

CONTROLS

OPTIONS

- | | |
|--------------|------------|
| 1 One Player | 3 Keyboard |
| 2 Two Player | 4 Joystick |

Press **RETURN/BIG ENTER** to Start game
SPACE BAR – alternate High Score/Options

JOYSTICK

RETURN/BIG ENTER to drop a mine on the floor

SPACE – throw a grenade

FIRE – fires bullets

KEYBOARD

J – UP

N – DOWN

K – FIRE

SPACE BAR –

throw grenade

RETURN/BIG

ENTER – drop mine

X – RIGHT

Z – LEFT

P – PAUSE

P again restarts

CTRL &

Q – to quit

The information down the right hand side of the screen shows if **PLAYER ONE** or **TWO** is playing, the **SCORE**, how many lives/**TROOPS** are left, the amount of **AMMO** in the form of grenades on the left and mines on the right. You can pick up more grenades at any time but only five mines are allocated per level, and once these are used up you can't obtain any more. **WEAPON** shows your bullet firing power.

The approximate scoring opportunities are as follows:

- | | |
|--------------|--------------------------------------|
| 200 points | – Enemy Man. |
| 500 points | – hit on motorcycle with grenade |
| 800 points | – hit on motorcycle with mine |
| 6–700 points | – picking up bullet or grenade packs |
| 400 points | – taking out pillbox |
| 350 points | – taking out a trench |

Have you written a game which comes up to Zeppelin's high standards?
 ↓ If so, send off for immediate valuation to the address below.

Have you tried **SABOTAGE**,
 Zeppelin's super shoot em up
 on the Spectrum?



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AMSTRAD LOADING INSTRUCTIONS

To Load Press RUN "

Frontline has everything you might want from a combat game, alternate two player option, 8-way smooth scrolling, and very realistic representations of tanks, jeeps, and buildings. You start your campaign on Level Zero, the easiest of the levels which become subsequently more difficult. You start at a fire rate of about 2 bullets but picking up the blue bullet packs from the battlefield sees your fire rate rise to a maximum of eight. Firing bullets continuously will result in a reduction in fire power. Extra grenades lie in the green packs strewn around the battlefield. The object of the game is to enter the grounds of the laboratory which gives plans to achieve access to the next level. A pass is needed to enter the laboratory grounds and this is hidden somewhere on the battlefield of each level.

Armed with a machine gun, grenades and mines battle your way through the enemy lines with their tanks, armoured vehicles, motorbikes, pillboxes and heavily guarded trenches.

Program - Spike

Graphics - Michael Owens

Made in UK



A027

