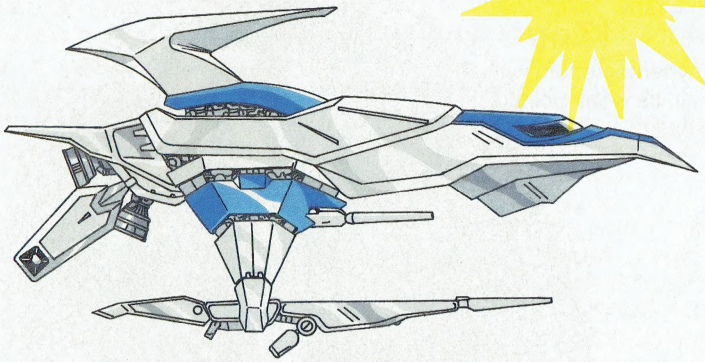


Compressed-photon laser pod generator

This generates pods that give any Silver Hawk a compressed-photon laser. Equipped with this, your fighter is unbeatable, but the effect does not last long.



The forces



Silver Hawk:

The best and most powerful fighter in the galaxy.

Enemy forces

Balbox:

A five-fighter mini-fleet. If you destroy it, you capture one energy pod.



Limona IV:

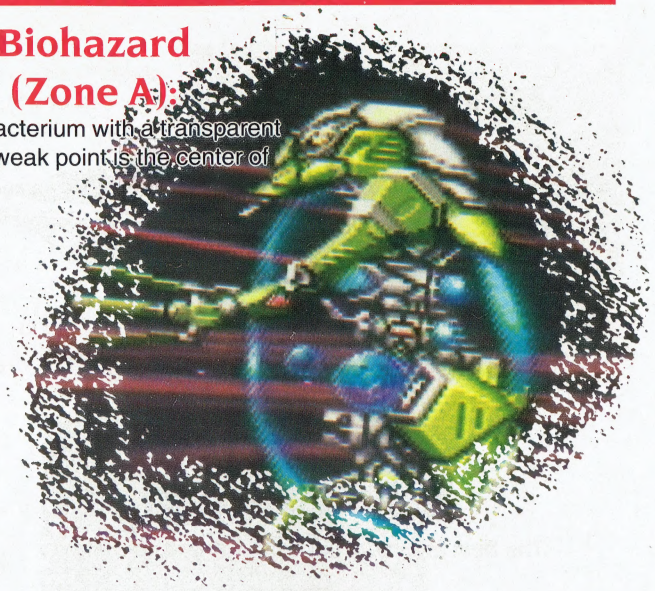
This breaks into smaller versions as it is hit; if you destroy all of them, you capture one energy pod.



Enemy forces

Biohazard (Zone A):

A hyperbacterium with a transparent shell. Its weak point is the center of its belly.



Muddy Crystal (Zones B and C):

A jellyfish with poisonous tentacles. Its weak point is under its head dome.



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