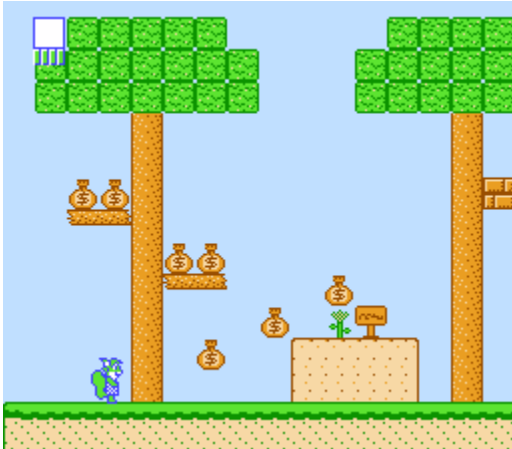


Nova the Squirrel

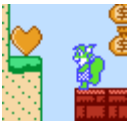
Gameplay



Nova the Squirrel is a platformer game, and the goal is to reach the end of each level through running, jumping, and puzzle solving.



Exit doors are your goal, and going through one (with Up) will end the current level.



Hearts restore your health. Small hearts that restore one health point also exist.



Small stars are checkpoints. If you die, you will be returned to the last one you touched.



Each level has a collectible, hovering triangle. Get them all for 100% completion.



Your current ability and health are displayed in the corner.

Inventory

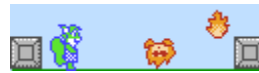


Press **Start** to enter the inventory screen. From here you can use items you have collected, such as the health-restoring "Pizza" item.

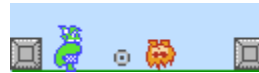
On some puzzle-oriented levels, there may be a second inventory page, accessed with **B**.

Ability copying

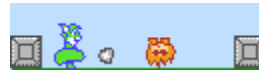
A very important gameplay mechanic in *Nova the Squirrel* is being able to copy and use the abilities of certain enemies (mostly ones that shoot projectiles). There are 10 abilities to find.



To copy an enemy, first stun them. This can be skipped if desired. Use **B** for a stunning star.



↑+B sends out a special copying projectile.



You have now copied the ability, if the enemy has a copiable one. **B**, **↑+B**, and **↓+B** should all be tried, as they often have different effects.

To discard the ability you have, hold **Select**.