

FRONTIER

E L I T E



QUICK START CARD

FRONTIER QUICK START GUIDE

System Requirements

Frontier requires

- IBM 386 and higher compatible microcomputers with a minimum of 2MB RAM and a minimum of 1MB EMS memory.
- VGA/MCGA display.

Supports: PC Speaker, Soundblaster, Roland LAPC and AdLib and soundboards.
A mouse is recommended but the game can be played with a joystick.

Installation

Place the Frontier disk in drive A: (if you are using a different diskette drive substitute the appropriate letter for A). At the root prompt (usually c:\>) type [a:\install] and then press enter. Follow the instructions on the screen for installing Frontier.

If you experience problems during installation check to ensure that you have sufficient Conventional memory and EMS memory available and also consult the readme.txt file for changes to the program made since this manual was printed. If your problems persist, contact:

Gametek Customer Relations

- Phone: 1(305) 935-3995
- Fax: 1(305) 932-8651

Monday thru Friday

8:00 a.m. to 8:00 p.m. Eastern Time

Running the Program

To run the program, first change to the Frontier directory by typing [CD Frontier]. Type [Frontier] and then press enter.

Starting the Game

When the game starts up, it automatically enters a demonstration mode. To get to the main menu press a key or the left mouse button. The main menu will appear with 5 options:

- Option 1 The recommended starting position.
- Option 2 & 3 Other starting positions in the Frontier system.
- Option 4 Automatically loads the last saved position.
- Option 5 Lets you select other previously saved positions from your disk.

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). These 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) ic22ons 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. Pressing 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 function

