

SEGA  
GENESIS  
16-BIT CARTRIDGE

# HEAVY NOVA™

INSTRUCTION MANUAL

*Micronet* CO., Ltd.



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

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

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

## ● 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.

## 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.

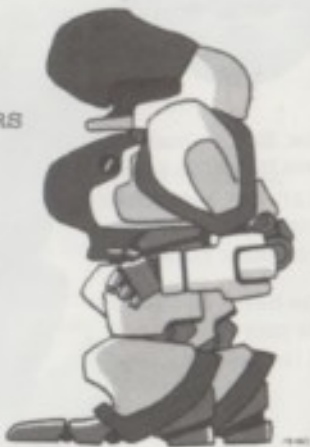
Humans could steer the machines operating in space from the Control Site on Moonbase.

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.

**D**EFENSIVE  
**O**FFENSIVE  
**L**ETHAL  
**L**IBERATORS



## 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.

## 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

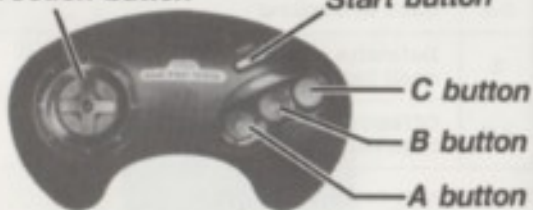
The amount of energy you lose depends on how you are hit by your enemy. Your energy cannot be replenished. When it falls to zero, you lose.


### 4) Player Power Gauge


From 0 to 7. Determines what punches, kicks and throws your Heavy DOLL can do.


**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, ZG, ID		



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

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

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

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

## 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



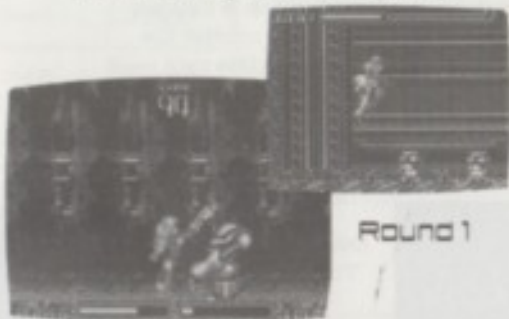
**Shoulder Tackle**  
--- Press the Direction button twice in the direction of current movement, or press the C button while

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.

## 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.



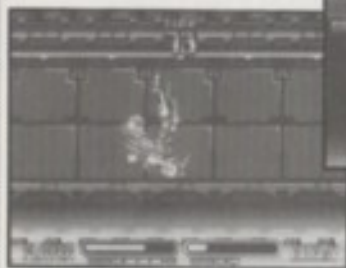
Round 1

Round 2



Round 3

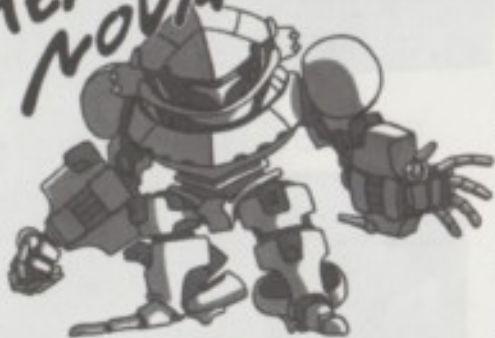
Round 4



Round 5



HEAVY  
NOVA





## 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.



### 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.



## 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.

## GAME STAFF

Director : Shaka  
Programming : Shaka, Dampai,  
AZY MK 11, Ikeda,  
WNS, Poma  
Design : Jivo, Nao, Man Chan  
Music : Studio Riverkids,  
Shaka, Naoko (Vocal)  
Producer : Akihiko Murakami  
Special thanks to Bignet USA,  
Tatsuro, and Toshiro

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



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