

# GUNRUNNER

by Christian Urquhart  
and  
Mike Smith

**for the 48K ZX Spectrum,  
ZX Spectrum Plus, ZX Spectrum 128  
and ZX Spectrum + 2**

Many millions of light years away from a cooling planetary mass destined to be our Earth, the people of planet Zero were facing almost certain extinction.

They were a peaceful people, living below the surface of a planet that was permanently in an ice age. Their power and heating source was a complex and intricate network of piping, carrying plutonium from manufacturing plants to the reactors. These pipes ran along the surface in ten giant networks to be cooled by the external temperature.

The pipework with its deadly plutonium cargo proved to be a tempting target for the Destroyvians who coveted the rich platinum deposits on Zero. Teams of saboteurs began to disrupt the outer networks, gaining strongholds. They installed scanning orbs, dome-shaped supply dumps and other devices to protect their territorial gains.

The Zeronian council sent many a young hero to an untimely end, but still the Destroyvian menace came on. The Zeronian council decided to call on the one man whom they believed could save them.

**You are that man, the Gunrunner**

## LOADING THE TAPE

48K ZX Spectrum  
ZX Spectrum Plus  
ZX Spectrum 128  
ZX Spectrum + 2

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). When using a Sinclair Interface 2 or the ZX Spectrum+2, plug the appropriate joystick into port 2. Unless using a ZX Spectrum+2, connect a cassette player to the computer in the usual manner, ZX Spectrum 128 and +2 owners should select 48K mode. Rewind the cassette if necessary, enter LOAD " " on the computer keyboard and press the ENTER key. Press the Play key on the cassette player.

The game takes several minutes to load.

## CONTROLS

When the game has loaded you will be presented with a control option screen. The game can be played using either the keyboard, which may be defined using the 'define keys' option, or a joystick. To start the game make your selection by pressing the appropriate key.

KEYBOARD	JOYSTICK	EFFECT
Definable	Left	Gunrunner moves left
Definable	Right	Gunrunner moves right
Definable	Up	Gunrunner jumps or flies up when jetpac collected
Definable	Down	Gunrunner kneels or flies down when jetpac has been collected
Definable	P on keyboard	Pause the game, press again to restart
Definable	Space Bar on keyboard	Gunrunner uses poison if collected

## PLAYING THE GAME

You must fight your way across each successive plutonium pipe network and clear them of Destroyvian saboteurs. You start each of the ten levels at the left side of the pipe network. The object of the game is to get to the right hand side, where you will find the emergency defence computer in the form of a striped pedestal. On your journey there are several things to look out for.

### ORBS

These are the scanning devices of the Destroyvian forces. Normally mounted on pedestals, they are unarmed and should be destroyed.

### DOMES

These contain Destroyvian supplies. Be careful how you destroy them because they are booby-trapped.

### BOMB DOORS

When they are shut they look innocent but beware the danger as they swing open. Careful timing is needed here.

### MINES

There is no protection against these lethal devices. Avoid them at all costs!

### FRACTURED PIPEWORK

Remember, the pipes carry plutonium so falling down between them can be hazardous to your health.

## EQUIPMENT

At the beginning of each level you are armed solely with your trusty blaster but the equipment of those who failed before you is scattered around each level and may be very useful.

### MULTIFIRE

This converts your blaster into a tri-directional, rapid fire weapon.

### POISON

When activated, this device will eliminate all Destroyvians in your immediate vicinity. It can only be used a few times so use it wisely.

### JET PACK

Allows you to fly around the pipe network but beware because each one only contains a limited amount of fuel.

### SHIELD

A shield will protect you if you collide with the Destroyvians or their bombs. This device also has a limited power supply so watch your shield status indicator carefully.

When you are not protected by the shield, any contact with a Destroyvian will deprive you of any equipment you have picked up. If you have no equipment then contact will kill you.

## BONUS LEVEL

Having completed a pipe network system and activated the emergency defence computer, you are supplied with a jet pack and must fight your way to the next level within the given time limit. Points are awarded for orbs destroyed, aliens killed and for surviving.

## TECHNICAL DATA

LARGE CHARACTER WITH 30 FRAMES OF ANIMATION

SUPER-SMOOTH SCROLLING

10 LEVELS OF PROGRESSIVE DIFFICULTY

6 PLANE LANDSCAPING EFFECT

FAST ACTION SHOOT – EM – UP

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## \* STOP PRESS \*

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### **CREDITS**

Written by Christian Urquhart and Mike Smith  
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Christian Urquhart  
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Mike Smith



Hewson Consultants Ltd  
56B Milton Trading Estate  
Milton, Abingdon  
Oxon OX14 4RX

