

Gunstorm

# Gunstorm

An arcade game

by  
Mark Sheeky



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Let us begin.



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# OVERVIEW

## Gunstorm

# Welcome

Welcome traveller. Prepare to face the evil force of Xodar of Gorn!

Gunstorm is a fast paced space shoot-em-up. You will battle a variety of enemies that react in a different ways to the your space ship. Level by level you will ascend through different attack waves, motherships, asteroid belts, and more.

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

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# Quick Guide

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

The display at the top of the screen shows your score, the 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 (Laser) gives you a timed laser 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.

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IN DEPTH

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# Main Menu

Use the arrow keys and return, or the mouse to navigate the menu. Press Esc (or controller Back) 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 most game types, repeat the same waves and enemies. When set to Random Level Layout, each game will be different.

Control Options allow you to select a 'Follow The Cursor' mouse control mode.

Select Start and select a game type to begin playing.



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# Game Types

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

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In the standard game your primary mission is to defeat the formidable Xodar of Gorn on level 100. 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 will also encounter special level types and enemies. The layout of each game is fixed if Fixed Level Layout is selected in game options, or different every time if Random Level Layout is selected.

Upon death, you may Continue a game from your last level, starting with the same lives and spider bombs as you began that level. Continues are only possible in one gaming session, your progress is not saved between sessions.

### Asteroids

In asteroids, you must destroy levels of rocks by shooting them into smaller and smaller fragments. Alien enemy ships might appear and also need to be destroyed. Enemy shuttle craft can hide inside the small asteroids, and large asteroids can sometimes be enemy bases.

### Onslaught

An onslaught game pits you against an unending stream of enemy ships.

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# Display And Controls

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

### Display

At the top of the screen you can see the number of lives, score, 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.

Press P or controller Start to pause the action.

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### 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: Laser

Your main weapon becomes a laser that lasts about 30 seconds. Pick up more laser pickups to extend the time. Shoot the pickup to release a shower of laser beams.

#### 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.

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# INFORMATION

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## Credits

### Gunstorm

Gunstorm 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 translation by Tony Klüver.

### Music

"Deflexion" and "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

[www.cornutopia.net](http://www.cornutopia.net)

Email Support

[support@cornutopia.net](mailto:support@cornutopia.net)

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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](http://www.marksheeky.com). Search for Mark Sheeky on Amazon to discover more of my books and music.

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## 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 III

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