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Introduction

This game, **The Pioneer!**, is one of only a few arcade games for Windows 95 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 songs 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 any 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 an 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 and destroy 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 bombs 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. All multimedia features (sound-effects and music background) will be automatically disabled when the evaluation period has elapsed**. If you like the game and want to keep it, you are obligated to register your copy to the author. Otherwise, you will have to erase the game from your system (you can use the uninstallation program 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. Please refer to [Registration](#) section for clearer description on how to and where to register your copy of **The Pioneer!**

Some features in the shareware version are disabled. Those include the joystick support and several sound-effects, and also feature that enables you to set the number of radars to destroy. Shareware versions also limit the level you can play. Using the shareware version, you will only be able to play the first 10 levels fully. After that, you'll have to go on without any spare lives, missiles, nor magnetic-pulse bombs. If you have registered your copy, you will be able to play all the levels available (30 levels) and will have access to all features the game has. **Note: all multimedia features (sound-effects and music-background) will be automatically disabled too if the evaluation period has elapsed**. 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](#)

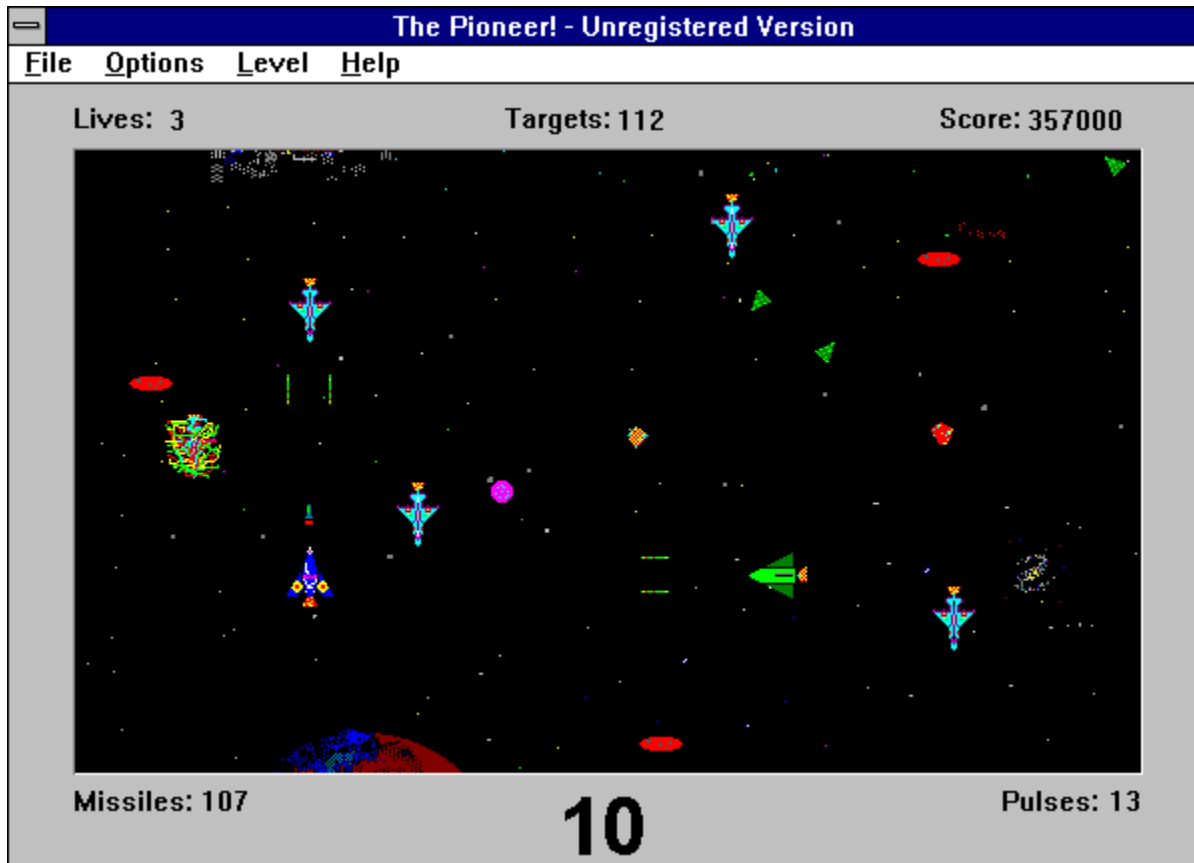
See also [Troubleshooting](#)

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 95, Windows NT, or MS Windows 3.1x with Win 32s.
- 80486 or better processor (Pentium class processor is highly recommended).
- 8 MB RAM.
- EGA/VGA card with minimum 1 MB VRAM.
- Windows accelerator or PCI/VESA graphics bus (64 bits recommended).
- 2.5 hard disk space.
- Sound card (optional).
- Joystick (optional).

How To Play



- **Before you start a new game, choose first whether you will use keyboard or joystick** because you will not be able to switch between those two devices when the game is in progress. I have applied different sets of scoring method for the uses of the devices. (joystick features only supported in the registered version).
- If you intend to change starting level and number of targets, do so before the game begins.
- You are the infamous Commander Mountain McHill, the best space-fighter pilot that human race has in their struggle against an evil empire Kirrlouathanoxylahgiures.
- Your mission is to destroy the Empire's space radars as many as you can to make rooms for your fellow partizans to attack and destroy the Empire's battle station effectively.
- To complete the mission, you are given a very fast space-fighter (Pioneer ship) which has unlimited fuels. The ship also equipped with a mini weapon-lab which can be used to convert materials found along the way into missiles or magnetic-pulse bombs. (See below for more info). If you use keyboard, you can use the arrow (numpad) keys to control your ship.
- You have 250 radars to destroy as your target. (In the registered version of the game, you can set this number yourself).
- You can destroy the radars using missiles. You have 200 missiles given at the beginning of the

mission. You can add your missiles along the way by picking up some small red materials Each of them will give you additional 20 missiles.

- To fire a missile, press the **Shift** key or the joystick's first button (if you use joystick).
- Along the way, you will be intercepted by many enemy ships . There will also be so many mines: that will explode and kill you if you touch any of them. While you can destroy the enemy ships using missiles or magnetic-pulse bomb. You will only be able to get rid of the mines by using a magnetic-pulse bomb.
- You can get the magnetic-pulse bombs by picking up browny materials . Each material picked will give you one bomb.
- You can add more lives by picking up the pink colored materials. Each of them worths one more live.
- Starting from level 10, there will be another kind of enemy ships called The Crosser. In the levels 21-30, more than one of "The Crossers" would appear at a time. So, be careful!
- If you use keyboard, one Crosser worths 2 radars if you can destroy it using missile. But if you use joystick, one Crosser equals to one radar.
- This game consists of 30 levels of difficulties. You can start from any level you want, and in the registered version, you can set the number of targets to destroy to any number you like (from 250 to 999).

See also Scoring Method

Scoring Method

I apply different scoring method for **keyboard users** and for **joystick users**. The reason for this is because it is easier for those who use joystick to play the game than for those who do not. But the difference is simple. It is only applied on the characters called The Crosser:

- For keyboard users, one Crosser equals to two radars.
- For joystick users, one Crosser equals to one radar.

There is **initial score** granted based on the starting game level that you choose. If you choose to start from level 2, the initial score will be 30,000. If you choose to start from level 3, the initial score will be 59,000 (= 30,000 + 29,000). And if you choose to start from level 4, the initial level granted will be 87,000 (= 30,000 + 29,000 + 28,000), and so on. So, if you choose to start from level 30, you will be given 464,000 (30,000 + 29,000 + 28,000 + ... + 1000) as your initial score. But of course, if you start from level 1, there will be no initial score given because it is assumed that you haven't done anything.

I also differentiate the scoring method for **the winners** (users who win the game) and **the players who lost**.

- For the winners I will multiply each lives left (Pioneer ships left) with 50,000; add it to the number of missiles left multiplied by 2,000; and add it more with numbers of Pulse Bombs left multiplied by 20,000. The sum of those items will be added more with Winning Bonus (equals 500,000). To illustrate, let us assume that when winning the game you have 4 lives left, 120 missiles left, and 3 pulse bombs left. So your additional scores will be:

Pioneer ships left (lives left)	=	4 * 50,000	=	200,000
Missiles left	=	120 * 2,000	=	240,000
Pulse-bombs left	=	3 * 20,000	=	60,000
Winning Bonus			=	500,000
				----- +
Total Additions				= 1,000,000

- For players who lost, there will be no addition at all, only reductions (for winners there will be no reductions at all, only additions). This items will be deducted from the scores gained: destroyed Pioneer ships multiplied by 25,000; missed missiles (you fired the missiles, but did not hit anything) multiplied by 1,000; and missed pulse-bombs multiplied by 10,000. So, if you lost the game after losing 5 ships, 50 missiles, and 1 pulse-bombs, then, your score will be deducted by 185,000 (5*25,000 + 50*1,000 + 1*10,000). **So, it is quite possible to have negative overall-score!**

Pioneer ships destroyed	=	5 * 25,000	=	125,000
Missiles missed	=	50 * 1,000	=	50,000
Pulse-bombs missed	=	1 * 10,000	=	10,000
				----- +
Total Deductions				= 185,000


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



Enemy ship (score = 3000): 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 = 6000): The target to destroy. You have to destroy 250 things like this. (You can set this number yourself if you have the registered version).



Laser: The enemies fire lasers at 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 them.



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 kamikaze), 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 magnetic-pulse bomb.



The Crosser (score = 12000): Legendary hero of your enemies. You should try to destroy him using your missile (worths 2 radars if you use keyboard, worths 1 radar if you use joystick). Doing kamikaze or using magnetic-pulse bomb to destroy this kind of enemy will give you nothing except 12000 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

The benefits you will get if you register:

1. 30 play-levels instead of only 10 as in the shareware version.
2. Custom number of targets. Combined with (1) this will enable you to create your own skill levels.
3. Full-scale sound effects and musical background.
4. Joystick support.
5. Technical supports.
6. 30% discounts for other softwares from the author and 50% for upgrades.

There are two ways to register this game. The recommended way is by [registering online](#) via a **secured line** (you'll need your credit card information available). To get the most current information about where to register, just point your browser to the address below :

<http://www.geocities.com/TimesSquare/Fortress/6257/pioneer.html>

or send an e-mail to rizal_h@usa.net.

Or if you wish, you can directly point your browser to this address:

<http://www.shareit.com/programs/100862.htm>

Alternatively, you can go to

https://commerce.mindspring.com/cgi-bin/cgiwrap/www09282/reg_it_offsite.pl?3286

The other way to register is by air-mail. To make it easier for you, I place the registration form in this Help file. To see it, just click [here](#).

Special Notes :

- If you want the registration key delivered to you via air-mail, it will cost you additional US\$ 5 (total = US\$ 28). But with e-mail delivery, you will just pay the registration fee (US\$ 23).
- Please allow 1-2 weeks for air-mail delivery. If you prefer e-mail, I will send your registration number as soon as possible (the day I receive your registration).
- To make it easier for you, I have made a form that you can use for registration if you do not want online registration. Click on this [Registration Form](#) to see it.
- If you have an internet access and if you have air-mailed the registration form, I suggest you to e-mail me informing the registration. This will help me providing a better & faster service for you.

The Pioneer! - Registration Form

If you do not have access to the Internet, you can register via phone, fax or postal mail. Please choose one of these options (choose anyone that closest/easiest to you):

Europe and Other Area Residence
America. Residence

The Pioneer! Registration Form

{Select menu [File|Print Topic](#) to print this page}

Please print out the following form, and fax or mail it to:

Reimold&Schumann Internet Services
ShareIt!
Habsburgerring 3
50674 Koeln
Germany

Phone : +49-221-2407279
Fax : +49-221-2407278
E-Mail: register@shareit.com

Registration form for The Pioneer! for Windows 95

Program No. : 100862

Last name : _____

First name : _____

Street and #: _____

City : _____

State : _____

Postal code : _____

Country : _____

Phone : _____

Fax : _____

E-Mail : _____

How would you like to receive the registration key (choose one)
 e-mail air mail

Based on above choice, this is my payment details:

Registration fee	US\$ 23	
Postage & handling	US\$	(\$ 5 for air-mail, \$ 0 for e-mail delivery)
	===== +	
Total	US\$	

How would you like to pay the registration fee of \$23 (add \$5 for airmail-delivery) : (choose one)

credit card wire transfer EuroCheque cash

Credit card information (if applicable, choose one):

Visa Eurocard/Mastercard American Express
 Diners Club

Card holder: _____

Card No. : _____

Date of Expiration : _____

Date / Signature _____

The Pioneer! Registration Form

{Select menu [File|Print Topic](#) to print this page}

Please print out the following form, and mail it to:

RegSoft.Com
6595-G Roswell Road
Suite 732
Atlanta, GA 30328
USA

ATTN : Registrations

Phone : 770-613-9664.
E-Mail: info@regsoft.com

Registration form for The Pioneer! for Windows 95

Product ID. : 3286

Last name : _____

First name : _____

Street and #: _____

City : _____

State : _____

Postal code : _____

Country : _____

Phone : _____

Fax : _____

E-Mail : _____

How would you like to receive the registration key? (choose one)
 e-mail air mail

Based on above choice, this is the payment details:

Registration fee	US\$ 23	
Postage & handling	US\$	(\$ 5 for air-mail, \$ 0 for e-mail delivery)
	===== +	
Total	US\$	

How would you like to pay the registration fee of \$23 (add \$5 for airmail-delivery) : (choose one)
 credit card check cash

Credit card information (if applicable, choose one):
 Visa Mastercard American Express

Card holder: _____

Card No. : _____

Date of Expiration : _____

Date / Signature _____

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 your 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 neighbors 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 specifications listed there.
- If your computer system meets the specifications 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.
- If you use a slower 486 system, you should set your display resolution to VGA (640x480, 16 colors) to get the best performance.

Question 2

Why is it 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 systems. 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 then turn the joystick option on again.

Question 4

The sound effects and background music do not operate on my computer.

Answer

In order to play the sound effects and/or the background music, you have to have a 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 used channel 10 for drums when I created the MIDI files complied with General MIDI standard.

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 promise you wont' be that lucky again!

Shows number of lives left.

Shows current score achieved.

Shows number targets left to destroy.

Shows number of missiles left.

Shows the currently active game level.

Shows number of magnetic-pulse bomb available.

The Author's PGP (Pretty Good Privacy) Public Key

This is my PGP public key. You can use it to encrypt your credit card numbers before sending it to me for registration. To find more about PGP, please refer to <http://www.pegasus.esprit.ec.org/people/arne/pgp.html>

If you use it, please don't forget to give me your PGP public key, too.

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: PGP for Personal Privacy 5.0

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=FlnM

-----END PGP PUBLIC KEY BLOCK-----

International Banks in Jakarta

Here is a partial list of international banks in Jakarta:

1. ABN-AMRO Bank
2. American Express Bank
3. Bangkok Bank
4. Bank of America
5. Bank Central Asia
6. Bank of Tokyo
7. Banque Nationale de Paris
8. Chase Manhattan Bank, N.A.
9. Citibank, N.A.
10. Credit Commercial de France
11. Credit Lyonnais Indonesia
12. Deutsche Bank
13. Hongkong Bank
14. ING Bank
15. Lippo Bank
16. Standard Chartered Bank

