

SEGA
GENESIS™
16-BIT CARTRIDGE

HEAVY NOVA™

INSTRUCTION MANUAL

Micronet CO., Ltd.

Starting Up:

1. Set up your Genesis System as explained in its instruction manual. Plug in Control pad 1.(HEAVY NOVA is for one player only.)
2. Make sure the power switch is OFF. Then insert your HEAVY NOVA game cartridge.
3. Turn the power switch ON. The Sega screen will appear. In a few moments, you will see the HEAVY NOVA Title on the screen.
4. Press the Start button to begin the game.
5. At any time, you can press the Reset button on the Genesis console to start over from the Sega screen.

Important: If the Title screen doesn't appear, turn the power switch OFF.

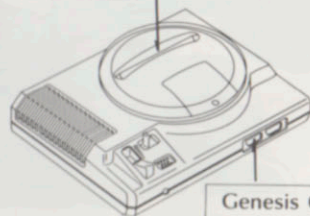
Check the cable connections on your system, and make sure the cartridge is properly inserted. Then turn the power switch ON again.

Note: Always make sure the power switch is turned OFF when inserting or removing the cartridge.

Warning to owners of Projection Television:

Still pictures or images may cause permanent picture tube damage or make phosphor of the CRT. Avoid repeated or extended use of video game on large-screen projection television.

Genesis Cartridge



Genesis Control Pad 1

Thank you very much
for purchasing the
Sega Genesis cartridge,
"Heavy Nova".

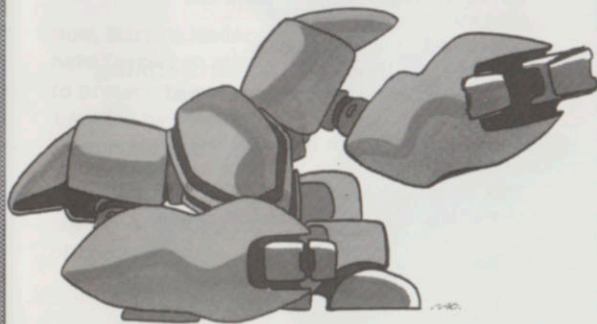
Please read
this instruction manual
Heavy Nova
carefully before you start
playing this game.

This manual is designed to
maximize your enjoyment of
our game.



CONTENTS

Starting Up	1
Earth in the 21st Century	4
The Heavy DOLLs	6
Setting up Your Genesis System	7
Getting Started	7
Configuration	8
Game Screen	10
Take Control	11
Stages	18
DOLL Catalog	21
Continuing the Game	25
2 Players	26
Game Staff	28



● EARTH IN THE 21ST CENTURY

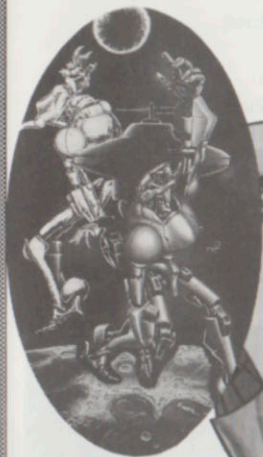
In the beginning of twenty-first century, the human beings who occupied the planet earth finally realized that their solar system was in decline, and unless mankind's self-destructive behavior was stopped, the very planet on which they depended for life would be destroyed. Nations laid down their arms and the planet was at long last at peace. But even the most intelligent minds on the planet could not find a way to reverse the damage done to Earth's environment by thousands of years of wars and pollution.

Earth was saved when aliens from the planet Akirov, who had been studying the planet and its human inhabitants for more than 2000 years, decided to make their first contact with Earth's leaders.

The Akirovians used their advanced technology to make the earth's atmosphere, water and land clean again. At the same time, the first earth-orbiting satellite colonies were established and the first wave of human migration into space occurred.

For ten years after the arrival of the aliens, Earth remained at peace.

But an Akirovian plot to subjugate Earth was discovered, and the earthlings were forced to wage war against their saviors. It took eight long years for Earth to win the War against the oppressors.



Now, Earth's leaders have formed an army to protect themselves from invasion by beings from other planets.

The Heavy DOLLs are the core fighting unit of the new army.

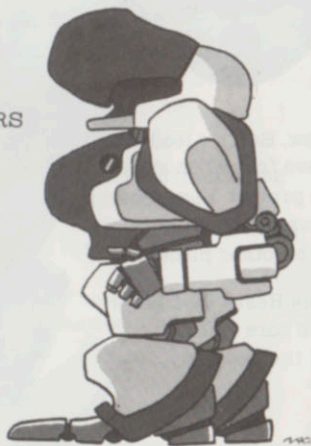
HEAVY DOLLS

Earth acquired the technology to build special-use industrial cydernauts from Akirov. Because the robots

could move quickly and flexibly like humans, but were much stronger, they were originally used for the dangerous task of building Satellite colonies.

Humans could steer the machines operating in space from the Control Site on Moonbase. During the Akirovian War humans armed the robots and sent them into battle against the invaders. As a result, despite the fact that the war lasted for eight years, human casualties were few. The fighting cybernauts unit was named the Heavy DOLLs.

DEFENSIVE
OFFENSIVE
LETHAL
LIBERATORS



SETTING UP YOUR GENESIS SYSTEM

This game is for one or two players. If you are playing with a friend, you will require two control pads since you will be playing at the same time (additional Genesis Control Pads are separately).

- 1 Player Mode ... Follow the instructions on the screen and defeat the BOSS to move on to the next stage.
- 2 Player Mode ... Eight directly against your opponent's Heavy DOLL.

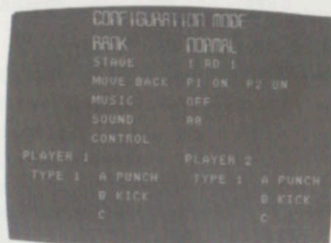
GETTING STARTED



Press the Start button at the Title screen to move to the Game selection screen.

Using the Direction button, move the cursor up or down to select your Play Mode, then press the Start button once more to begin playing.

CONFIGURATION



Using the Direction button, move the cursor up or down to select the option you want to change. Change the option's setting by pushing the Direction button left or right. Press the Start button to begin the game after you have completed your set up.

- **RANK** Use the Direction button to select Very Easy, Easy, Normal, or Difficult. Press the start button to confirm your choice.
- **STAGE** The first three stages of Heavy Nova are played in the Heavy DOLL training camp. Five more rounds take place as the Heavy DOLLs defend Earth's new satellite colony.

If you choose a round marked BOSS you will only fight serious challengers in the following rounds.

□ MOVE BACK

ON- quickly pushing the Direction button opposite the current direction of movement makes the Heavy DOLL step back once. Press the Direction button a little longer to make the Heavy DOLL turn around.

OFF- pushing the Direction button opposite the current direction of movement makes the Heavy DOLL turn around immediately. It will not step back.

□ MUSIC

Test the music. Make your choice, then press A, B or C to listen.

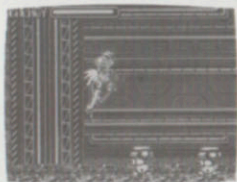
□ SOUND

Test the sound. Make your choice, then press A, B, or C to listen.

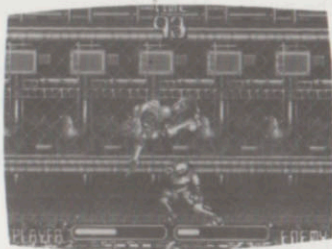
□ CONTROL

Change the arrangement of the allocation of skills to the A, B, C buttons.

GAME SCREEN



- 1) **Player Energy Gauge**
Your energy will decrease when you are hit



- 2) **Timer**
Shows remaining time in the round
- 3) **Player Energy Gauge**
The amount of energy you lose depends on how you are hit by your enemy. Your energy cannot be replenished. When it falls to zero, you lose.
- 4) **Player Power Gauge**
From 0 to 7. Determines what punches, kicks and throws your Heavy DOLL can do.

0-2	Can't do anything
3	Defensive moves --- Walk, crouch, small jump
4-7	Offensive moves corresponding to power level

Power can be replenished, but as energy decreases it takes longer to restore power.

Except in the Very Easy mode, power will not be replenished if your Heavy DOLL is in a crouch or jumping position.

- 5) **Challenger Energy Gauge**
- 6) **Challenger Power Gauge**

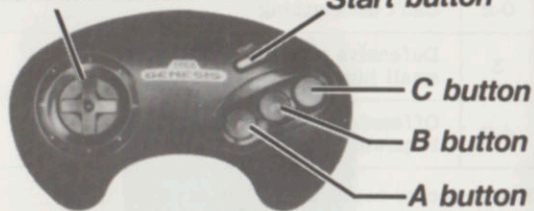
TAKE CONTROL


①	SKILL	
②	DISTANCE	
③	POSITION	
④	POWER	
⑤	USING THIS SKILL	


Idar (I), Zam Custom, (ZC)
Troll (T), Garo (G),
Zam (Z), Idarl (ID)


Direction button


Start button





①	Punch	
②	Close	 A
③	...	
④	≥ 0	
⑤	T	


①	Back Uppercut	
②	Close	 A
③	...	
④	≥ 4	
⑤	T	


①	Jab	
②	Close	 A
③	...	
④	≥ 4	
⑤	I, G, Z, ZC, ID	


①	Knee Trip	
②	Close	 B
③	...	
④	≥ 4	
⑤	I, G, Z, ZC, ID	


①	High Kick	
②	Mid-range	 B
③	...	
④	≥ 4	
⑤	I, G, Z, ZC, ID	


①	Jump Kick	
②	Mid-range	 B
③	...	
④	≥ 5	
⑤	I, ID	


①	One-arm Throw	
②	Touching	 A
③	Facing	
④		
⑤	I, Z, ZC, ID	

①	One-arm Throw	
②	Touching	
③	Behind enemy	
④	≥5	
⑤	I, Z, ZC, ID	


①	Roundhouse Kick	
②	Mid-range	
③	...	
④	≥4	
⑤	G	


①	Zoom Punch	
②	Mid-range	
③	...	
④	≥4	
⑤	T, Z, ZC	


①	Pick'em Up	
②	Touching	
③	Fallen Enemy	
④	≥4	
⑤	I, G, Z, C, K	

①	Missile	
②	Long-Distance	
③	Facing	
④	≥5	
⑤	I, G, Z, ZC, ID	

(uses one power unit)

①	Two-arm throw	
②	Touching	
③	Facing	
④	≥5	
⑤	I, G, ID	

①	Back Drop	
②	Touching	
③	Behind enemy	
④	≥6	
⑤	I, G, ID	

①	Pile Driver	
②	Touching	
③	Facing	
④	≥7	
⑤	I, ID	

COMBINATIONS

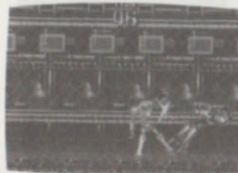
You can make your Heavy DOLL do combination punches and kicks :

Power	First	Second	Third
>=5	Jab(A)	Body Blow (A)	Uppercut (A)
>=5	Knee Kick (B)	Uppercut (A)	
>=7	Knee Kick (B)	Hammer Knuckle	

To cancel combination tactics, press the Direction button left and right.

Some Heavy DOLLs may not be able to perform some maneuvers.

SPECIAL TACTICS



Shoulder Tackle
... Press the Direction button twice in the direction of current movement, or press the C button while





pressing the Direction button.

If your Heavy DOLL is hovering, you will tackle the challenger.

Restoring Power ... If your power drops below 3 units, keep pressing the buttons A & B to restore it.

SELF-DEFENSE STRATEGY

If your Heavy DOLLs power drops below three units you cannot attack, but you might be able to defend yourself against a challenger by quickly pressing the A & B buttons. Your Heavy DOLL will counter the challenger's attack like this :

Attack		Defense	
	One-arm Throw	▶	One-arm Throw
	Two-arm Throw	▶	Two-arm Throw
	Pile Driver	▶	Pile Driver
	Back Drop	▶	Crouch

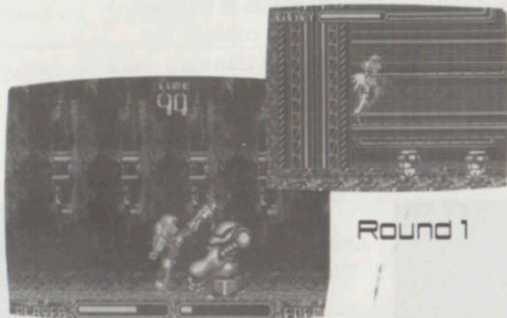
...And there are many more.

Use this technique to get out of a tight spot !

STAGES

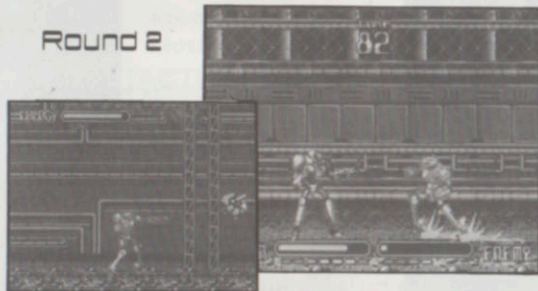
Mission 1

You must avoid traps and defeat three other Heavy DOLLs... Troll, Garo, and Zam ... to graduate from the Heavy Doll Training Camp.

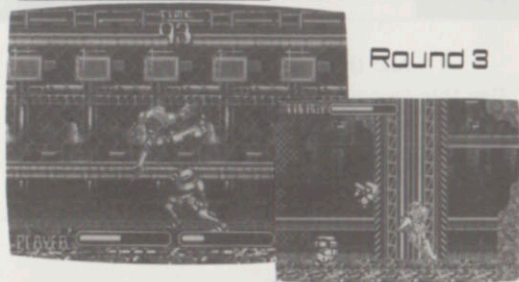


Round 1

Round 2



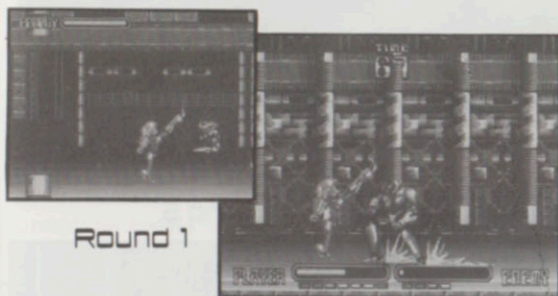
Round 3



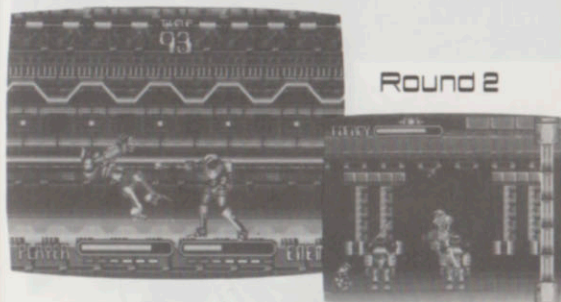
Mission 2

Your first mission as a full-fledged member of the Heavy DOLLs fighting unit will be difficult and filled with danger.

Good Luck !!

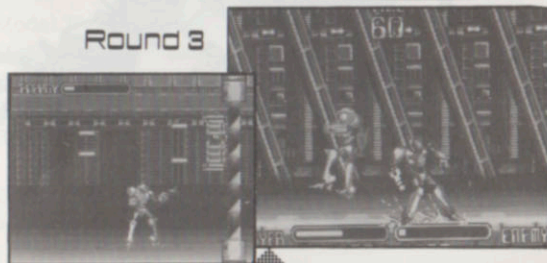


Round 1

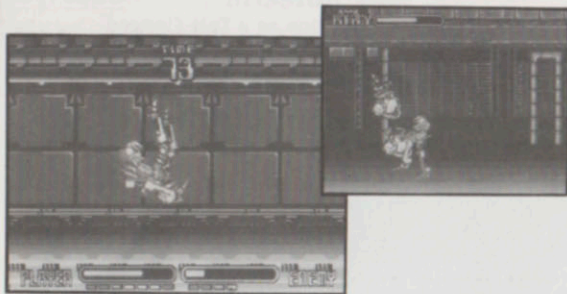


Round 2

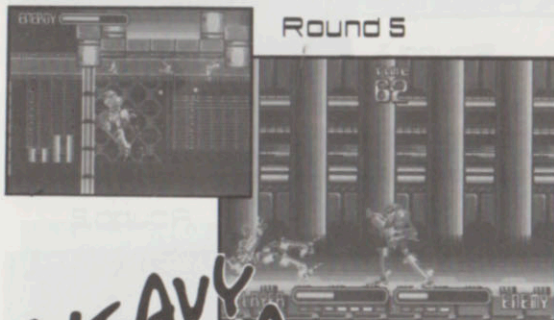
Round 3



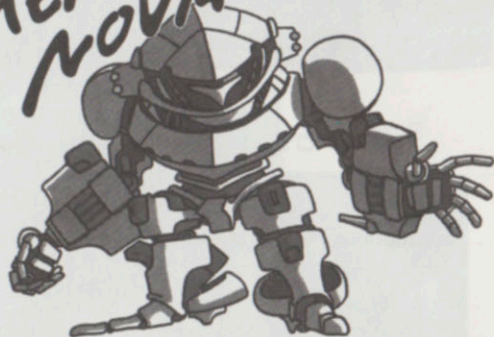
Round 4



Round 5

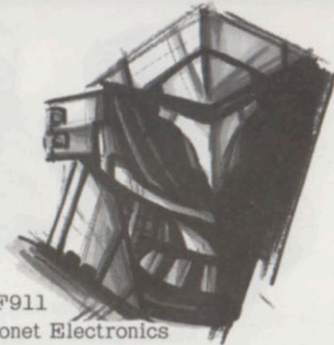


HEAVY
NOVA

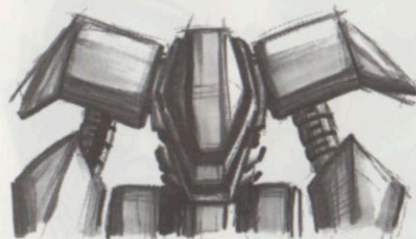


DOLL CATALOG

Idar



Model Number : ME-F911
Manufacturer : Micronet Electronics
Power Source : AK-10A
Class : Mid-size Attack DOLL
Specifications : The first of three prototype models of the newest Heavy DOLL, equipped with its own power source, this Type 10 Heavy DOLL has the highest energy output. Guide this Heavy DOLL through Missions 1 & 2.



Trol

Model Number : IZ-HD310
Manufacturer : Easel Systems
Power Source : AK-03E
Class : Heavy Industrial DOLL
Specifications : This robot was originally built for heavy industrial use. It lacks great range of movement, but it is one of the most powerful Heavy DOLLs.



Garo

Model Number : SX-D07RR,
Manufacturer : Zozo Enterprises
Power Source : AK-07C
Class : Mid-size Attack DOLL
Specifications : This is the Heavy DOLL produced by Zozo Enterprises, a well known manufacturer of Industrial Manipulators. This is the primary DOLL on Moonbase.

Zam



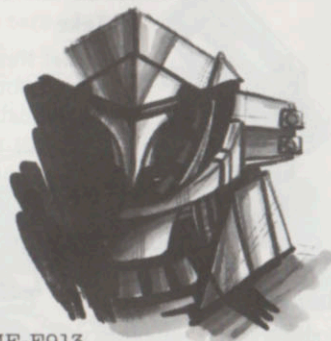
Model Number : ME-F91-A
Manufacturer : Micronet Electronics
Power Source : AK-09E
Class : Light Attack DOLL
Specifications : This Heavy DOLL is equipped with Micronet's high energy output power source, but operates inefficiently because of a mismatch with it's operating system.



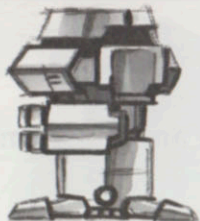
Zam Custom

Model Number : ME-F91-C
Manufacturer : Micronet Electronics
Power Source : AK-09E
Class : Light Attack DOLL
Specifications : This improved version of the 91-A comes with a refined operating system that allows the operator to make full use of the Zam Custom's power. This model was the basis for the new F Series.

Idarl



Model Number : ME-F913
Manufacturer : Micronet Electronics
Power Source : AK-10A
Class : Mid-size Attack DOLL
Specifications : The third prototype model of Micronet's newest Heavy DOLL, this model makes use of an improved ME-F911 operating system.

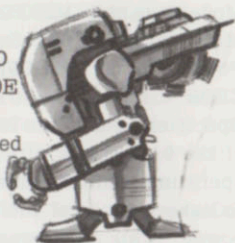


Block Head

Model Number : IZ-RD460
Power Source : AK-01D
Specifications : The first light DOLL to use the Zero Power System. Big power in a small machine.

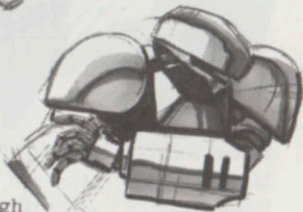
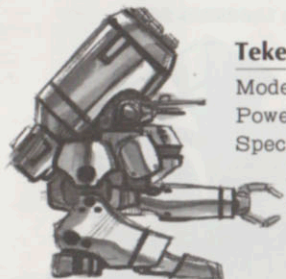
Frogg

Model Number : IZ-RD330
Power Source : AKM-000E
Specifications : Mid-size propulsion power. Adapted from an industrial robot.



Teke

Model Number : 4M-6800
Power Source : AKM-003E
Specifications : Main light DOLL on Moonbase and on the Defense Line.

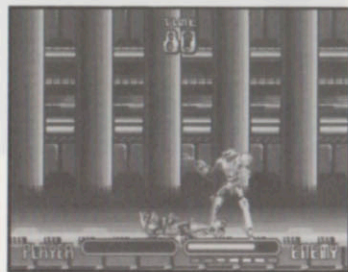


Jibonoff

Model Number : 8M-8800
Power Source : AK-01E
Specifications : Not enough power to be considered a true Heavy DOLL. Power system and operating system seriously mismatched. Unsuccessful first attempt at constructing a Heavy DOLL.

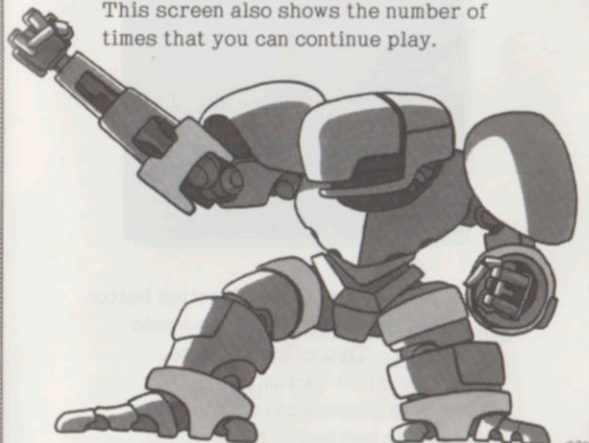
CONTINUING THE GAME

When your Heavy DOLL's energy runs out, the Game Over/Continue screen will appear.



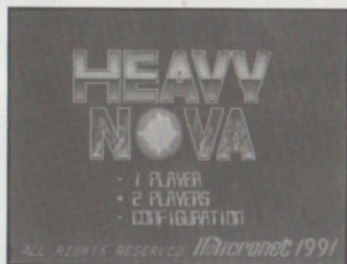
By pressing the Start button before Time falls to zero you can continue playing.

This screen also shows the number of times that you can continue play.



2 PLAYERS

Heavy Nova has a 2 Player mode.



Select the 2 Player mode from the Title Screen.

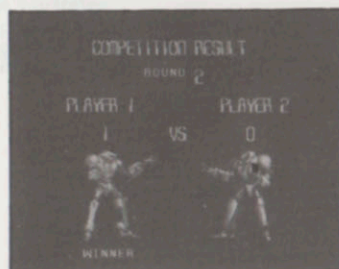
(You can change the Move Back, Control and other options from the Configuration Screen.)



Both players use their Direction button to select the Heavy DOLL he wants to control. To confirm a choice, press the Start button. When both players have made their choice, the battle will begin.



The first Heavy DOLL to win two out of three rounds wins the fight. If time runs out, the Heavy DOLL with the most energy left wins that round.



(If a Heavy DOLL is crouching, power will not be restored. See page 10)

GAME STAFF

Director : Shaka
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 Music : Studio Riverkids,
 Shaka, Naoko (Vocal)
 Producer : Akihiko Murakami
 Special thanks to Bignet USA,
 Tatsurou, and Toshirou

Studio Riverkids
 Studio Riverkids compose, arrange and
 perform music, write lyrics,
 design characters
 and create novelizations
 in a quiet residential neighborhood
 in Sapporo, Japan.

Handling the Sega Cartridge

1. The Sega Genesis Cartridge is intended for use exclusively on Sega Genesis System™.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional break during play, to rest yourself and the Sega Cartridge.

GAME TIPS AND TECHNICAL INFORMATION
 Call the our Hotline at 415-871-GAME.

WARRANTY

Bignet U.S.A., Inc. warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Bignet U.S.A will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Bignet Consumer Service Department at the following number:

(415)296-3883

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Bignet's Consumer Service. Please call first for further information.

If Bignet Consumer Service is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us.

The cost of returning the cartridge to Bignet's Service Department shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Bignet Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Bignet's Department with an enclosed check or money order payable to Bignet U.S.A. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Bignet U.S.A., Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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