

# What to read if you read nothing else

## Mac Initiation mode:

Make sure you have EV Nova version 1.1 or later

Run the included program **The Frozen Heart** to play

## Windows Initiation mode:

Drag all **.bin** files in the **Nova Files** folder onto the **Convert Plugins** program supplied with Nova

Once converted, delete the original **.bin** files

Rename your original **Nova Files** folder to **Nova Files Original**

Move the included **Nova Files** folder into your EV Nova folder

Remove all files from your **Nova Plug-ins** folder

Waiting...

**Once you have read this document,  
start EV Nova and start a new pilot file.**

**ALERT:**

**The missions for The Frozen Heart are for a MALE pilot file.  
The reasons for this will become obvious as the plot progresses.  
This is **not** anti-feminism.  
There will be a future plug-in for a FEMALE pilot file.**

Ready...

**Read the rest of the documentation carefully.**

**Once you have started your new pilot, land on Thallos and go to the bar.**

# From then until now...

— *power corrupts, and absolute power corrupts absolutely* —

The Great Expansion left Earth all but deserted, and flung mankind to the furthest reaches of the cosmos. Early explorers discovered that man had not been alone in reaching for the heavens... but that no survivors of the galaxy's earliest conquerors were left to greet the newcomers. Instead of the unknown dangers of alien civilisations, mankind took with him the known dangers of his own nature.

The Great Expansion was followed by the founding of the Great Empires. Swiftly on their heels followed interstellar war, then the first and second Galactic Conflicts, and then their bitter aftermath: the Dark Age.

The Dark Age saw the decline of knowledge, art and exploration, and the withering of many hopes. Planet after planet was abandoned to the elements from which brave settlers had attempted to drag their precarious livelihood.

By the dawn of the High Renaissance, 2726 AD, fewer worlds were settled than at the peak of the Great Expansion. Of what worlds there were, two thirds were firmly in the grasp of the Great Powers: The Rigellian Empire with its decayed, imperial splendour, and the Magellan Confederacy with its merciless, bureaucratic racism.

Few of the remainder, except the Nine Worlds of the Democratic League, maintained any measure of independence.

# To begin...

— *all that is necessary for evil to triumph is for good men to do nothing* —

The year is 2773 AD.

The High Renaissance is 47 years old. The galaxy is growing. Exploration is extending. The spring of change is in the air you breathe.

As a citizen of Earth, with the qualifications to take you as an archaeological student into the famous University of Earth, your future as a shaper and maker in this new galaxy is all but assured.

Except that, since the death of your father last year, you have wondered if there is any point to it all.

He was an aid worker, helping refugees on the planet of Sosostriis which was taken over by Aluco to be open-cast magma mined for cheap aluminium.

Millions of the refugees died before they could escape the planet, hundreds of thousands of those who made it into space found that no planet would let them land, no port would let them stay.

It was six months before you heard of your father's death.

Things have not been the same since.

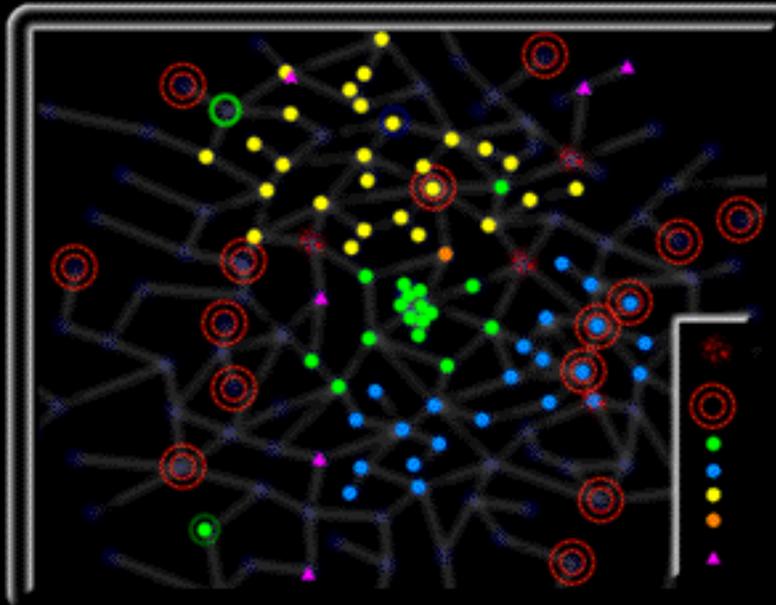
But you know that, now, the time has come to press on.

You see, you have a destiny to fulfill...

# Gunnar's Map

Leafing through some old stuff you had saved on your Cyber-Mac, you find this old holo-scan which you must have taken as a child of the map on your father's star cruiser console. It now occurs to you how useful this might be, as galactic maps — although you can download them — cost more than you are likely to earn in your life-time.

The only problem is, you don't know what the ikons mean...



After thinking about it for a long time, you decide that the green dots must be the Nine Worlds of the Democratic league. Yellow is probably the Rigellian Empire — although, at the rate the Rigellian's are expanding their territory, this is probably long out of date. Blue must be the Magellan Confederacy — ditto about their expansion. The rest... clearly mean something. But what?

# Hints and tips

This is not going to be an easy one to play...

Your ability to solve puzzles, gauge risks, and, not least, make moral choices will be as important as your skills as a pilot. Bigger will not always be better, and you may find that balancing your budget could be the biggest problem of all.

However, some thoughts.

First, this plug-in is designed not to work in conjunction with others that offer you super-gadgets, mega-ships or easy credits. If you want to enjoy it to the full, please remove them from your plug-ins folder. Of course, you could play with them in (although they may well not be software compatible) to make things easier, but, then, if you don't relish the challenge, you could just take a plug-in editor and read through the texts of all the missions without playing it at all.

Secondly, you will not be able to achieve the missions if you fly a large ship, like, say, an Orion, an Artemis or a Falcon. The missions have been put together and timed to make it impossible. However, you will be offered a ship which (despite some obvious shortcomings) is so powerful that you won't even want to fly one of those big, clumsy ships.

Thirdly, always check the mission computer and the bar on every planet you actually land on. Sometimes special messages will be sent to you there. Frequently, you will not be able to land on the planet a second time, so, if you miss it, you will be left waiting around on other planets trying to find someone who will hire you to take their crates of parrots there just so you can get a landing permit.

Fourthly, you would be advised not to blow things up for the sake of it. You will need your good name intact for as long as possible. Be discrete.

Fifthly, time is very often critical.

Sixthly, there are some rather unpleasant hazards out there which you may not have encountered before. These include space plague, a black hole, space mines, asteroid storms, and strange, corrosive clouds which can shred your ship in a matter of seconds. You have been warned. Back up your pilot frequently.

Finally, you must pay careful attention. You will frequently only be given the absolute minimum of information. Red and green flags will be a rarity. People will try to trick you. Beware.

# FAQ

**What are the encrypted files?**

Patience! All will be revealed at the appropriate moment. They will open correctly once you get the passwords, which you can only get by playing the missions.

**Some missions don't seem to finish. What gives?**

Some missions rely on you completing other missions before you can finish them. In each case, there is a note on the lines of 'this might take some time', or 'wait a month' or some such. If a red flag remains, **don't abort the mission**. In time it will resolve — but you have to complete some other missions first.

**I've just bought substance E. What can I do now?**

Oh dear. About the only thing you can do is eject into space — a few days of utter cold turkey will help you kick the habit.

**Blatavska is on a plague ship, but it disappears almost instantly. Is this mission possible?**

There are 7 ultimate tests of your piloting skills in The Frozen Heart. This is one of them. There is a solution — if you can think of it.

**There just doesn't seem to be enough time to finish some missions.**

Larger ships take longer going from system to system. Even the Tachyonic Fighter takes a minimum of one day per jump. A number of missions which you are offered may be impossible from where you are being offered them—but all of these missions will be available elsewhere. Some missions only give you exactly enough time to get to where you are going in a fast ship. These missions are only available in one place — you just have to be careful.

**I looked for the University Laboratories on Earth. They weren't there.**

That's right, they're not. But, by the time you need to find them, you will have visited them at least once... if only you can remember where that was. (Hint, check the map for anything owned by UofE).

**I can't clear out enough space for the Implosion Bomb.**

Watch out for upgrades that you can't sell back. If you are in the bad situation of having bought some, then there is a place where you could persuade someone to output a new fighter for you using Desktop Engineering... if you can figure out where it is.

**I can't get the passwords to work.**

They are case sensitive. Type them exactly as given.

**When I failed the Black Hole mission at the end, it wiped out everything in the universe, even when I aborted the mission to try again.**

You were warned this would be a tough one—you only get one chance at the black hole, even if you're not on strict play. There just isn't much leeway in dealing with a black hole. **Backing up your pilot file after every hour of play is the way to go.**

**I can't board the Alien Wreck.**

You weren't supposed to board it, you were supposed to dock with it (eg, like a station).

**I can't find some of the ports. Is this a bug?**

The ports are there, but you have to work out how to get to them. This isn't a bug, it's a puzzle. You'll kick yourself once you've worked it out.

**Where is Orion, it doesn't seem to be on the map?**

I've tried to be a lot more astronomically accurate than original EV (and much, much more than Override). Orion is a constellation, not a system. Its two brightest stars are Betelgeuse and Rigel. From that, you should be able to work out which direction of space Orion lies in.

**When I, erm, examined the plug-in in an editor, I noticed some systems which I can't get into. Are they used for anything?**

The Frozen Heart is going to be followed up with some more major plug-ins in the same universe. These include 'Vayella', 'The Lost Worlds of Lupercal', 'Flight of the Hawk', and 'The Wanderer'. Respectively, they take the Alba/Gessel/Artemisium story further, the Anila Stockton story, the Mordillo story, and introduce you to the world from a less privileged background.

**So can I use this universe for my own plug-ins?**

Well, not without asking first. Basically, E3 was written with this in mind, but you have to stay 'true' to the original ethos. Email the author at [martin.turner@unforgettable.com](mailto:martin.turner@unforgettable.com) to discuss it. You'll also need some of the extended background information which was used to plan E3, including the history of the Great Expansion, the World Development Kit, and some other stuff. Please don't use any of the elements in your own plug-ins if they are not for the E3 universe.

**How long did it take to make?**

The plug-in took 14 months from first conception to final version. The E3 world took about thirteen years, and began life as a short-story, then as a novel, and finally as a game. Actually, that's not strictly true. The Tachyonic star-ship began life as a Lego model twenty-two years ago.

**What did you use to make the Frozen Heart?**

The Frozen Heart was first developed for original EV with Schmelta V by Jeremy Condit. Some of the early work was also done with Ben Chess's EV-Edit. Pontus Ilbring's utilities were very important, and all the final work was done in Apple's ResEdit. Dynasys's EV PlugChecker was an absolutely crucial component. For the graphics, the movies were made in QuickTime 3 Pro with help from Poser 3, Bryce 2 and StrataVision 3d 5.0. All the graphics were made in these programs, with the exception of the V2 Courier, Cydrax and Earth Station, which were made in Extreme 3d 1. Adobe Photoshop was used throughout for adjustments, and the company logos were made in Adobe Illustrator. Sound Effects and MusicShop was used for all the sounds, along with a trusty Fostex 4 track and an ancient TTC microphone. The title track was recorded with a Yamaha SG1000 guitar, Zoom multi-effects unit, and a Yamaha PSS-580 keyboard.

**Who played the music?**

It's always cheapest when you do it yourself...