



STARPORT FRONTIER

FACT SHEET · SPACEPORT MANAGEMENT

Build landing pads, warehouses and power on a distant world, trade with every ship that touches down, and grow a dusty outpost into an interplanetary gateway.

TITLE

Starport Frontier

DEVELOPER

[Initus Interactive]

PUBLISHER

[Self-published]

PLATFORM

Windows PC (Steam)

RELEASE

[TBA]

PRICE

[TBA]

GENRE

Management · tycoon · trading

PLAYERS

Single-player

LANGUAGES

English

ENGINE

Unity 6

WEBSITE

[starportfrontier.com]

PRESS KIT

[starportfrontier.com/press]

PRESS CONTACT

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THE GAME

Ships come to your port to trade and to use your services. Buy their cargo cheap and sell it dear, charge for landing and fuel, and grow the port so bigger and more profitable traffic will come. Success brings congestion, power demand and running costs — and ships that wait too long take their business elsewhere.



KEY FEATURES

- **Build anywhere** — free placement of 19 building types where adjacency matters.
- **Five ship classes, three pad sizes** — from Couriers to 50,000-tonne Bulk Carriers.
- **A living market** — trade with every docked ship against the Galactic Commodity Exchange.
- **Real pressure** — one power balance, daily upkeep, loans, and one reputation score.
- **Outpost to gateway** — five port levels, a six-branch research tree, contracts.
- **Earthlike or Frontier worlds** — survival upkeep of water, oxygen and food.