

# FRONTIER QUICK START GUIDE

## PC CD and CD32 Versions

### LOADING INSTRUCTIONS

#### CD32

Place the CD in the CD32 and Frontier will start automatically.

#### IBM PC CD and Compatibles

Compatible with: 256 colour MCGA/VGA on a 386SX, 386, 486SX, 486, Pentium, CD ROM Drive

Requires: 2MB Total RAM, 768K EMS Memory, 580K Free Base Memory, 1.3MB of free space on one partition of your hard drive.

Frontier may not be compatible with all disk compression systems. We have tested the game on a number of set-ups, but due to the large variance in PC configurations the addition of a compressor may cause some compatibility problems. Problems can be avoided by installing the game on an uncompressed section of your hard drive.

#### *Installing Frontier*

Turn on your computer. When the C:\> prompt is displayed log on to your CD drive by typing the drive letter followed by : (e.g. D:) press the **RETURN** key. When the new drive prompt is displayed type **INSTALL RETURN**.

The installation will now begin giving you a choice of languages to install. You must install the same language as your manual for the copy protection to work.

To run Frontier change to the Frontier directory (CD **FRONTIER RETURN**) and type **FRONTIER RETURN**. To quit from Frontier press the CTRL and C keys simultaneously.

Before running, Frontier checks your computer to determine if you have sufficient free memory. If you have insufficient memory it will alert you, if this is the case please refer to the **MEMORY** section.

#### *Memory*

Frontier requires 580k free of base memory, and at least 768k of free expanded memory. You can determine how much memory is available on your system by typing **MEM** at the DOS prompt. This will tell you how much memory your system has, how it is divided and used.

If your system needs more free memory the best way to do this is to create a boot disk. This is a floppy disk that contains all the information your PC needs to start-up and run Frontier, but does not include any additional drivers. To create a boot disk use the following instructions. If you use a disk compactor such as Stacker or SuperStor, then you need to consult your manual on how to create a suitable boot disk.

Insert a blank floppy into the A drive. Type **FORMAT A: /S RETURN**. If asked for a name, type **FRONTIER BOOT RETURN**. If asked if you wish to format more disks type **N RETURN**. You now need to create two files on the floppy you have just formatted.

Firstly change to the drive containing the disk you have formatted.

**A: RETURN**, then create a file to be edited. **COPY CON: CONFIG.SYS RETURN**. Now type the following lines as shown. The DOS prompt will not reappear until you have completed the process. **DEVICE = C:\DOS\HIMEM.SYS RETURN DEVICE = C:\DOS\EMM386.EXE 1024 RETURN FILES = 50 RETURN BUFFERS = 20 RETURN DOS = HIGH,UMB RETURN**, now press the CTRL key and the Z key at the same time. You should return to the DOS prompt. Then type the following. **COPY CON: AUTOEXEC.BAT RETURN LH C:\MOUSE\MOUSE.COM RETURN PROMPT = \$P\$G RETURN PATH = C:\DOS RETURN**, now press the CTRL key and the Z key at the same time. The DOS prompt should now reappear.

The boot disk is now complete. Reset your computer with the boot disk in drive A to free up more memory. Use the MEM command to check that you have enough free memory.

The above example assumes you have installed DOS in the directory C:\DOS and that you have a standard MS-Mouse driver located in C:\MOUSE. If you have installed these elsewhere then please substitute the correct paths where you see C:\DOS and C:\MOUSE in the above lines or copy the mouse driver routine from your current AUTOEXEC.BAT.

## **STARTING THE GAME**

When the game starts up it enters demo mode. To show the start menu press a key, the left mouse button or the Red Button on the CD32 controller. 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 load other previously saved positions. Pressing keys '1' to '5' in the demo will take you straight to these functions.

# CONTROLS

## CD32

In addition to the controls stated in the flight manual, which still function if the optional keyboard and mouse are attached, the controls have been altered to operate with the CD32 control pad.

### Game Controls

The screen pointer is controlled by moving the Directional Pad. The Top Buttons (generally referred to as Fast Forward and Reverse by Commodore) are used like shift keys and are interchangeable. Selecting icons, targets, arming missiles etc. is done using the Red Button. Hold the Green Button down and press the Directional Pad to rotate external view.

### Flight Controls

Dive	Pad Down + Top Button
Climb	Pad Up + Top Button
Bank Left	Pad Left + Top Button
Bank Right	Pad Right + Top Button
Increase Speed	Yellow Button
Decrease Speed	Blue Button
Fire Weapon	Red Button + Top Button

## PC

Frontier may be played via the keyboard in conjunction with a compatible mouse or joystick.

### Flight Controls

Dive	A or (mouse forwards + right mouse button)
Climb	Z or (mouse back + right mouse button)
Bank Left	< or (mouse left + right mouse button)
Bank Right	> or (mouse right + right mouse button)
Increase Speed	ENTER
Decrease Speed	RIGHT SHIFT
Icons 1-10	F1-F10
Fire Weapon	SPACE

## GAME OPTIONS AND LOAD, SAVE GAME

The options screen is found from within the game by clicking the pause icon twice or, if you have a keyboard, pressing the ESCAPE key twice. The options allow you to

adjust the game environment to your own requirements and load/save games. The 'Use Filename Extensions' option automatically adds a number to your commander file 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** With the basic CD32 you have the choice of saving your current position to the machine's main RAM (which will be lost when you turn off your CD32) or saving your position during the last Hyperspace to the CD32's save game memory (this will be retained when your CD32 is turned off). There is unfortunately only room for one save game at a time in the battery powered save game memory. If you have an external disk drive or hard disk drive attached to your CD32 or have the PC version then you will be able to choose the disk and directory you wish to save to by clicking their names.

Edit the commanders name if necessary by clicking on the name at the top of the screen and entering a 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 to the currently selected location.

**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' or pressing the CD32 Controller's Green Button. Answering anything other than 'Y' or pressing the Red Button will mean the file is not deleted.

**Exit Game, Icon 10** This takes you back to the intro sequence. To exit to DOS press the CTRL and C keys simultaneously.

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