Gunstorm II
Starvixen

by
Mark Sheeky

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Let us begin.

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OVERVIEW

Welcome

Your sister, the beautiful princess Semele has been kidnapped by Kernag the Smeeb on the eve of her wedding to prince Caligulus, lord of the Toko Star League and heir to the throne of Pok. You have sworn to rescue her in your Gunstorm, the last fighter craft of the old league.

Gunstorm II is a space action game. You will battle a variety of enemies as you journey through the galaxy to rescue princess Semele.

This manual includes a quick guide as well as more detailed information on how to play the game.

Quick Guide

Use the mouse, or arrow keys and the return key to use the menu. You can press the Esc key to go to the previous menu or screen.

Shoot the alien spacecraft to progress through the levels and rescue the princess Semele.

The display at the top of the screen shows the current weapon and ammo, score, number of lives, high score, and number of spider bombs remaining.

Move the mouse left and right, or use the keyboard (arrow keys or A/D), or controller Left Analog stick, to rotate your ship. You can use the Control Options menu to activate 'Follow The Cursor' mode.

To fire your normal weapon press the Left Mouse, Ctrl key, controller A or Right Trigger. To thrust press the Right Mouse, Shift key, or controller Left Trigger. To fire a spider bomb press the Middle Mouse, Return key, controller X or Left Analog Click.

Some enemies release spinning pickups, fly into them to obtain them. Red (Weapon) gives you a new weapon. Blue (Spider) gives you an extra spider bomb. Green (Spirit) releases a protective pair of bullets. Yellow (Sunstar) unleashes four golden killer shots when shot, or eight when picked up.

IN DEPTH

Main Menu

Use the arrow keys and return, or the mouse to navigate the menu. Press Esc to visit the previous page.

If you find the game too difficult, visit the Gameplay Options menu and you can turn down the speed of the enemies, or stop them from shooting.

Fixed Level Layout will, for the main game, repeat the same waves and enemies. When set to Random Level Layout, each game will be different.

Some special options, such as sub-games and cheat modes, will be disabled at first and become unlocked as you earn 'Gunstar Points'. You earn one Gunstar Point for every 1000 points you score while playing. Visit the Options Menu to see how many Gunstar Points you have amassed.

Select Start and a game type to begin playing.

Game Types

You can play six different game types in Gunstorm II. In each game type an extra life is awarded every 10,000 points.

Some game types are disabled at first and become unlocked as you earn Gunstar Points. You earn one Gunstar Point for every 1000 points you score while playing. Visit the Options Menu to see how many Gunstar Points you have amassed.

Normal Game
The aim of the standard game is to rescue the kidnapped princess Semele. You will face waves of different enemy ships in different worlds to complete your quest. If you reach a new stage you can continue playing from that stage in a future game. Your weapons will be retained but the score reset.

Classic Gunstorm
"I am Xodar of Gorn. See you on level one-hundred, human!"

This is the classic game from the first Gunstorm game but including the weapons of Gunstorm II. You must defeat Xodar on level one-hundred. You will face waves of different enemy ships that appear faster and in greater numbers as you progress. Each enemy reacts in a different way to the player. Every five levels you will face a mothership or guardian. You can also encounter special levels and enemies.

The waves will be of the same type each time if Fixed Level Layout is set in the Gameplay Options. Set Random Level Layout for different waves each game.

Rodix Draconium

Also known as Asteroids. Lumps of rock will tumble from the top of the screen and gradually move downwards. Rocks that are destroyed are blasted into smaller pieces, and rocks that go off the bottom (or top) of the screen are automatically destroyed too. The aim of the game is to survive.

Assault of the Toko

This mimics the Onslaught game from the first Gunstorm game. Assault pits you against an unending stream of enemy ships as you face the forces of the Toko Star League.

The enemies will be of the same type each time if Fixed Level Layout is set in the Gameplay Options. Set Random Level Layout for different waves each game.

Marrowmar Minerunner

In Marrowmar Minerunner you must steer your ship between waves of mines adrift in a minefield. Points are awarded for completing each stage and for each mine avoided.

Challenge of the Nexus

Stationary gun defence turrets appear as targets, increasing in speed and quantity on subsequent levels.

Display And Controls

Gunstorm was designed to be played with the mouse but you can use an X-Box 360 style game controller, or play the game entirely from keyboard.

Display
At the top of the screen you can see the current weapon and ammo (the Cannon has infinite shots), score, number of lives, high score, and number of spider bombs remaining.

Controls
With Classic Gunstorm controls move the mouse left and right to rotate your ship. If the Control Options are set to Follow The Cursor mode then a standard mouse cursor can be moved using the mouse, your ship will point towards it. You can also use the keyboard (arrow keys or A/D), or controller Left Analog stick to rotate your ship.

To fire your normal weapon press the Left Mouse, Ctrl key, controller A or Right Trigger. To thrust press the Right Mouse, Shift key, or controller Left Trigger. To fire a spider bomb press the Middle Mouse, Return key, controller X or Left Analog Click.

For previous/next weapon roll the mouse wheel, press -/= keys, controller left/right bumper, or controller V/B buttons. You can press keys 1 to 8 (or F1 to F8) to instantly switch to a specific weapon.

Press P or controller Start to pause the action.

Pickups

Spinning red, green, blue and yellow tetrahedrons can be released by enemies. Fly your ship into them to pick them up, or you can shoot them three times for other effects.

Red: Weapon
Contains a random weapon. Different weapons have different ammunition quantities and limits. If the Gameplay Options are set to Auto Switch Weapons then the new weapon is automatically selected when you obtain a pickup, and the Cannon is selected when ammo runs out. Shoot the pickup to release a shower of bullets from the weapon inside.

Blue: Spider
Gives you an extra spider bomb, up to a maximum of twelve. Shoot the pickup to unleash its deadly force.

Green: Spirit
Pick this up to release two white shots (spirits) that will hover around your ship. These are harmless to the player but will kill any enemy they touch. You can have a maximum of four spirits, and they expire after three minutes. Shooting this pickup destroys it.

Yellow: Sunstar
Pick this up to release eight streaming shots that will seek and destroy enemies. Shoot it to release four shots.

Weapons

There are eight weapons in Gunstorm II plus Spider Bombs. You can have all at once but all but the basic Cannon are limited by ammo. Press the weapon select keys (numbers by default) to change weapons.

Cannon
The standard issue plasma cannon fires accurate single shots at a slow rate. This is the only weapon with unlimited ammunition.

Laser
The laser provides extreme accuracy, high speed shots and a high rate of fire.

Trident
The triple shot Trident fires needles of white hot iron in bunches of three.

Protonites
Protonites are charged electromagnetic particles that automatically curve towards enemy targets. Protonites fire quickly and work best when there are only a few targets on screen.

Ion Rifle
The ultra-sleek Hobbs Ion Rifle fires a high powered energy ray into and through targets at high speed. Supremely accurate, the ion ray will shatter into an octant shrapnell

formation after a short time.

Flamer
The short range Flamer is devastating up close. Most useful against static or non-firing targets.

Nova Rockets
Nova Rockets cause substantial damage up close. When fired at longer ranges, the rockets shatter into four streams which automatically seek and destroy enemy targets.

Phoenix
The ultimate in beam weapon technology, the Phoenix fires triple streams of high energy into and though enemies. The Phoenix can quickly wipe out an asteroid field and cause immense damage to large objects.

INFORMATION

Credits

Gunstorm II
Gunstorm II was developed by Cornutopia Software.
Design, programming, graphics and sound by Mark Sheeky.
Testing and design collaboration by Andrew Williams and Deborah Edgeley.
French translation by Olivier Behr
German translations by Tony Klüver and Christian Kräuter

Music
"Gunstorm"
Written and produced by Mark Sheeky.
Vocals by Tor James Faulkner.
From the soundtrack album "Gunstorm" by Mark Sheeky & Tor James Faulkner. Available to purchase on Bandcamp and all major streaming services.

Cornutopia Software
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About

About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace IIk

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