



AMBROSIA®
SOFTWARE

presents...

ESCAPE VELOCITY
NOVA

Welcome to EV Nova

Charlie deftly twisted the flight yoke, his hands a blur of motion over the various switches and buttons that make up the cockpit of a Federation Anaconda. Three Auroran Firebirds disappeared in a hail of fire and explosions, and Charlie pulled a tight victory roll, exulting in the thrill of combat.

From the port side another gaggle of Firebirds jumped out of hyperspace. Charlie glanced down, and wondered how he was going to survive with only two missiles left. The Aurorans closed in, and with a savage turn, Charlie swung his fighter onto the tail of a squad of Aurorans. He opened fire, and one of the Aurorans dropped away, his fighter flaming and disintegrating, effectively out of the fight. The second fighter broke right, and as Charlie maneuvered to follow, white hot chain cannon rounds whizzed past the canopy. His shields glowed blue as they absorbed the blows, but the HUD showed that there was only 20% shield power left. The temperature rose as Charlie banked, snapping off a missile at the Auroran breaking off before him. The missile streaked towards the Fighter, only to turn away as the Firebird's jammers confused it. Cursing, Charlie dodged and wove, as his shields hit 10% power. Radar showed that he was outnumbered 15 to one, and that the hope of a Federation reinforcement fleet jumping in to save his bacon was next to zero.

Things were looking grim, and Charlie was fighting for his life. Another element drifted across Charlie's nose. A quick burst of blaster fire sent one of them to a fiery death, and Charlie swung onto the other's "six". Rapid fire reduced it to smoking debris, but the odds were starting to tell.

Chaingun rounds scored along the Anaconda's hull, and the radar shorted out in a shower of sparks. Craning around in his seat, Charlie saw five Firebirds closing in for the kill and he knew that all too soon, things were going to be coming to an end. In a desperate move he savagely swung the fighter around 180 degrees, letting its forward momentum carry it in a straight line. It meant that there was no more dodging, but it also meant that the fighter had all of its weapons firing in defense of what was the tail. One of the Firebirds exploded, but the combined fire of the other four quickly had rounds punching into the Anaconda's nose. Flames burst through the main systems, and the ship exploded. For Charlie, there was a brief moment of shock, a flash of bright white light, as the words "GAME OVER" slid across the screen.

He had reached to level eighteen, which was five more than any of his friends could reach. He was the champion of his class, but when you're only in grade three, it isn't hard to get excited about such things. Charlie loved to play "Firebirds of Fury", and he hoped one day to join the Federation Navy. Most of his friends wanted to join up too. It was far off dream for a nine year old, but hopefully he could convince his parents to sign the early release form, so he could join up at age fifteen rather than sixteen. It seemed so far away.

Last week some *real* Anaconda pilots came to visit Charlie's class. It was too cool for words to express. One of them was already an ace, with five kills. Charlie could easily score more than that on "Firebirds of Fury", but the real thing was said to be much harder. Once the pilots heard about how good Charlie was: they were very impressed. One of them even said, "VR is one thing kid, but one day you might put me out of a job." They had all laughed, but Charlie was going to make sure that it happened. Only six years to go...

Documentation *David Dunham*

Special thanks to Matt Burch and Ralph Sutherland

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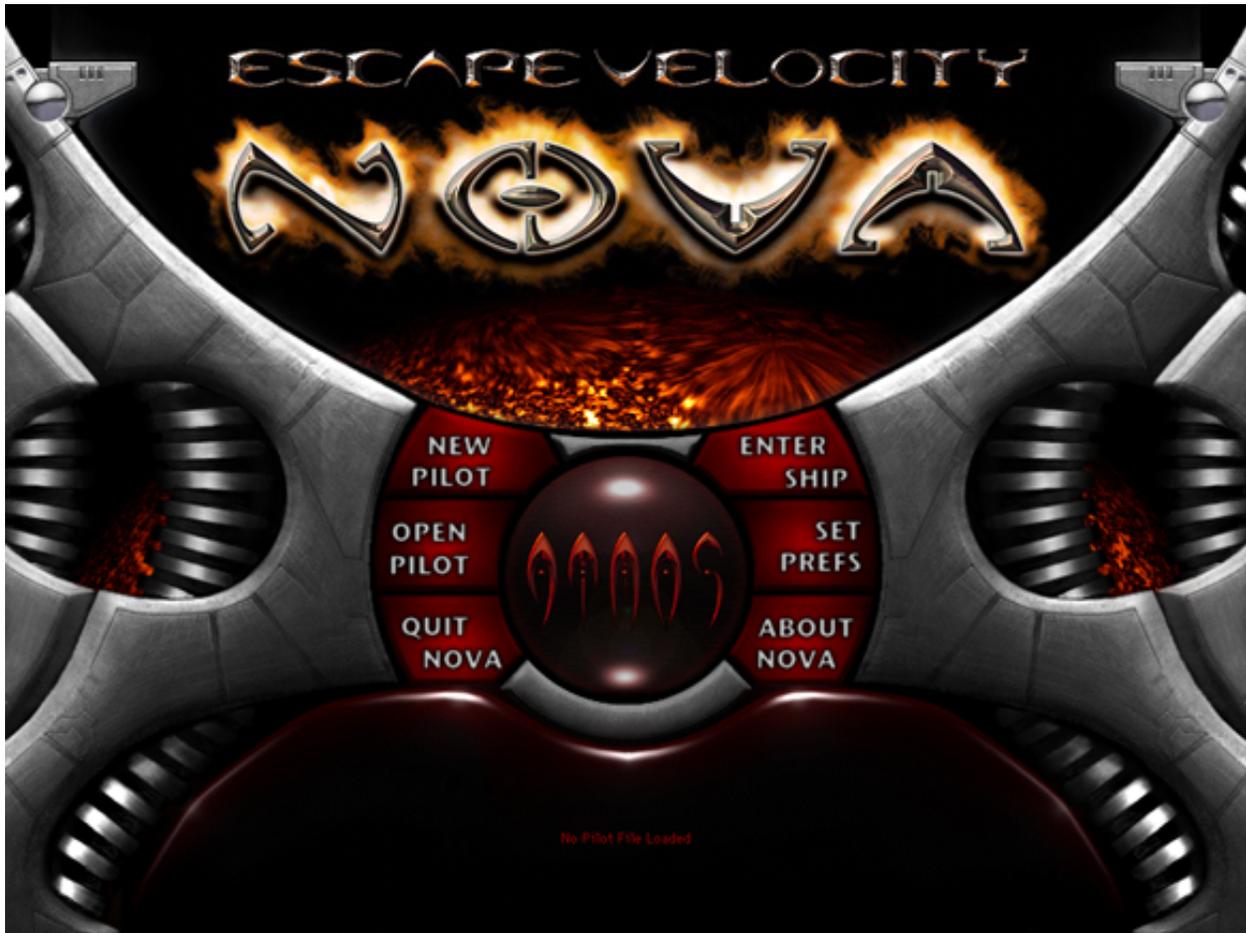
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Quick and Simple

Down and dirty instructions for those who hate manuals



Getting Started

To start a new game in EV Nova, click on the **New Pilot** button. A dialog box appears, allowing you to name your pilot, and decide whether you'd like to play by **Strict** rules or not. If you choose to play by **Strict** rules, when your pilot dies, he's truly dead (so make sure you're quick to jettison in your escape pod). If you decide to **not** play by **Strict** rules, when your pilot dies, you can simply click on the **Open Pilot** button and resume where you left off.

To fly your brand new shuttle, the **Right** or **Left Arrow** keys will rotate your ship. The **Up** arrow key will activate your main engines, accelerating you forward. There is no drag in space, so you'll keep going forward forever. To stop, press the **Down** arrow key to reverse direction, and then press the **Up** arrow key to reverse thrust.

Landing

To land, select the stellar object you intend to land on by mouseclicking on it. Then request landing clearance by pressing the **L** key. You'll be given clearance to land, then press the **L** key again to land on the planet.

Spaceports

Commodity Exchange

In the spaceport you'll find a **Commodity Exchange**. Here you can buy and sell goods according to market demands. Some goods will sell for a low price in this system, but for a high price in others. By buying low and selling high, you can earn credits to buy upgrades for your ship, or even purchase a new ship when you have enough credits.

Recharging

Jump engines, used to hyperspace between systems, use up lots of energy. To recharge your ship, press the **Recharge Ship** button in the spaceport.

Mission BBS

The captains of industry are always looking for pilots and ships to fly missions for them. Click on **Mission BBS**, and you may be asked to fly passengers from one spaceport to another, others may require you to fly special goods across the galaxy. This is a good way to explore the universe, and earn more credits.

Ship Outfitters

If a spaceport is advanced and large enough, it will have a ship outfitters. Click on **Outfit Ship**, and you'll be able to purchase upgrades for your ship. Everything from engine upgrades to illegal weapons systems can be bought and sold in Ship Outfitters - though some items, such as engine upgrades, are permanent upgrades, and can't be sold back. Clicking on an item will bring up a description of that item, with its price and whether or not your ship can carry the upgrade. Some items require a special license for use, and won't be available to the general public.

Shipyard

Industrial spaceports that have the ability to construct new ships will have a shipyard. Click on **Visit Shipyard** to see what's available. In this dialog, you can click on any of the available ship types to see a picture and a brief description of that type of ship, along with its price before and after trade-in. You can also click on the **Info** button (or double-click on the ship icon) to see a detailed summary of the capabilities of a particular ship class. To buy a ship, simply click on **Buy Ship**. You'll be given the chance to name your ship, then it's all yours.

Spaceport Bar

Many spaceports have a bar located in them. A spaceport bar is a good place to relax, gamble, hire an escort ship, check the latest news, and especially to find missions that aren't normally offered through the Mission BBS. Bars serve as handy meeting places for clients and captains — whenever somebody has a job for a space captain to do, they invariably hang around the spaceport bar, searching for a likely-looking candidate. As you mess around in a bar, you may be approached by someone with a job for you to do. If their offer sounds good, you can accept their mission and carry it out just like one you'd get from the Mission BBS. If not, you can tell them to get lost. (by the way, the quantity and difficulty of the missions you're offered in the bar tends to increase as you build your reputation).

Communicaton

To hail another ship, select it with the targeting sensors by mouseclicking on it, then press the comm button (default - **Y** key).

Navigation

To navigate from system to system, use your ship's map (default - **M** key) to select a system to travel to. Once your ship's navigational computers have a destination, you can hyperjump to that system. Wait until your ship is far enough away from the center of the system you are in to be out of the system's gravity well, and then press the Jump button (default - **J** key)

Combat

Most ships come with a Primary weapon installed. Primary weapons usually require no energy or ammo to fire, though some may. Primary weapons can also be fired rapidly. To fire your primary weapon, press the primary weapon trigger (default - **Spacebar**). Primary weapons are always available, all the time.

Secondary weapons require ammo, or energy to fire, and usually take some time to reload. Secondary weapons have to be selected (default - **W** key, or **Option W** to go backwards through the list) Fire the selected secondary weapon with the secondary weapon trigger (default - **Control** key).

Escape Pods

If things don't go your way in combat, you'll hear a warning klaxon. When you do, you should activate your escape pod (default - **Command X** keys). After drifting through space for a bit you'll land on a nearby safe planet. Captains of carrier class ships can use one of their on board fighters as an escape pod.

Controls

Navigation Controls:	Battle Controls:	Miscellaneous Controls:
Accelerate: Up	Fire Primary: Space	Pause: Escape
Reverse Course: Down	Fire Secondary: Control	Acknowledge: Return
Rotate Right: Right	Select Secondary: W	Board: B
Rotate Left: Left	Weap. Safety: S	Jettison Cargo: K
Afterburner: Z	Target Select: Tab	Eject: X
Autopilot: A	Closest Targ: R	Self-Destruct: -
Hyperspace Mode: H		Engage Cloak: U
Hyper Select: Backslash	Escort Controls:	Galaxy Map: M
Hyper Jump: J	Escort Menu: E	Player Info: P
Nav System Off: ~	Attack Target: F	Mission Info: I
Communicate: Y	Defend Me: D	Show Framerate: F12
Land/Dock: L	Hold Position: V	
	Recall: (option = dock) C	

Set Default **Cancel** **OK**

Those are the basics of EV Nova. With this info, you should be able to start a pilot, and explore the universe. For more information about specific topics, read further.

Introduction

Welcome to the World of EV Nova

The Story

Well, it pretty much all started with the Colonial Council, which was the first of humanity's interstellar governments. Around five decades after Omata Kane created the hypergate network and the nearby systems were colonized, the various planets got together to form the Council.

Then came the Vell-os, or rather, then came the first new encounters with them. You see, the Vell-os were descended from a group of telepathic humans who were forced to use their capabilities to leave Earth to avoid persecution thousands of years ago. In the intervening millennia, their capabilities and technology had increased dramatically, but they soon integrated with the Council and quickly became influential members.

Then there were the Polaris. Their society came out of an exploration drive organized by Kerell Polaris. They colonized around 30 systems, and formed their own civilization in the 100-odd years they were out of contact with the Council. When contact was made, it ended in disaster. The Council's attack on the Polaris was destroyed by the Vell-os, but only after the Vell-os withdrew from the Council in protest.

Of course, things went from bad to worse when the Council turned around and attacked the Vell-os, launching the fifty-year long Vell-os War. While numerically few, the telepathic abilities of the Vell-os proved devastating in the field of battle. The war finally ended when the leaders of the Vell-os surrendered in an effort to stop the bloodshed, only to have their entire race enslaved using the countless anti-psi technologies that had cropped up during that time.

Then, as a result of being ignored by the Colonial Council during the Vell-os War, six outlying areas, the first led by a man named Vanadian Aurora, declared their independence. Within a few years the Council was at war with these "Aurorans", as they came to be called, and things just got nasty. Before long, both sides were terrorizing each other.

Eventually one of the councilors, sick of having his advice against the war ignored, committed an act of epic betrayal and gave all of the security information for the Council hypergates to one of the many groups of terrorists that had sprung up. The Armetis, as this particular guerilla group was known, destroyed the Sol system's hypergate, causing an energy wave that destroyed the jump gates for nearly all human civilization. The only group left with hyperspatial capabilities was the Polaris.

Over a century passed before the Aurorans rediscovered how to build hyperspace-capable devices, and they immediately went on the offensive in an attempt to take over the surrounding systems. They were successful for a time, but they began to encounter stiff resistance from neighboring systems that stole the hyperspace technology from them. Eventually, the whole situation settled down to six families (Moash, Dani, Vella, Tekel, Heraan and Auroran) that have continued sniping amongst themselves for over a century, their depredations spreading well beyond their ever-shifting borders.

Then, scientists on Earth recreated hyperdrives by following ancient designs. The surrounding systems begged to join with the Terrans in order to keep the now war-like Aurorans from raiding in and around their homes. The Terrans agreed, and things became more settled in what used to be the core worlds of the old Council. That is, until a vengeful raid by the Terrans against the Aurorans inadvertently attacked a few systems held by one of the five settled enemies of the Aurorans.

The response was swift and messy. The six non-Terran governments banded together, and launched a concentrated offensive against the Terran government. Only with the help of the Vell-os slaves were the Terrans able to emerge victorious, but at an enormous cost. Upon returning with the remains of the defeated war fleet, the leaders of the five non-Auroran families assassinated the Auroran leaders, and created a new government, calling themselves the Auroran Empire.

After the economically draining Auroran War, some of the systems rebelled at the somewhat dictatorial Terran government. With the Terran Navy still in a terrible state after its huge confrontation with the Aurorans, the politicians on Earth decided to allow those systems still under its control to have a hand in their own governance. In the space of a few short months, the Terran government was dissolved and the Federation was born.

Over the next couple of centuries, the Aurorans and the Federation have sniped at each other almost continuously, and on one occasion, the Aurorans nearly destroyed the Federation utterly. On that occasion, it was only by cunningly attacking the forces belonging to three of the five Houses that form sub-governments within the Auroran Empire, using the telepathic capabilities of the Vell-os to aid them, that the Federation was able to survive. Without igniting the always-simmering tension between the five houses and causing internal strife, the Federation would have been wiped out utterly.

Lacking the political courage to admit to their own shortcomings, the Federation leaders blamed their lack of success on the battlefield on a sophisticated Auroran spy network. To counteract this alleged network, the Federation created the Bureau of Internal Investigation. "The Bureau," as it has become known, uses the psi-powers of Vell-os as truth-detectors, trying those who fail as traitors and spies.

Meanwhile, though stymied in Auroran space, the Federation attempted to spread out in the direction of Polaris space. The Polaris, many centuries ahead of the Federation in technology, still value their solitude. When the Federation diplomats made contact they were told, in no uncertain terms, that the Polaris will not tolerate being treated anything like the way the Federation has been treating the Aurorans.

The Federation, curious to see just how advanced the Polaris technology had become, sent a fleet against them, only to have it destroyed by the Polaris so quickly they have no time to even send a message back to Earth. To them, the fleet seemed to have simply disappeared into Polaris space.

During this time, the five houses of the Auroran Empire began to battle amongst themselves once more, stopping only when the Federation made an attempt to take advantage of their splintered alliance by sending in an invasion fleet. The houses united just long enough to chase off the Federation invaders.

Rolling on after defeating the Federation fleet, the Aurorans invaded Polaris space, and in retaliation the Polaris launched a series of devastating attacks on the homeworlds of five houses. Enraged by their easy defeat, the Aurorans once again invaded Federation space.

Following the Polaris example, the Federation also attacked their homeworlds. Front lines blurred and chaos ensued as each army attacked the homeworlds of their enemies. After a series of brutal battles, the war devolved into border raids and occasional shooting matches.

This is where we are. The Auroran Empire and the Federation are all but at war, and the five houses within the Auroran Empire are nearly at war with each other. Then we have the mysterious and mighty Polaris, seemingly intent upon enforcing their isolation.

Starting a New Game

To start a new game, click on **New Pilot**. Name your pilot and pick your gender.



The screenshot shows a dialog box titled "Create a new pilot:" with a small airplane icon in the top-left corner. The dialog contains the following fields and options:

- Full Name:** A text input field containing "Cade Connelly".
- Nickname:** A text input field containing "Hawkeye".
- Gender:** A dropdown menu currently set to "Male".
- Strict Play**
If you check this box, when you're dead, you're dead. No reincarnation allowed.

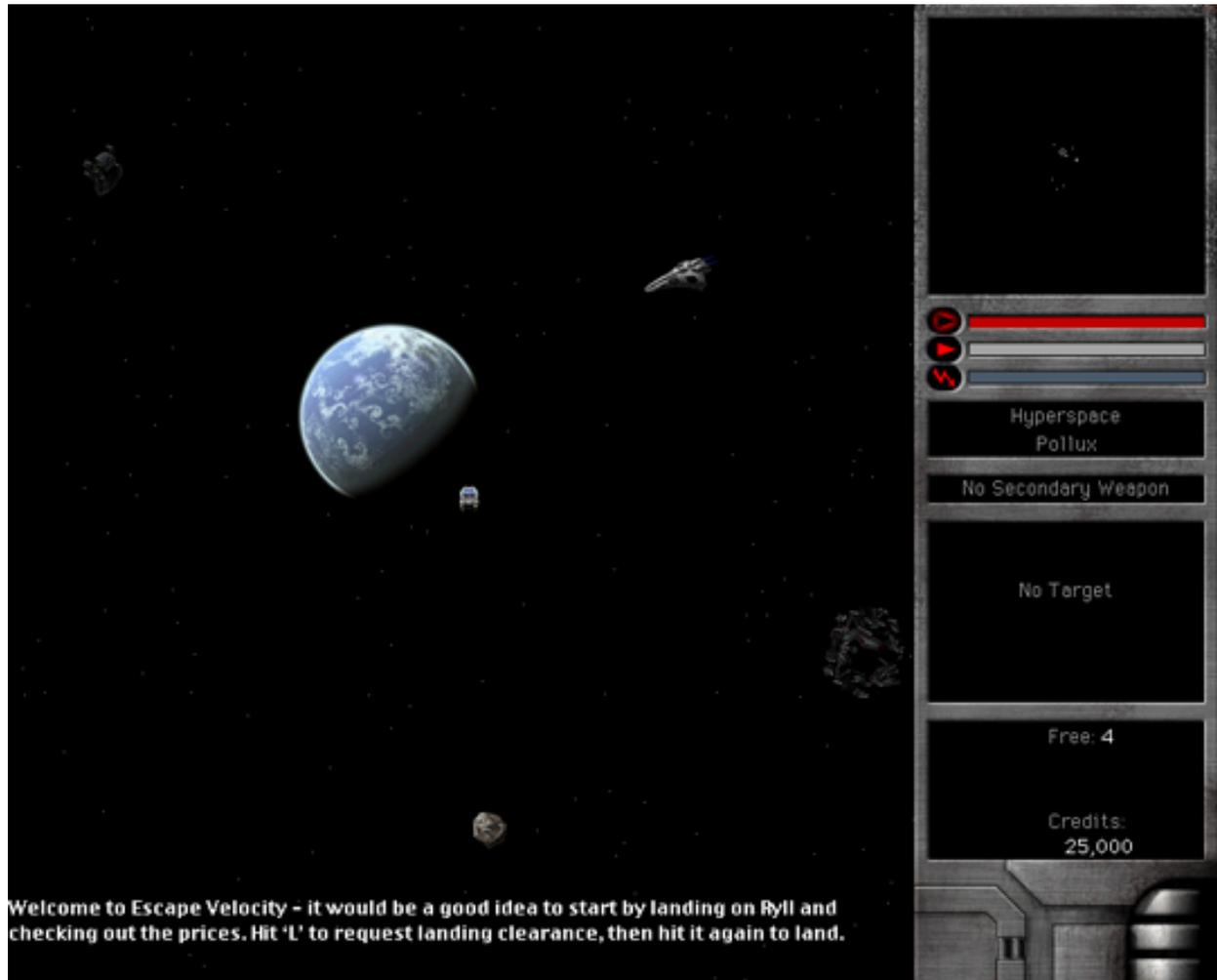
At the bottom right of the dialog are two buttons: "Cancel" and "OK".

The Strict Play option pretty much says it all...

To open a pilot previously played, select **Open Pilot**. Then select **Enter Ship**.

Interface

Your shipboard computer readouts are displayed to the right.



The top field is your radar display. Below that are your shield strength, armor strength, and finally your energy supply. Your hyperspace destination is in the next field. Below that is the name of the selected secondary weapon. Beneath that is your targeting screen. If you have a ship targeted, it will appear here, with a brief description of that ship. Your cargo space and your credits are displayed in the bottom readout.

Beginnings

When you land, you'll be approached by an old space captain, willing to share his expertise with a young up and coming pilot. If you're a veteran of previous EV universes, you may want to decline his offer. If not, or you need a refresher, accept his offer of help. He'll show you the basics, introduce you to a few trade routes, and give you advice that may prove invaluable as you progress.

Flight Basics

Welcome to Interstellar Flight School

The flight controls in Nova are similar to many other space games, including Ambrosia Software's Maelstrom. Hold down on the **right** or **left arrows** to rotate your ship clockwise or counterclockwise. The **up arrow** will activate your ship's main engines, accelerating you forward. Because there's no air drag in space, you'll keep going forward even when you let off the up arrow key, and you can rotate your ship to a different heading while your ship coasts in the previous direction.

Your ship's guidance computer will assist you in stopping the craft, if you wish: holding down on the **down arrow** key will make your ship's computer try to align your ship's heading along the reciprocal of your current path. In other words, it will make you turn around backwards with respect to your current motion. Holding down on the **down arrow** to rotate you backwards and then pressing the **up arrow** to apply "reverse" thrust is a quick and easy way to stop.

By the way, don't be alarmed if you see asteroids drifting across the screen — you can't run into them. However, they do have useful benefits which will be discussed later in this document.

After you've mastered the basics of maneuvering your ship through space, the next thing you'll probably want to do is land on the nearest planet. To select it as your landing destination, mouseclick on it, and then press the **L key** — your ship's computer will contact the planetary spaceport's traffic-control center to request landing clearance.

You can also press the **F1-F4** keys to cycle through the stellar objects in a system, or just press the **L** key to request clearance on the nearest planet in the system.

After you've requested landing clearance, you'll have to approach the planet itself. If you drifted too far away while you were learning to fly your ship, hold down on the **A key** and your ship's computer will automatically align your heading to point toward your landing destination. You can also locate the planet by looking at the radar display in the upper right-hand corner of the screen; your ship is the bright dot in the center of the display, and the planet is a small circle.

Fly toward the planet until it appears on the screen. It should have a set of blue brackets around it, indicating that your ship's computer has set it as your current navigation destination. (if, for some reason, the residents of this planet didn't want you to land, those brackets would be red instead) To land, you need to fly your ship directly over the planet and get rid of most of your speed. You don't need to be completely stopped, just moving relatively slowly. Once you've accomplished this — don't hesitate to go around again if your landing approach isn't working out like you want it to — press **L** again and you should land on the planet. If you're too far away, or if you're moving too fast to enter the atmosphere, your ship's computer will beep at you and you can try again.

Ship to Ship Communication

Hailing other ships can be useful. Click on a ship to select it with your targeting sensors. When you have a ship selected, part of the status display will change from reading “No Target” into a scan of the selected ship’s current status. The type of ship will appear at the top of the target display, along with a portrait of the ship type, a reading of the ship’s current shield status, and its governmental affiliation, if any.



To hail another ship after it's been selected, open up the comm channel (default - **Y** key). A dialog will appear with the other ship's response to your hail, along with some buttons you can press for different dialog choices. Note that not all ships will respond the same to your communications. Hailing ships is often a good way to learn valuable information, get work, or even get yourself out of a tough spot. (such as get repairs or recharge your ship's batteries!)

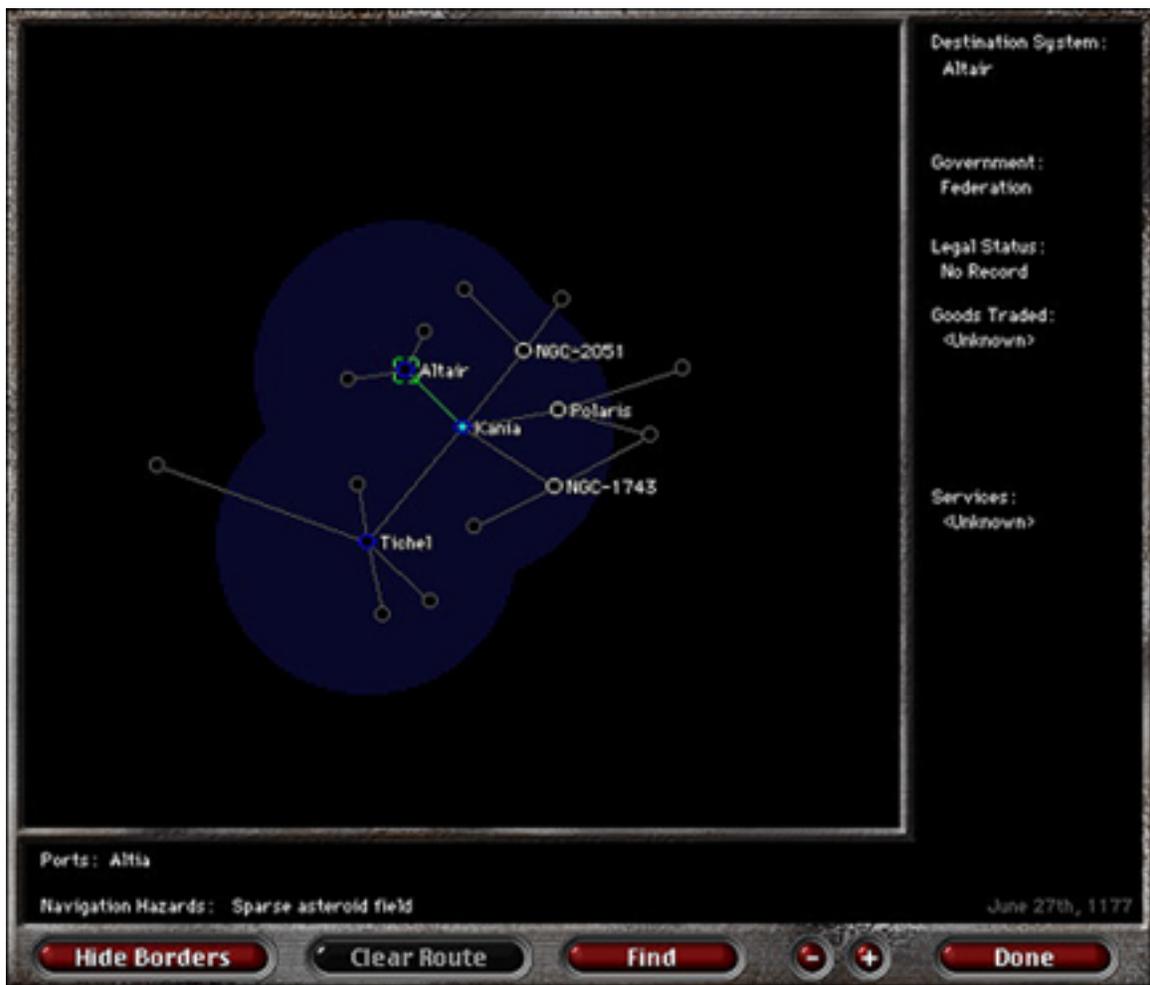


By the way, if the message that appears when the communication dialog appears says something like “Channel open to” and the name of a planet or space station, then you’ve just inadvertently hailed that planet or station instead of the ship you were trying to reach. This is because you had a navigation destination selected but didn’t have a ship targeted — in order to communicate with a ship, you first have to select it by mouseclicking on it. (hailing planets will be covered in a later section)

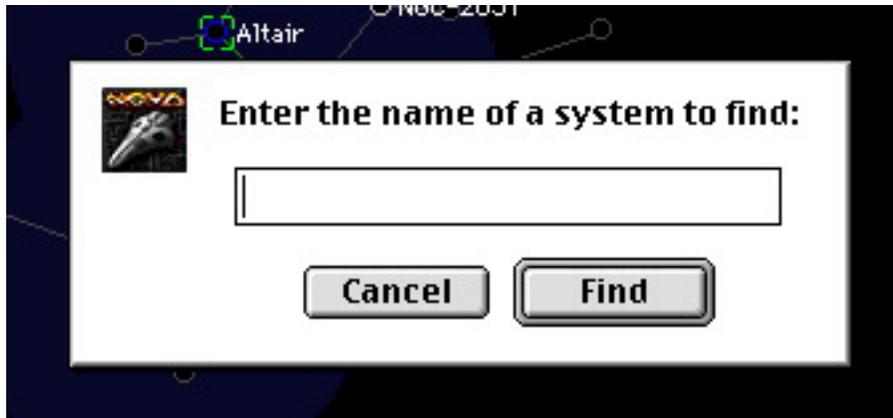
Navigation

Starships move between star systems by traveling through hyperspace. In order for a ship's powerful hyperdrive engines to operate properly, a ship must be free from a planet's gravity well and have a relatively low velocity, and the coordinates of the destination star system must be locked into the ship's computer. In addition, starships can only hyperjump along "warp lines," which are regions of equipotential relativistic flux between two star systems. Each system has a few warp lines to other star systems, and you can only jump between two systems which are linked by a single warp line.

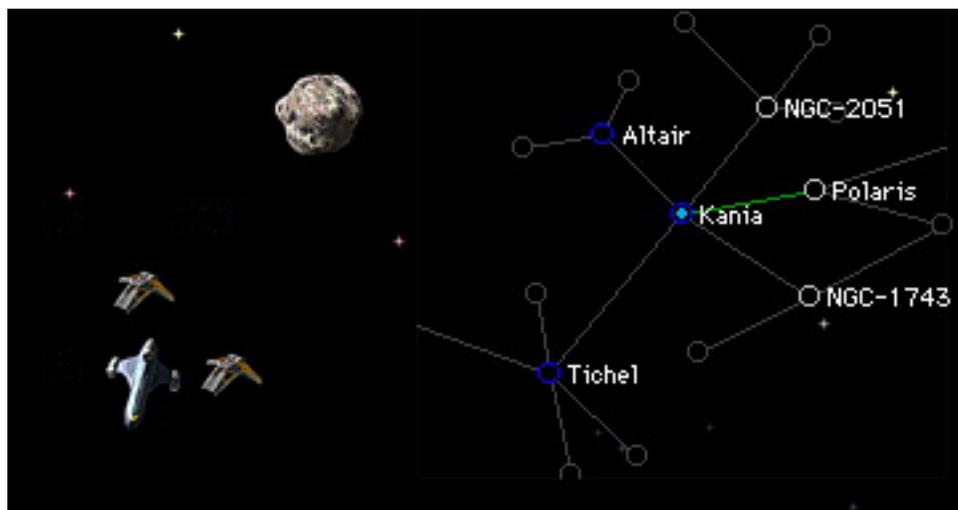
There are two ways to set a hyperspace destination. The first is by accessing the map display (default - **M** key). You can click on a system adjacent to your current system to set it as your destination. With the map open, you can also press the **Tab** or **Backslash** keys to cycle through all the systems that are linked to your current system. The warp line between the two systems will be highlighted to indicate that you have a valid destination set.



The map display also has a find function that allows you to quickly find any system currently displayed. This is handy after you've explored many systems and your stellar map gets crowded. Simply click on the Find button, enter the name of the system, and hit return. Pressing the **S** or **F** key will also bring up the search window.



You can also set your destination by putting your ship in Hyperspace mode (default - **H** key). This will bring up a floating stellar map display. In Hyperspace mode, you can press the **backslash** key to cycle through the accessible systems.



However you've select your destination system, your navigation display will now say "Hyperspace," and will list the name of your destination. If you've never been to that system, it will show up as "Unexplored System," because your ship's computer doesn't have an entry for that system yet.

If you're planning a series of jumps (to a far away system, perhaps), you can use the Hyperspace Route Planning feature. Instead of merely clicking on a bordering system, what you have to do is **Shift-click** on systems along your chosen route, from closest to furthest in succession. Clicking on the **Clear Route** button resets your flight plan. Whenever you enter a new system, your ship will automatically call up the next destination on the nav computer, so all you have to do is press the **J** key to start the next jump. Note that this doesn't speed up the travel time, it just saves you the trouble of going to the map each jump. This feature is only available from within your map display.

Fly away from the center of the system you're in, roughly toward your destination. When you're far enough away, the word "Hyperspace" will become highlighted and an alert tone will play. This indicates that you've escaped the gravitational pull of any planets in the system. When this occurs, you're all set to make your hyperspace jump — just press the **J** key, and your ship's computer will take over. It will nullify your velocity by using your main engines, align your heading along the specified warp line, and engage your hyperdrive engines. Your hyperdrive will spool up to full power, catapulting you forward, until you've build up sufficient energy to make the transition to hyperspace. (The actual jump itself is instantaneous to you, but several days may go by in "real time" while you're streaking through the higher dimensions.) You'll pop out into another system, where there'll be even more to see...

Commerce

Achieving the capitalist dream in EV Nova

Commodity Exchange

Once you've landed, click on the Commodity Exchange to find out what goods are trading for. In the list box are entries for the different commodities being traded, along with their cost and how much of that commodity you have in your ship's hold. The price for each commodity is listed in credits per ton, and also tells you if that price is low, medium, or high. The **Buy** and **Sell** buttons will buy and sell up to 10 tons of the selected commodity, or you can option click and the commodity exchange will ask you how many tons of that item you want to buy or sell. You can tell how much free space you have left in your ship's cargo hold by looking at the bottom of the status display, which should still be visible behind the spaceport dialog box.



Remember, not all planets trade the same things, and different planets will pay different prices for the same commodity. A shrewd trader uses this to his advantage, buying low on one planet and selling high on another.

Missions

A spaceport Mission BBS is a combination ATM and help-wanted ad. Whenever anyone has any odd jobs they need done — say, hauling a bit of cargo from one planet to another, or ferrying passengers where they want to go — they advertise through the Mission BBS. It's a handy way to get basic missions and gain experience and credits.



You can access a spaceport's Mission BBS by clicking on the **Mission BBS** button while you're landed on a planet or docked at a space station. The list of available missions, if any, will appear. Click on any of the missions to get a description of it, or click on **Accept Mission** to accept it.

Mission destinations are marked on your computer's star map with a red arrow. If you want to get information on what missions you're currently assigned, press the **I** key while in flight. A dialog box will appear, in which you can access quick briefings on your current missions, and abort any ones you decide you don't want to do after all.



Most of the missions you get from a Mission BBS are simple ones where all you have to do is take something, be it cargo or passengers, from one planet to another. The negotiation of payment is automatically handled when you accept a mission, and the party who advertised the mission in the first place will automatically transfer credits from their bank account to yours when you complete a mission for them.

Accessing the star map (default - **M** key) while looking at a prospective mission (in the bar or in the Mission BBS) will show a green arrow pointing to the system where you're supposed to go for that mission. This is mainly useful for determining whether or not you want to take a certain delivery mission.

Advanced Missions

Many spaceports have a bar located in them. A spaceport bar is a good place to relax, gamble, hire an escort ship, check the latest news, and especially to find missions that aren't normally offered through the Mission BBS. Bars serve as handy meeting places for clients and captains — whenever somebody has a job for a space captain to do, they invariably hang around the spaceport bar, searching for a likely-looking candidate. As you mess around in a bar, you may be approached by someone with a job for you to do. If their offer sounds good, you can accept their mission and carry it out just like one you'd get from the Mission BBS. If not, you can tell them to get lost. (by the way, the quantity and difficulty of the missions you're offered in the bar tends to increase as you build your reputation)



If you don't have enough room in your ship's hold for some important cargo, you can jettison what you are currently carrying by pressing the jettison button (default - **Command K** keys). Pressing **Option Command K** will jettison only "normal" (non-mission related) cargo, which can be particularly useful when you want some more space in your cargo hold, but don't want to send special mission related items into the void of space.

Be ready for opportunity to strike at any time in the EV Nova Universe, You may be offered missions from within any dialog, especially outfitters and shipyards.

Upgrades

Many planets and space stations have the facilities necessary to install upgrades to your ship. If a spaceport has a button marked **Outfit Ship**, you can click on it to visit the spaceport's ship-upgrade facility.



You can select different items by clicking on them in the upgrade dialog. The right side of the dialog shows a picture and description of the selected item, along with some information on its price and the ability of your ship to carry that item. Different items have different masses — since your ship only has a limited amount of “free” mass available, it becomes important to manage your free mass carefully. Certain items also have a purchase limit on them, so if you see a message like “Can’t have any more!” when you still have mass to spare, it’s because you already have your quota of that item (e.g. you can only have one escape pod).

Click on the **Buy** button to buy one of the selected items, or **Sell** to sell it, if possible — some upgrades, such as an engine upgrade, are permanently installed on your ship and can’t be sold back. If you want to buy or sell more than one of an item, you can hold down the **Option** or **Command** keys while clicking to buy or sell 5 or 10 of an item, or 50 of an item by holding **both keys** at the same time.

The number of a particular upgrade that you currently own is displayed next to the icon for that upgrade in this dialog box. The exception to this is a stellar map — since it is an item of information that goes into your ship’s navigation computer, rather than a physical item you can touch and feel, you can’t “own” a map upgrade. (But you still get the information when you click on **Buy**, however.)

Another thing to note is that not all places sell the same items — in fact, some specialized items are available only on a few worlds.

Buying New Ships

Buying a new ship is similar to buying an upgrade to an existing ship. If a planet or space station has the capability to construct new ships, you can click on the **Visit Shipyard** button when you're at the spaceport to access the shipyard dialog.



In this dialog, you can click on any of the available ship types to see a picture and a brief description of that type of ship, along with its price before and after trade-in. You can also click on the **Info** button (or double-click on the ship icon) to see a detailed summary of the capabilities of a particular ship class.



To buy a new ship, just click on the **Buy Ship** button. You'll be asked to name your new ship, and then it's all yours.

Player Info

Any time you want to get an overview of how you're doing, just press the **P** key. The player-info dialog will appear, which will allow you to access four different screens of information. The first gives you some general information on yourself and your ship. The second tells you exactly what cargo you have loaded aboard your ship, and the third tells you what extra upgrades and items, if any, you have on your ship. The fourth will tell you any honors you may have earned in your travels and adventures.



Combat

Into the Maelstrom

There will be many times when you'll have to fight other ships in EV Nova, whether it's to defend yourself, to fulfill a mission requirement, or simply to boost your combat rating and plunder goods from the drifting hulks of your enemies' disabled vessels.

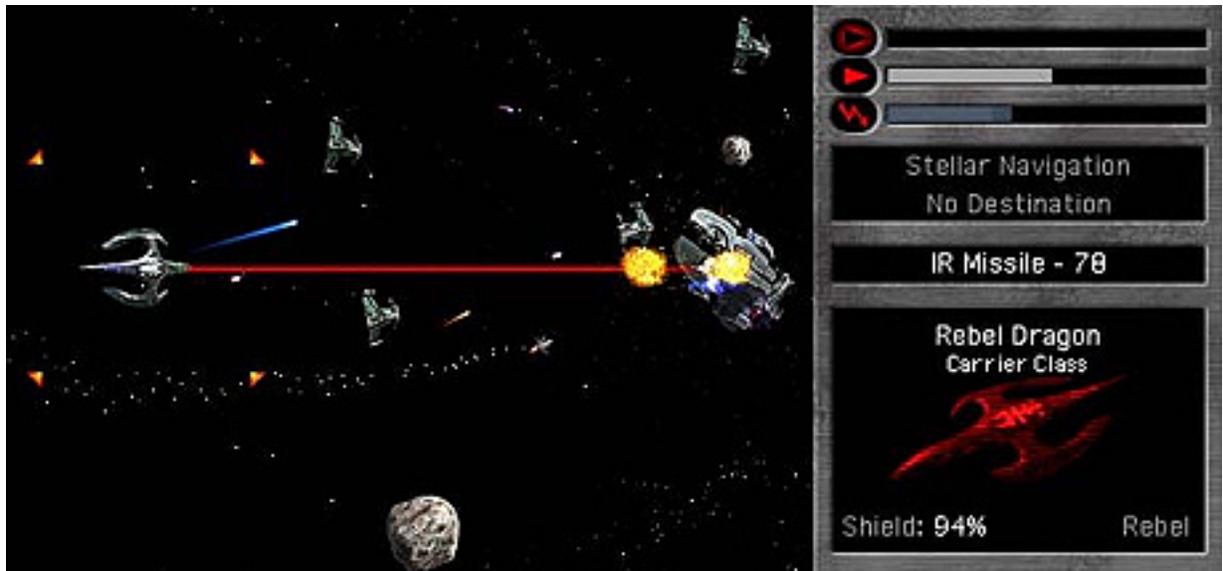
Weapon Systems

The thing to recognize when attempting to do battle is the difference between **primary** and **secondary** weapons. A **primary** weapon is usually one that doesn't take any ammunition and can be fired quickly — for example a light blaster. A **secondary** weapon is basically anything else, which usually means that it's a weapon that requires ammunition or energy to fire, and/or one that takes a while to reload. Primary weapons are always available, all the time on ships that have them installed; pressing the primary trigger key (default - **Spacebar**) will fire all primary weapons at once.

Secondary weapons, on the other hand, have to be selected individually by pressing the weapon selection button (default - **W** key) (you can hold down the **Option** key as well to go backwards through your list of secondary weapons if you have a lot) The name of the currently-selected secondary weapon appears on the status display between the shield and energy indicators and the navigation readout, along with the amount of ammunition remaining for that weapon, if applicable.

Secondary weapons will fire when you press the secondary trigger (default - **Control** key). If you're not sure whether a weapon you've just purchased is a primary or secondary weapon, just try to select it with the **W** key — if you can't find it, then it's safe to assume it's a primary weapon and will fire when you press the spacebar. Also, if you're worried about accidentally firing a powerful weapon and wasting its ammo — or destroying some passing freighter! — you can put your secondary weapons into safe mode by pressing the safety button (default - **S** key).

Another important aspect of space combat is targeting other ships. To select a target, simply mouseclick on it, or you can press **Tab** until the desired ship is selected. Once you have a ship targeted, a readout of that ship will appear on your status display, and a set of brackets will appear around the ship on your viewscreen.



Those brackets will change color to show the other ship's current status: red for a threatening ship, blue for friendly or neutral, and grey for disabled. (they will also turn green for fighters and escorts, but we won't talk about that until a bit later).

When you target a ship, you provide your weapons systems with important information that they need to function properly. In order for some weapons to guide properly, for instance, it is necessary for them to have a target specified — in fact, turreted weapons won't fire without a valid target.

Keep an eye on your shield indicator during combat; if your shields get too low during combat, it may be time to think about running away so that you live to fight another day. Beneath the shield indicator is the armor indicator. Once your shields have been depleted, enemy fire will start eating into your armor. Your armor status is shown below your shield status.

If you're in a system that has floating asteroids, you can use them for cover in battles. Although you cannot be damaged by running your ship into an asteroid, a shrewd pilot can take out more powerful opponents by using them as shields in battle...

Those are the basics of ship-to-ship combat. Some more advanced topics will be covered in a later section.

Escape Pods

An escape pod can be your best friend in a tight spot. When your ship begins to break up — i.e. when you hear the shrill sound of the emergency klaxon — you can activate your escape pod, if you have one, by pressing the eject button (default - **Command X** keys). You'll drift through space for a while, and will eventually wind up on a safe planet. By the way, one interesting consequence of using an escape pod is that your legal record will be erased in all systems, which can be handy when you're on the run from the law. If you are the captain of a carrier class ship, you can use one of your fighters as an escape pod. In this case, it works exactly the same as a regular escape pod.

On a more gruesome note, should you ever want to cause your ship to self-destruct, holding down auto destruct button (default - **Command Dash** (“-”) keys) will initiate the self-destruct sequence. You must hold these keys down for a full 10 seconds for the self-destruct sequence to complete; letting up on them at any time before then will abort the self-destruct sequence.

Escorts and Fighters

There are several different ways you can have other ships fly with you and obey your orders. Certain types of ships have built-in fighter bays that can launch small, single-seat fighter craft, and others can be retrofitted with this technology. Fighters are launched just like any other secondary weapon, and cost nothing to operate, other than the cost of purchasing them.

Or, if you are a registered user, you can hire escort ships at a spaceport bar. To do this, click on the **Hire Escort** button in the bar, and select the desired type of escort ship you wish to hire. Hiring an escort costs a certain initial fee, plus a small fee each day. To determine how much you’re paying your escorts, you can hail that escort, or look at your player-info dialog. (press **P**) If for some reason you don’t have enough credits to pay your escorts, they will begin to defect from your fleet.

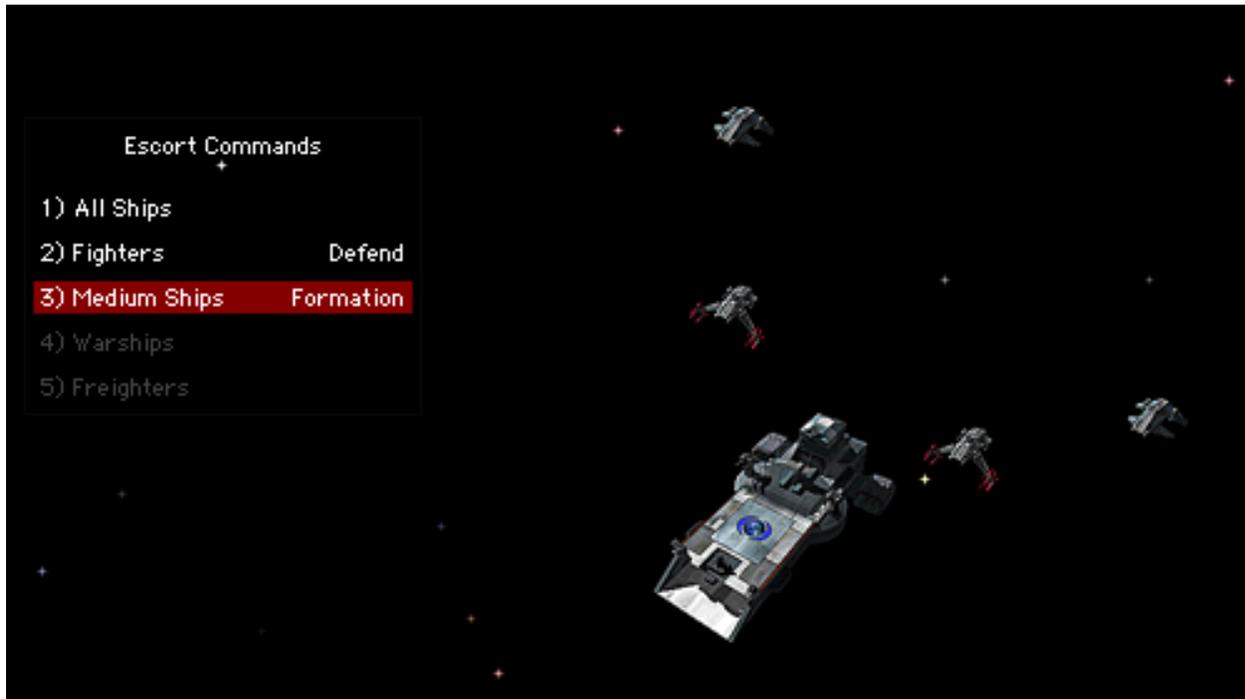
Another way to get escorts is by having them assigned to you through a mission you’ve accepted. In this case, you won’t have to pay your escorts, but they’ll only remain with you for the duration of the mission.

A third way to get escorts is by capturing a disabled ship — see the next section for details.

Escorts can be fighters, warships, or freighters. As such, they can be invaluable, adding an extra layer of protection in a tight spot, or providing additional cargo space on a profitable trade route. However any special cargo your need for a mission must always fit into your ship’s own cargo hold; no one else can be trusted with it. Also keep in mind that pirates are more interested in large fleets or ships overflowing with cargo and credits.

All of your escorts can be ordered as a group to attack the currently selected target (default - **F** key), defend your ship (default - **D** key), hold the current position (default - **V** key), recalled to your ship for escorts (default - **C** key), and dock with your ship for fighters (default - **Option C** keys)

For more precise control of the ships in your fleet, you can bring up the Escort menu (default - **E** key).



Then select which group of escorts to give orders to by pressing 1-5 and then ordering that group to attack (default **F** key), defend (default **D** key), hold position (default **V** key) or dock with ship for fighters, or recall to your ship (default **C** key)

Hailing Escorts

To target any of your escorts, for either inspection or communication, you can simply mouseclick on it and then hail it (default **Y** key) to bring up the escort dialog.

For hired escorts the dialog will display some basic information about that escort, including the cost per day to hire it, the cost to upgrade the ship and also give the options to upgrade it, release it, or close the communication channel.



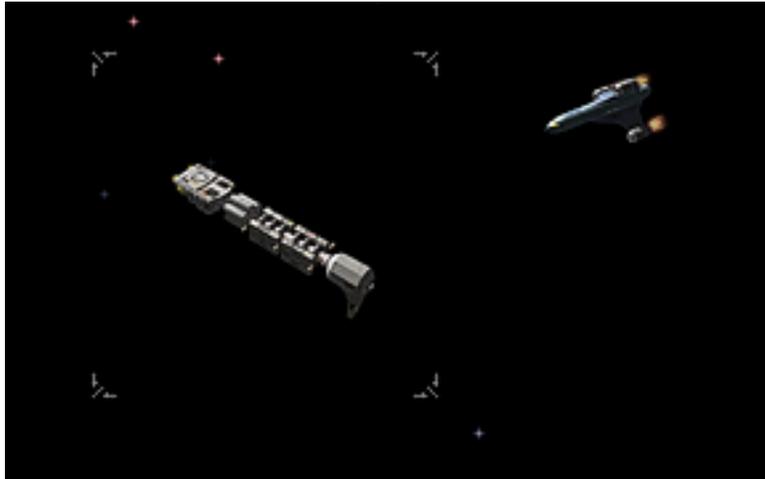
For captured escorts, the dialog will display the cost to upgrade it, the resale value and also give the option to upgrade the ship, sell it, release it or close the communication channel.



If you're cycling through the ships in the system by pressing **Tab** your targeting sensor will automatically "skip over" your fighters and escorts. However, if you still want to select them with the keyboard you can hold down the **Option** key to force your targeting sensor to include fighters and escorts.

Plundering Ships

If you manage to disable an opponent's ship, you can board and plunder it for your own personal gain. (you are also sometimes required to board a disabled ship as part of a mission) To board a ship, you must first disable it, (the targeting brackets will turn grey) and then you must maneuver your ship so you are above the other, pointing roughly the same direction as the enemy, and moving at roughly the same velocity.



When you've achieved all this, press **B** to board the other ship.



When you've successfully boarded a ship, the following dialog box will appear:



The top portion of the plunder dialog displays how much cargo, credits, ammo, and energy is on board your opponent's ship, along with the odds of capturing it. (see below) At any time, you can click on the **Abort** button to close the dialog and disengage your airlock from the target ship. The **Cargo**, **Credits**, **Ammo**, and **Energy** buttons, when clicked on, will instruct your crew to take those things from the target ship.

Every ship is equipped with a security self-destruct mechanism, to prevent them from being boarded or captured by enemies. Every time you take something from the target ship, you increase your chances of setting off the self-destruct and detonating the ship.

When you click on the **Capture Ship** button, your ship's crew will attempt to overpower the target ship's crew and take over the ship. If you have any large warships in your fleet, some of their crew members will assist in the capture operation as well. If you are successful in capturing the ship, you will have the option of assigning the captured ship to your fleet of escorts, or using it as your own ship. Unlike hired escorts, captured escorts don't have to be paid.

Be careful, in the dog eat dog world of EV Nova, your ship can also be disabled, boarded and plundered.

Dominating Planets

If you're feeling really evil, you might want to try to dominate a planet in order to collect tribute from its frightened inhabitants. To attempt this, all you have to do is hail the planet and click on the **Demand Tribute** button. If you're only a weakling space jockey, unknown in the galaxy, the planet will probably just laugh at you and tell you to get lost.

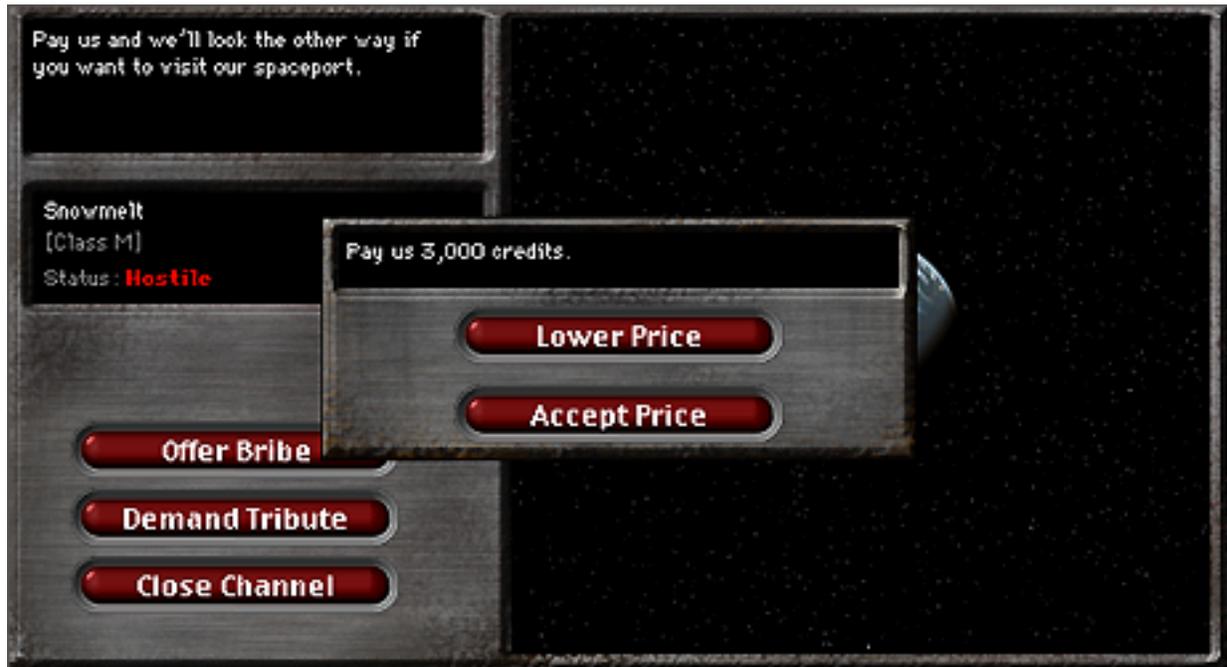


However, if you've built up a reputation for evil deeds, the planet will send out its defense fleet to do battle with you. Wave after wave of defense ships will attempt to destroy you. Generally, the more advanced the planet, the bigger and tougher the defense fleet.

At any rate, once you've destroyed a planet's defense fleet, you can hail the planet again and demand tribute a second time — they will acquiesce and agree to pay you a small fee each day. Beware, though, as you will be a wanted criminal in dozens of systems, due to your nefarious deeds. You can determine exactly how much you're getting from planetary tribute by looking at the "General" section of the player-info dialog, (press **P**) assuming you've managed to take over at least one planet.

Bribery

Some planets and space stations in the EV Nova universe just won't let you visit them — either you've done something to annoy them, or you aren't considered worthy of being given landing clearance. Either way, sometimes a little monetary persuasion can help you get where you want to go. To offer a spaceport a bribe, you first have to communicate with its traffic-control facility. To do this, make sure you have a planet or station selected, but with no ship selected, and press **Y**. If you have both planet and ship selected, you can hail the planet by pressing **Option Y**.



Clicking on the **Offer Bribe** button will attempt to offer the spaceport officials a bribe. If they are willing to take your credits, you can sometimes negotiate a smaller fee. If they are unwilling to take a bribe and tell you to leave, you can sometimes still land. Just try again on a different day — maybe a different officer will be on duty.

Plug-ins

Adding to the EV Nova Universe, or Creating Your Own.

Plug-ins are one of EV Nova's most important features, available only to registered users, but what are they exactly? How do you use them? And how do you create your own? This chapter will answer all of these questions, and many more.

What is a plug-in?

A plug-in is a document that contains new scenario data for EV Nova, such as ships, weapons, missions, planets, etc. A plug-in can build upon EV Nova's scenario, or it can replace it entirely. A plug-in can make EV Nova more difficult, or it can allow you to cheat. Basically, it can accomplish virtually anything...

How do I use a plug-in?

The EV Nova installer created a folder named 'Nova Plug-ins'. If you want to try out a new plug-in, just drag the plug-in itself into this folder and then start the EV Nova application. (If EV Nova is already active, you must restart it.)

Third-party plug-ins are not shipped with the EV Nova package, but there are many web sites where you can find them. We suggest you browse the archives of the official EV Nova site first — use one of the links in the 'Web Site URLs' folder.

How do I design my own Plug-in?

To create a plug-in, you must first achieve a better understanding of how EV Nova works...

EV Nova's scenario data is stored in the resource forks of the files in the Nova Files folder. Each aspect of the scenario, from mission briefings to ship specifications, is stored in a special group of resources. When EV Nova loads a plug-in, it looks inside it for resources that correspond with the game's own. If these exist, the version in the plug-in will be used: this is how you can alter EV Nova's scenario. All other resources in the plug-in will be loaded too, of course, but will not change EV Nova's scenario, but add to it.

Once you have grasped this basic concept, you need to download a resource editor, such as Apple's freeware ResEdit, and the EV Nova Bible. The latter is a manual that explains each resource group in detail. It also includes templates that will enable ResEdit to edit the EV Nova resources through a special interface.

ResEdit itself is fairly straightforward to use, but beginners may get lost in its technical approach. If you really don't know what you're doing, play it safe and consult one of the ResEdit manuals or FAQs available online. You should be on your way in no time.

NovaTools is a suite of editing tools to be used in conjunction with ResEdit to easily edit EV Nova resources. Check out the EV Nova add ons page for more info:

<http://www.AmbrosiaSW.com/games/nova/addons.html>

Each of the NovaTools comes with its own Read Me file that gives instructions on how to use that tool.

Once you familiarize yourself with the basics of EV Nova plug-in design, you can finally begin editing! Open a copy of the sample plug-in with the editor of your choice, and off you go!

What should my plug-in offer?

The choice is entirely up to you, of course, but there are a few ways to ensure your plug-in's success:

- Many people dislike plug-ins that make EV Nova easier, such as cheater plug-ins. Plug-ins that make the game more difficult will generally keep people busy much longer.
- If your plug-in includes missions, make sure that the story is realistic and intricate. EV Nova offers many ways to give people the feeling that they are really a part of the story.
- New graphics will always make a good impression, but only when they are of a certain quality. If you are not satisfied with your graphics, chances are that nobody else will be either. If that is the case, then, unfortunately, your plug-in might just be better off without them.
- Incorrect spelling or grammar is terrible for your plug-in's status. If you think you lack the ability to find and correct your mistakes, it is advisable to find somebody who can help you out.

Basically, go for a difficult, yet enjoyable plug-in with an involving story and good graphics. If you have the time, try to design a whole new scenario from scratch — the best way to work your way into the EV Nova history books!

Where to go from here...

Remember that the key to accomplishing something big in the world of EV Nova plug-ins is practice and experimentation. Talking to other plug-in designers can help you develop special techniques and brew up interesting ideas. Check out how other plug-ins were put together. Learn about the many hidden possibilities EV Nova's engine offers. Practice, experiment.

Did I mention to read the EV Nova Bible?

Plug-in troubleshooting:

Many things can go wrong with running or designing a plug-in. If you encounter a problem, consult the frequently asked questions below.

Q: I just installed a new plug-in, but I don't see any effect!

A: Some plug-ins are not noticeable immediately. Often its new missions or ships are only activated when you complete a certain portion of EV Nova's scenario. The plug-ins documentation, if available, might shed some light as well.

Q: I just installed a new plug-in, but it isn't working like it's supposed to!

A: Chances are you are running more than one plug-in. Always make sure there is only one third-party plug-in in the 'Plug-ins' folder, unless the scenario actually consists of multiple plug-ins. The sample plug-in, however, may remain.

Q: I started the EV Nova application, but an out of memory message appeared while loading!

A: Large EV Nova plug-ins may require extra memory, but often the problem lies with a faulty plug-in resource. If EV Nova encounters a problem while loading a plug-in, it will always show an out of memory message.

Q: I used ResEdit to open an EV Nova resource, but all I get is a box full of hexadecimal gibberish!

A: Have you installed the templates that come with the EV Nova Bible? Copying these to your plug-in or to ResEdit itself will solve this problem.

Nova is better than EV/EVO about detecting problems with plug-ins. It has a special logging feature which isn't enabled by default. We used it to debug Nova during development but it's also useful for plug-in developers. To turn it on all you have to do is create a text file called "debuglog.txt" in your EV Nova folder. When Nova runs it will log all kinds of useful things including graphics and data problems.

Remember, only registered users can use plug-ins and edit data files.

Troubleshooting

Help with common situations you may run into

What if my question isn't answered here?

If your question isn't answered here, please read the **EV Nova FAQ** file that is included in the Nova package, and is also available on our web site. This FAQ has numerous answers to questions we are frequently asked about Nova.

What is the Nova Plug-ins folder For?

The **Nova Plug-Ins** folder allows mission designers to extend EV Nova by adding new worlds, weapons, missions, ships, etc. If you are a registered user, you can use third party plug-ins to edit, add to or even cheat in the Nova Universe.

While this is not for the faint of heart, several developers are working on editors that will allow people to do just that. Please don't ask us about editors, etc. -- we aren't working on them, independent developers are. We're just providing the support mechanism for it in Nova.

For the vast majority of people, the **Nova Plug-Ins** folder is there to allow you to easily use scenerios that others have devised, simply by dropping them in the folder.

Will EV or EVO plug-ins work for EV Nova?

Nova has its own architecture so your EV or EVO plug-ins will not work for EV Nova. They can be adapted to work for EV Nova, but it will take quite a bit of effort.

How can I pause EV Nova?

Nova doesn't have a "Pause Key" as many of our other games have. The reason for this is because Nova pauses when you open a dialog box (for example, the Map window). The game is also paused when you are on a planet.

If you would like to get to the Finder, you can use the **ESC** key to exit your ship (this is also a pausing technique). You can then hide Nova from the Application menu or even quit the program while at the title screen. Keep in mind that Nova only saves when you are on a planet, so it is a good idea not to use the **ESC** key until right after you leave a planet.

I have problems launching EV Nova - what can I do?

Try raising EV Nova's memory allocation. This is done by highlighting the EV Nova application icon from the Finder and choosing Get Info... from the File menu. Then select Memory from the Show: popup menu. From here you can increase the preferred and minimum memory allocations. EV Nova requires at least 60 MB of RAM to run.

Turning off some graphics options should help speed and memory problems.

If your problems continue, please contact our technical support department at help@AmbrosiaSW.com

Will my license code for EV or EV Override work for EV Nova?

EV Nova is a completely new and different game. The game was basically rewritten from the ground up and is an entirely new scenario. So -- new game, new license.

My code doesn't work - what can I do?

The license code you were sent is based on your name as you gave it to us when you registered.

Make sure that you are entering your name **exactly** as it appears on your registration confirmation. If you still have a problem with your license code not working, please get in contact with us and we will take care of the situation for you.

I'm stuck on a particular mission - where can I go for help?

The best place to go for game play hints is the Ambrosia Web Board. Go to:

`http://www.AmbrosiaSW.com/news/webboard/`

and then click on the EV Nova board. If you register, and why not, it's free! you can post your question, where it will be read and soon answered, by other players and fans. You can also scroll through questions and answers already posted.

Registration and Contact Info

How to pay for EV Nova and get in touch with Ambrosia

Shareware?

EV Nova is distributed as shareware. You are permitted to use it on a trial basis for up to 30 days. If you wish to continue using Nova beyond that period, you are expected to pay a registration fee to obtain a license to use Nova.

After we have processed your registration, we will send you a license code that you enter to complete the registration process. This removes the shareware notices and personalizes your copy of Nova.

Nova has a **\$30.00** registration fee.

We don't gouge you with absurd prices. We don't fool you into buying our software with slick advertising.

What we ask is this: if you like our products, support us by paying for them. If you don't like our products, don't use them (or better yet, tell us why you don't like them, so we can improve them).

Why should I register (pay for) EV Nova?

We're attempting to offer high quality products at a low price on a "try before you buy basis." Supporting us by registering Nova — assuming you like it — is the only way you can ensure that we will continue to produce more high quality software distributed as shareware.

Only registered users can play through all of the major storylines, use plug-ins, edit data files, hire escorts and purchase every ship and outfit available in the game. If you play beyond the 30 day trial period, you'll meet Cap'n Hector and he is a mighty disagreeable character.

Beyond that, you will receive a license code that removes the shareware notices and personalizes Nova with your name, giving you a legal copy on your computer.

Registering your copy of EV Nova

Ambrosia's Register EV Nova application allows you to easily register Nova using your choice of several different methods. Simply click on the **Register...** button that appears when you launch Nova. This will launch the Register Nova application. You can also double-click the Register Nova icon from the Finder.

Ambrosia Software accepts all major credit cards (Visa, Mastercard, Discover and American Express). A credit card can be used to register by WWW, eMail, fax, phone, or postal mail. You can also send a check or money order to the address that appears below. Ambrosia Software also accepts purchase orders if your organization requires them. All of these options are available in the Register Nova application.

The Register Nova application is used to register Nova and enter your license code. This application should not be thrown out or moved, even after you've registered, in case you need to enter your code again.

About Ambrosia Software, Inc.

Ambrosia Software, Inc. is a small company dedicated to bringing you quality software, excellent support, and innovative ideas all at a reasonable cost. We give you commercial-quality software at a fraction of the price, with the added convenience of being able to try out the software before you pay for it.

Ambrosia distributes software on numerous electronic information services, as well as via user groups and approved public domain distributors. Of course, you can always obtain our products directly from us as well. You are given a 30 day free license to evaluate any of our software; after the 30 days have passed, you are expected to send the appropriate registration fee to us for processing.

Ambrosia creates personal productivity tools that make using your computer a more enjoyable experience, as well as anti-productivity tools (games) which make your computer just plain fun.

Support Forums

The latest versions of all our products are always available in the Ambrosia Software forums on the following services:

- **America Online:** While you are signed on AOL, choose **Keyword...** from the **GO TO** menu, type **FILESEARCH**, and hit the return key.

- **CompuServe:** While you are signed on CompuServe, use **GO** word **AMBROSIA** to reach the Mac Vendor D area, where Ambrosia Software, maintains a forum.

- **Internet:** Visit our web site at <http://www.AmbrosiaSW.com/> or our ftp site at <ftp://ftp.AmbrosiaSW.com/>

- **Hotline:** Visit our Hotline server at <hotline://hotline.AmbrosiaSW.com/>

You can now get all of our products on one CD. This CD contains unregistered versions of all of our games and utilities, plus lots of extra goodies. You can order this CD from our web site at <http://www.AmbrosiaSW.com/Ware/> or you can call our toll free number **1-800-231-1816**. This number is available from 9AM - 5:30PM EST, Monday through Friday.

Contact Information

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register@AmbrosiaSW.com (orders only)

lostcodes@AmbrosiaSW.com (lost license codes only)