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Introduction

This game, The Pioneer!, is one of only a few arcade games for Windows that will give you the ultimate challenge to your gaming skills. This is a very exciting game which equipped with real-world sound effects and magnificent background music (believe it or not, I wrote the song myself). Not like ordinary fire-them-all games which allow you to just put your character far below the screen waiting for the enemies to come after, in this game you will have to always maneuver your character, to keep it alive. Therefore, it is recommended to use a joystick to play this game.But, if you don't have one, a keyboard might serve well. If you experience some problem, refer to the Troubleshooting or System Requirements sections for more information.

This game simulates what will happen in the far future, when the human race are struggling against the evil empire of Kirrlouathanoxylahgiures (if you can not say it correctly, don't worry - be happy...Me too) which rules the universe very wickedly. You are acting as Commander Mountain McHill, who is assigned to destroy the Empire's radars as many as he can. It is very important for you to do the job successfully because if not, your fellow partizans will not be able to attack the Empire's base station effectively.

To do that task, you are equipped with the high speed space-fighter which has unlimited fuel and two hundred missiles. Your space craft also equipped with mini weapon-lab which can produce powerful weapons from somekind of space materials that you will find along the journey. To use that facility, all you have to do is picking the materials up, and the mini-lab will automatically convert it to missiles or magnetic-pulse bomb accordingly. There is also a kind of materials that can add your lives if you pick it. For further explanation, you can see the How to play section.

There are two versions available for this game: Shareware (Unregistered) version and Full (Registered) version. The Unregistered version is for evaluation purposes only so that you can try and use this game before you decide whether you like and want to keep it. **You have maximum two weeks to evaluate this game**. If you like the game and want to keep it, you are obligated to register your copy to me. Otherwise, you have to erase the game from your system (I made the uninstallation program mainly for this purpose).

Upon registration, you will receive a unique serial/registration number which acts as somekind of password that will allow you to access all the features of the game. You will also be notified about major product updates and about my other (software) products if any. Please refer to Registration section for clearer decription on how to and where to register your copy of The Pioneer!

Basically, the Unregistered version has all the features that the Registered one has except for the number of game levels. If you have registered your copy of this game, you will be able to play all the levels available (25 levels), but if not (means: you do not have the registered copy), you will only be able to play the first ten levels. If you are not familiar to shareware marketing method and want to know more about it, see the Shareware Marketing Method section for more information.

See also System Requirements
See also How To Play
See also Registration
See also Shareware Marketing Method
See also Troubleshooting

System Requirements

This is a very graphics-intensive game. You have to use an adequate system in order to make this game play properly. The minimum recommended system for this game is summarized below:

- MS Windows 3.1 or better (and DOS 3.2 or better if you use Windows 3.1. No DOS required for Windows 95).

- 80486 or better processor.

- 4 MB RAM (it is better if you have more than 12 MB RAM if you are using Windows 95).

- EGA/VGA card.

- Windows Accelerator or VESA/PCI graphics bus. (this is very crucial)

- 2 MB hard disk space.

- Sound card (optional).

- Joystick (optional)

How To Play
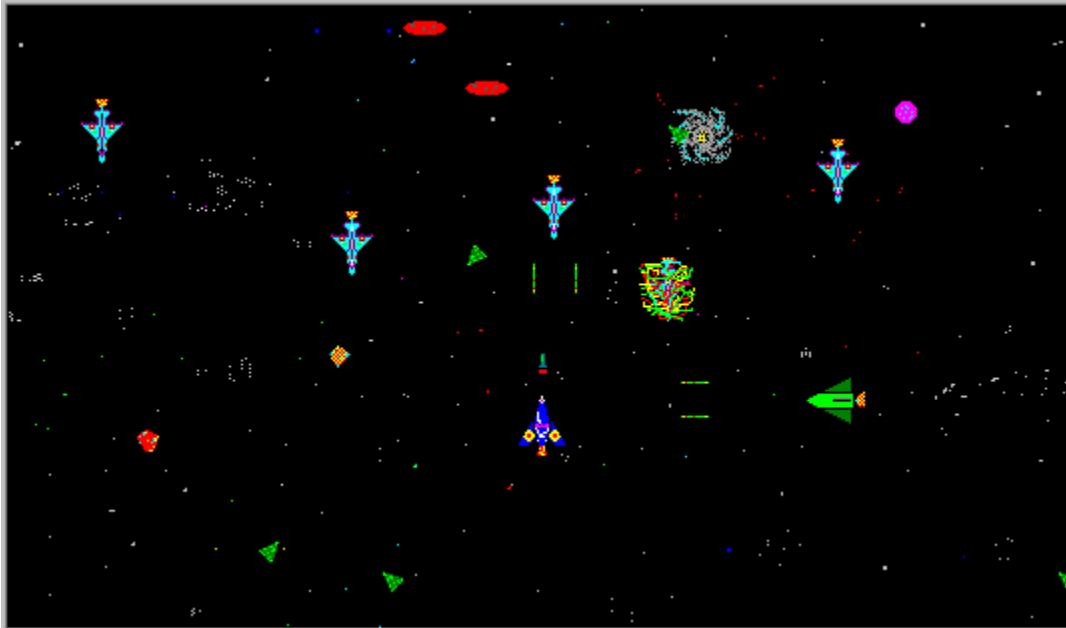
This game consists of 25 level of difficulties. The first level is the easiest and the 25th is hardest. If you do not have the registered version, the maximum level you can finish is 10 (or maybe 12 if you have become The Pioneer! guru like me).

It is very easy to play this game. All you have to do is to destroy the Empire's radars as many as you can. You have 150 radars to destroy as your target. You will be considered win if you can leave the battle area (move the Pioneer ship up - leaving the screen) after destroying 150 or more radars.

If you use keyboard, you can use arrow keys (you had better use the numpad keys) to move the ship. Firing missiles can be done by pressing the Shift key; and, if you have gained magnetic-pulse bomb, you can fire it using space bar. The joystick users can use the first button to fire missiles and the second button to fire magnetic-pulse bomb. If you find any problem concerning your keyboard, joystick or this game performance, please refer to Troubleshooting section.

Although it is easy to play this game, I must tell you that it is very not easy to win. Along the way you will be intercepted by many, many enemy ships which have no fear at all. They will make their best efforts to approach your ship and fire at it, or even do kamikaze to destroy you. Furthermore, the battle area will be flooded more and more with mines:green triangle look characters. This will make your move very risky. You will have to do a lot of maneouver to keep your ship in shape.

Starting from level 10, there will be another kind of enemy. This new kind, called The Crossers, are legendary heroes of their nation. They are called *Crossers* because they have crossed the entire universe from edge to edge (it is cool, isn't it). Beware of their presence!

You will find many bonus materials along the way that you can pick to strengthen yourself. The small red materials will be converted to 20 missiles; while the browny ones will give you one magnetic-pulse bomb. There is another bonus material for you: the pink colored ones These materials will add one live for you if you can catch it (sure the guys like James Bond will need it in his job).

Kamikaze: an attempt to destroy the enemy through a suicidal action (These was the favourite way to die as a hero for Japanese pilots in World War 2).

Enemy ship (score = 1500): A fearless fighter. Brave but stupid!

Pioneer ship : This is you! Remember what your admiral told you: "Return this ship in one piece or I will let your body swallowed by the black hole!"

Radar (score = 3000): The target to destroy. You have to destroy 150 things like this.

Laser: The enemies fire lasers to you. Try to not get hit!

Missile: You fire things like this to radars and enemies. Just like Greenpeace yelling *"Save the world!"* , now I yell *"Save the missiles!"* . (It is only a joke. I am not a nuke-pro at all). Use the Shift key or first joystick button to fire it.

Mine: A specific signalled mine. Explode only if you, not the enemies, touch it.

Bonus Material: Adds 20 to your missiles. But still, don't waste your missiles! Because you can destroy radars only with missiles (or by doing <u>kamikaze</u>), not with magnetic-pulse bomb.

Bonus Material: Adds 1 to your live. (You can be cooler than a cat: having more than nine lives!)

Bonus Material: Adds one to your <u>magnetic-pulse bomb</u>.

The Crosser (score = 6000): Legendary hero of your enemies. You should try to destroy him using your missile (worths 2 radars). Doing kamikaze or using magnetic-pulse bomb to destroy this kind of enemy will give you nothing except 6000 score. Beware of his presence!

Magnetic-pulse bomb: A very powerful weapon that can destroy all enemy ships and mines in one hit (but not the radars nor bonus materials). You can fire it only if you have got the browny-coloured bonus material. Firing this weapon can be done by using space-bar or joystick's second button.

An exploding enemy. Congratulation to me!

Registration

This is my first shareware program so I still don't know how to run this business properly. I can not receive credit cards payments yet. I also consider sending cash through regular mail is very risky (in fact it is very risky here in my country to send cash through regular mail). And I think that I'd better not to receive cheque payments because your bank might not have representative office in my country.

Considering those matters, I decided to receive payments **only** in the form of International Money Order (you can get the International Money Order from the nearest post office in your city). Please forgive me for making you doing extra steps to register this game.

To register your copy of The Pioneer!, please send your personal data (I need your name and address) along with US$ 23 (International Money Order) payable to:

M. Rizal S. Hasibuan
Jl. Percetakan Negara XI/18
RT 001/RW 005
(drg. Ibnoe Gani Soerachmat)
Jakarta 10570
INDONESIA

Bugs report to
e-mail : ymrsh@indo.net.id

- You can choose whether you want to receive your registration number by air-mail or e-mail (or both).

- Please allow 3-4 weeks for air-mail delivery. If you prefer e-mail, I will send your registration number as soon as possible.

- If you would like me to send it by air-mail, please add US$ 5 (for total = US$ 28) for postage and handling. I will send you your registration number along with the latest version of The Pioneer! at the date of your order (if available) in a 3.5" disk (please notify if you want a 5.25" disk).

- Don't forget to give me your full addresses (e-mail and/or air-mail). Please be notified that you will only receive your unique registration number if you choose e-mail-delivery method.

- To make it easier for you, I have made a form that you can use for registration. Click on this Registration Form to see it.

The Pioneer! - Registration Form

{ Choose menu File|Print Topic to print this form }

Name: _____

Address: _____

_____

_____

_____

_____

E-mail: _____

Version currently used: Shareware Version ____

Delivery method:
    [   ] Air mail   [   ] E-mail   [   ] Both

Disk Size: (choose one. Valid only if you choose air-mail or both as your preferred delivery method)
    [   ] 3.5"   [   ] 5.25"

Money sent: (Not cash nor cheque! International money order only, please)

Registration fee	US$ 23	
Postage & handling	US$	(US$ 0 for e-mail; US$ 5 for air-mail or both)
	====== +	
Total	US$	

Date: ____/____/199_   (month/date/year)

Shareware Marketing Method

Shareware is an honor-based software marketing system which gives the users a chance to evaluate the software for a limited period of time before they decide to buy it. Usually, like this game, the shareware version has fewer features than the full version. It makes sense though, because the shareware version is only intended as a demonstration of the real one.

After the evaluation period has elapsed, you have to decide whether you want to keep it or not. If you, as the user, like the software and want to keep it, you have to register to the author by sending him/her your data along with the required amount of money (or anything he/she requires). In turn, the author will send you the full version of the software or a registration number that will allow you to access all features of the software. On the other hand, if you don't like the software, you are required to erase it from you computer system.

You may copy and distribute the shareware version freely as long as you copy and distribute it as is, ie. you include all the files of the software and not change anything on them. You are encouraged to do so. But, of course, you are not allowed to distribute the registered copy. Or, in plain English, you are allowed to copy the registered software for you and yourself only, not for your friends, nor your cousins, nor your uncles, nor your neighbours etc etc. As for The Pioneer!, one registered copy of The Pioneer! must be used on one and only one single computer.

See also Registration

Troubleshooting

Question 1
Why does the game play very slowly in my system?
Answer
- This is a very graphics-intensive arcade game so it needs a lot of computer power in order to play satisfactorily. Refer the System Requirements section to see whether your computer system meets the specification listed there.

- If your computer system meets the specification required but the game performance is still unsatisfactory, end other application's sessions that are currently running to free memory and/or system resources. Restart your Windows if necessary so that you may free locked system resources.

Question 2
Why it is very difficult to move the Pioneer's ship using keyboard?
Answer
If you don't use joystick, you have to set your keyboard manually using the Control Panel application. To do that, run the Control Panel. From the Control Panel, run the Keyboard applet and set the Delay Before First Repeat to **Short**. I suggest you to also set the Repeat Rate to **Fast**.

Question 3
It is difficult to move the Pioneer's ship when I use joystick.
Answer
That is the problem I encounter too in some computer system. I still don't know what is wrong but that problem can be solved by turning-off the joystick option for a moment. In the mean time, use the keyboard to move the Pioneer's ship here and there. Just make two or three moves and the turn the joystick option on again.

Question 4
Why do the sound effects and background music does not operate on my computer?
Answer
In order to play the sound effects and/or the bacground music, you have to have a (Sound Blaster compatible) sound card installed on your computer system. If this program does not find any sign of sound card, it will turn off the sound & music options

Question 5
Why the background music sounds weird (I heard like a drum beat sounds like piano or something).
Answer
I use channel 16 for drums when I created the MIDI files complied with General MIDI standard. Please check your MIDI Mapper applet in the Control Panel and verify whether the MIDI Mapper Setup shows valid port name for each port. If you use Sound Blaster 16 ASP, just change your MIDI Mapper Name to **SB16 All FM** to activate all its 16 channels.

Disclaimer

Although this program has been carefully designed and written, the author assumes no liabilities for any damages, direct nor consequential, resulted from the uses of this program.

Registration Entry Error

You must type in your **name**, **address**, and **registration number** **exactly** as it is given to you.

Don't worry. Be happy. It was just a game.

You were just lucky. I am sure I will win if you dare enough to try me one more time!