

# FRONTIER QUICK START GUIDE

## FRONTIER DISKS

In this pack, you should also find a Frontier Program Disk and a Frontier Data Disk. The Program Disk should be 'write-protected'. For 3.5" disks ensure that the plastic tab in the corner of the disk is moved up so that a hole is created. The Data Disk should be 'write-enabled'. For 3.5" disks ensure that the plastic tab in the corner of the disk is moved down so that the hole is covered.

## LOADING INSTRUCTIONS

### Amiga

Compatible with: All Amigas

Requires: 1Mb RAM minimum

If your computer is turned on, turn it off. Wait at least 30 seconds and then turn on your computer. This should minimise the risk of a virus infecting your disks. Insert your Frontier Program Disk into drive Ø (the internal drive) of your computer. The program will load and run automatically. When loading is complete insert the Frontier Data Disk.

If you have a hard drive installed, insert the Frontier Program Disk into drive Ø before turning the computer on.

### *Hard Disk Installation*

Turn on your computer as normal. Open the Hard Disc window by clicking it with the mouse and select the directory into which you wish to install Frontier. Insert the Frontier Program Disk into drive Ø. When the disk icon shows on the screen open it by double clicking it. Now drag the Frontier Icon into the Hard Disc directory you previously selected. Run Frontier by double clicking the Frontier icon.

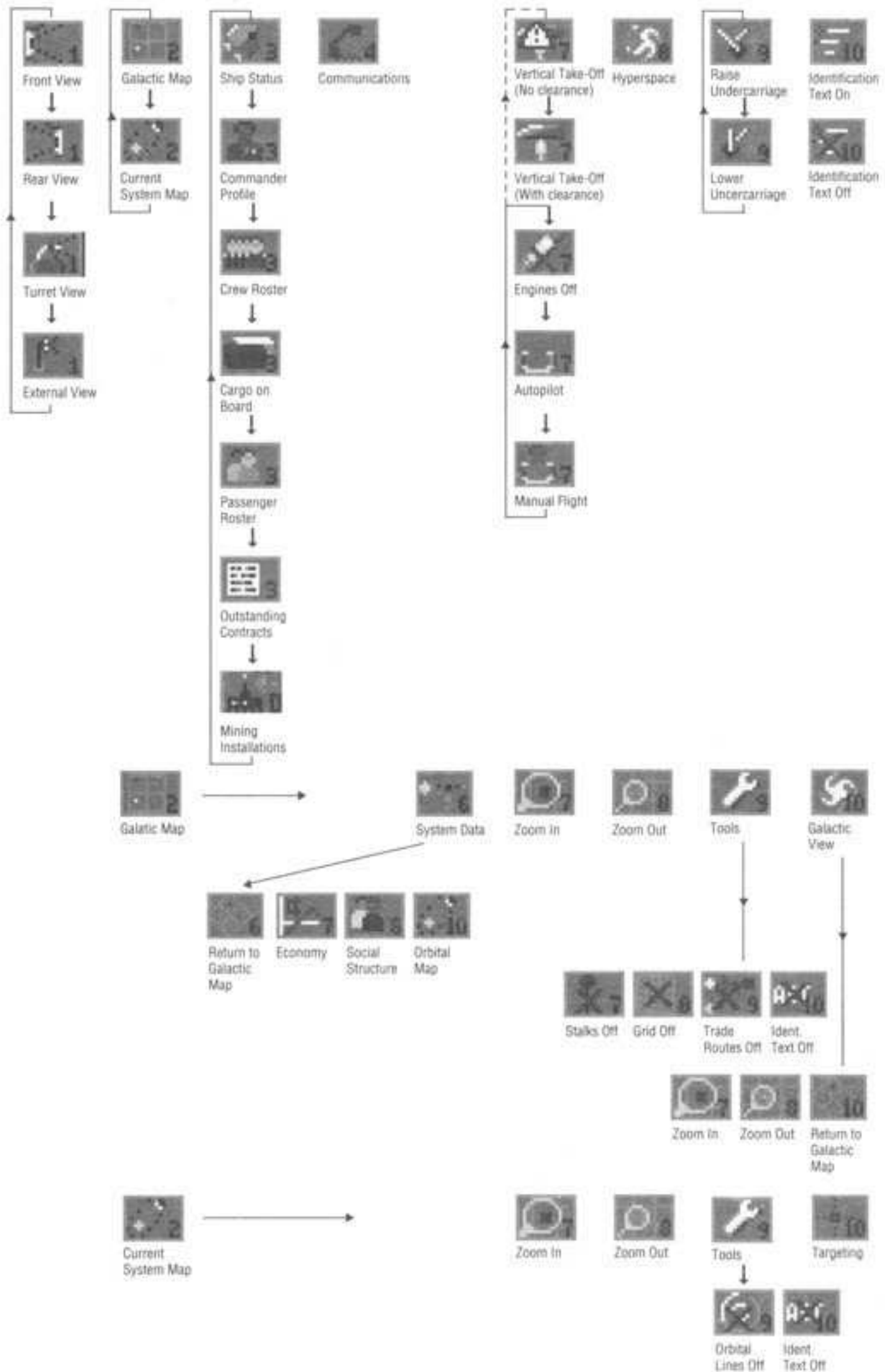
### Atari ST

Compatible with: 520ST, 520STE, 1040ST, 1040STE, Mega ST, Mega STE

Requires: 1Mbyte RAM minimum

If your computer is turned on, turn it off. Wait at least 30 seconds and then turn on your computer. This should minimise the risk of a virus infecting your disks. Insert your Frontier Program Disk into drive A: (the internal drive) of your computer. The program will load and run automatically. When loading is complete insert the Frontier Data Disk.

**Icon Summary** – The following tree summarises the icons and their functions.



### *Hard Disk Installation*

The file "Frontier" can be copied on to your hard disk and run from there if required. Please consult your computer's manual if you are unsure how to do this.

## **IBM PC and Compatibles**

Compatible with: 256 colour MCGA/VGA on a 386SX, 386, 486SX, 486, Pentium  
Requires: 2MB RAM minimum, EMS Memory

EMS Memory is needed to run Frontier. If you are unsure about this consult your computer's manual.

Turn on your computer. When the C:\> prompt is displayed, insert the Frontier Program Disk into your A: disk drive. Type A: then press the **RETURN** key. When the A:\> prompt is given, type **FRONTIER** and press the **RETURN** key. The program will load and run automatically.

### *Hard Disk Installation*

To install Frontier onto a hard disk drive, at the A:\> prompt type **INSTALL** instead of **FRONTIER** and press the **RETURN** key. Now follow the on screen instructions.

## **LOADING PROBLEMS**

In the unlikely event that Frontier fails to load then put the faulty disk (not the packaging) into a suitably-sized jiffy bag or padded envelope, along with your name and address. To aid our trouble shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices). Send the package to: FRONTIER Replacements, Gametek (UK) Limited, 5 Bath Road, Slough, Berks, United Kingdom. SL1 3UA. Gametek (UK) Limited will endeavour to replace the faulty disk within 28 days of its receipt.

## **STARTING THE GAME**

When the game starts up it enters demo mode. To show the start menu press a key or the left mouse button. The menu shows 5 options, (1) is the recommended start position. (2) and (3) let you start at other points in the system. (4) automatically loads the last loaded or saved position. (5) lets you select other previously saved positions from disk. Pressing keys '1' to '5' in the demo will take you straight to these functions.

## GAME OPTIONS AND LOAD, SAVE GAME

The options screen is found from within the game by pressing the **ESCAPE** key twice or clicking the pause icon twice (or a combination of the two). The options allow you to adjust the game environment to your own requirements and load/save games. The 'Use Filename Extensions' automatically adds a number to your commander name and so helps keep track of the latest version.

When in the options screen (see above) icons 7, 8 and 9 load, save and delete game position files.

**Load Game, Icon 7** Clicking this icon lets you select the file to be loaded.

Changing drives and directories is done by clicking on the name. To load the desired file click on its name.

**Save Game, Icon 8** Clicking this icon gives you the disks directory structure and contents. Choose the disk and directory by clicking their names and then edit the commander's name if necessary by clicking on the name at the top of the screen and typing in the new name. Names can be up to 8 characters. Pressing **RETURN** or clicking the OK icon once will change the name. **RETURN** or OK a second time will save the position.

**Delete File, Icon 9** As with icons 7 and 8 clicking this icon gives you the disks directory structure and contents. Choose the disk and directory by clicking their names. Delete the file by clicking the filename and replying 'Y' to Y/N confirmation. Caution is advised here. Answering anything other than Y will mean the file is not deleted.

**Exit Game, Icon 10** This takes you back to the intro sequence.

Clicking icons 1 – 4 will return you to the game.

## CONTROL















Frontier may be played via the keyboard only, or with a compatible mouse or joy-stick in conjunction with the keyboard.

### Flight Controls


























A	or	(mouse forwards + right mouse button)	Dive
Z	or	(mouse back + right mouse button)	Pull Up
<	or	(mouse left + right mouse button)	Bank Left
>	or	(mouse right + right mouse button)	Bank Right
ENTER			Increase Power
SHIFT (right hand)			Decrease Power
F1 – F10			Same as Icons 1 – 10
SPACE			Fire Weapon

Icon Summary – The following tree summarises the icons and their functions.

## FLIGHT CONTROLS

<b>F1</b>	 Front View	 Rear View	 External View	 Turret View	
<b>F7</b>	 Vertical Take-Off (No clearance)	 Vertical Take-Off (With clearance)	 Manual Flight	 Engines Off	 Autopilot
<b>F8</b>	 Hyperspace	<b>F9</b>	 Raise Undercarriage	 Lower Undercarriage	
<b>F10</b>	 Identification Text On	 Identification Text Off			

## NAVIGATION CONTROLS

			<b>F2</b>			
			 Galactic Map			
<b>F2</b>	<b>F6</b>	<b>F7</b>	<b>F8</b>	<b>F9</b>	<b>F10</b>	
 Current System Map	 System Data	 Zoom in	 Zoom Out	 Tools	 Galactic View	
	 Return Galactic Map		 Economy	 Social Structure	 Orbital Map	
		 Stalks Off	 Grid Off	 Trade Routes Off	 Identification Text Off	
 Current System Map				 Identification Text On	 Return to Galactic Map	
<b>F2</b>	<b>F7</b>	<b>F8</b>	<b>F9</b>	<b>F10</b>		
 Galactic Map	 Zoom In	 Zoom Out	 Tools	 Targeting		
				 Orbital Lines Off	 Identification Text Off	

## SHIP STATUS CONTROLS

<b>F3</b>	 Ship's Equipment	 Commander Profile	 Crew Roster	 Cargo On Board	 Passenger Roster	 Outstanding Contracts	 Mining Installations
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## COMMUNICATIONS CONTROL

<b>F4</b>	 Communications
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