

SPACE HULK

by Nick Wilson and Electronic Arts



JOIN THE SPACE MARINE BROTHERHOOD
OF THE FUTURE AND CONQUER ALL!

IBM

Electronic Arts

SPACE HULK

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STARTING THE GAME

To play Space Hulk, your computer need at least 580k of free base memory.

If you installed Space Hulk to run with sound, the computer being used must have a minimum of 260k of EMS. Configuring more EMS give you more sound effects and makes the game run faster.

If the computer has no EMS compatibility then you must select the No Sound option at the installation screen — choosing this option also reduces the amount of hard drive space that the game takes up. For more information on configuring Expanded Memory (such as EMM386), see your DOS manual.

PLAYING SPACE HULK CD

Consult this manual and the *Missions Guide* for details of how to survive the terrors that each Space Hulk conceals.

This CD version of the game contains nine new missions in addition to those documented in the *Mission Guide*. To access these, choose Space Hulk from the Main Menu with a left-click. In addition to the other Space Hulk campaigns, there is now also a New Missions option. Left-click to open the New Missions screen, where they're numbered 1 - 9. To make these new missions especially challenging, we're offering no hints on their completion – gird your loins and fight with honor.

For an extra challenge, after you've completed Space Hulk with the on screen text and dialogue in your mother tongue, why not play the missions again in one of the other languages!

OVERVIEW

For millennia the Terminator squads of the Imperium have patrolled Imperial space, seeking out invading alien life-forms and eradicating them before they gain a stronghold. In recent years the Terminators have been battling a menace which, if left alone, would surely destroy human existence.

The Genestealers™ came in drifting Hulks of derelict space craft. The remnants of these once proud ships served as the battle-ground on which the monstrous Genestealers would stalk the humans sent to exterminate them. Deafening clangs from the Terminator suits hitting steel flooring, offset by the screech of chitin-like claws on bulkheads, filled the dark, cavernous Hulks. And in the center of the fire and fury stood the armor clad men prepared to send the Evil to their doom.

Time after time Terminator squads enter Hulks only to find themselves surrounded and outnumbered. But they survive. The mystique of these men who don suits of armor and go forth into battle has gone some way to earning the squads their elite status. This status is not based purely on fighting prowess. Although an exemplary fighting force the Terminators also remain true to the values of their brotherhood. The honor of battle is one thing — the honor of defending the lives of their fellow Terminators is another.

While playing Space Hulk, remember that the Terminators you control are proud individuals. Imagine their souls are joined together as one fighting spirit. They are not simply men with weapons. Behind the battered armor is a Space Marine™ who wants two things — the destruction of evil and the deliverance of his fellow brothers from the menace that haunts them.

ESSENTIAL INFORMATION

This computer adaptation of Space Hulk contains a number of very different features which you have not seen in other games. The following section details everything you need to know about the characters you control and the processes that act upon them.

SPACE HULKS

The Hulks of today are the space craft of yesterday. Scarred by the cold and debris of deep space they resemble giant monoliths of twisted metal, rock and ice, blended together by an eternity of warp travel.

It is these drifting relics which aid the Genestealers in their striving for destruction. The Space Hulks hold colonies of Genestealers, waiting until the gravity of a nearby planet draws the craft in. The discovery of a Space Hulk signifies the beginning of the destruction of any rival life forms.

For more information, see the accompanying *Mission Descriptions* manual.

TERMINATORS

First there were the Space Marines. Superbly powerful, bio-engineered warriors whose vigilance defended the Imperium from any menace that chose to disrupt the peace. When the Genestealers were first discovered the Space Marines met their match and many a squad were overwhelmed and destroyed as they searched through the cavernous depths of the Space Hulks.

The elite Terminators were called upon to purge the foe from the face of the Imperium. Their immense armored suits gave them defense against the claws and teeth of the Genestealers. The Storm Bolters™ at their side robbed the enemy of life and their Lightning Claws™ were a match for the close combat effectiveness of the Genestealers flailing limbs.

For a detailed description of the Terminators, see the *Mission Descriptions* manual.

GENESTEALERS

The Genestealers. Even the thought of them invoked a fear of the unknown, a fear of the process which had earned them the name.

Their claws could rip through steel with ease, and their tough hides were capable of deflecting the hardest projectiles. It seems they were controlled by some hideous higher power, coordinating their attacks through some psychic link to strike again and again at the weakest points in any attacker's defenses. In combat they were unbeatable — until now.

For more information on the Genestealers, see the *Mission Descriptions* manual.

YOUR ROLE IN THE GAME

In this computer adaptation of Space Hulk, you assume the role of an Imperial Captain of the Dark Angel chapter of Space Marines. From the circling Space Marine warship, you view and control the movements of the Terminator squad. Cocooned in the control room you view the action through cameras mounted on the armor of each Terminator. Watch the View Screens as your men face threats in Real Time. Evaluate the situation and use the Planning Screen and the Freeze Time™ option to plan and transmit the orders to your squad. If any of the Terminators come under pressure you are able to give them direct instructions in Real Time. This enables you to, in effect, take control and manipulate his moving and shooting actions as if you were the Terminator.

For more details, see Planning Screen, Terminator View Screens & Giving Orders.

OVERWATCH

Controlling an elite squad of vie battle-hardened Terminators would be even harder if it wasn't for the Overwatch mode. **Overwatch translates as "being aware of the surroundings".**

Imagine a Terminator moving through a corridor while in Overwatch. He is aware of anything in his path. If the Terminator senses that a threat is nearby he stops, waits for the menace to show itself and fires until the Genestealer has been destroyed, then continues to his

destination. Imagine the same Terminator moving *without* Overwatch. A Genestealer shows itself for an instant but possibly due to the poor light appears to dissolve into the shadows. The Terminator does not react, continues on his route and stand a greater chance of being killed.

Overwatch is the default mode for moving. This means that every order you construct is in Overwatch unless you choose otherwise. Terminators in Overwatch mode only react to threats within their line of sight.

For further information, see *Giving Orders, Planning Screens & Terminator View Screens*.

FREEZE TIME™

In Space Hulk you can move between Real Time and Freeze Time with the press of a button. Freeze Time gives you the chance to pull everything together and take a breath. Switch to Freeze Time and then go to the Planning screen to take a look around the map, identify potential problem areas and respond by giving orders. Freeze Time is not a pause. At the start of every mission you are given a limited amount. As soon as Freeze Time is activated the amount begins to *decrease*. When you switch back to Real Time your Freeze Time *increases*. The amount you have is displayed on the Freeze Time Allocation bar. For more information, see *Giving Orders, Planning Screen & Terminator View Screen*.

QUICK START

The Quick Start guides you through the first basic tutorial. It enables you to gain a *basic* understanding of how to make a Terminator move and fire. To gain a further understanding of the game you need to read *Giving Orders* and *Game Tactics*.



1. Load Space Hulk by following the instructions at the beginning of this manual. When the Mission Selection screen appears, **left-click** on Mission Training.

Note: At any time during the mission selection and preparation process a previous screen can be accessed by **right-clicking**.

2. Now **left-click** on Start Basic Tutorial. This takes

you into the briefing phase.

3. The Imperial Commander welcomes you and explains the basic mission plan. **Left-click** after every sentence and then move to the detailed mission briefing. Using the map of the Hulk that appears on the left of the screen, the Commander goes through the initial points of deployment, objectives and pick-up areas for the victorious squad. **Left-click** to end the briefing. You are now transported to the Space Hulk.



4. Only one of the View Screens is active. The display give you a view from Terminator number 1 (note the number in the top left of the display). The letters next to the Terminator number tell you what weapons he is carrying. The Terminator in this mission carries a Storm Bolter (SB) and a Power Glove™ (PG).

For a list of the abbreviations see *Weapon Descriptions*.



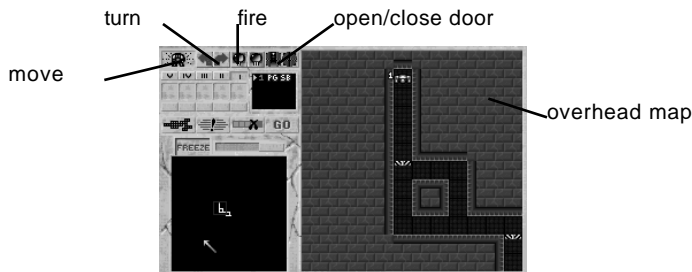
Left-click on the Freeze Time On/Off button to bring the game out of Freeze Time and into Real Time. When the game is in Real Time everything happens at its normal speed.

Example: A Genestealer that becomes "frozen" by the use of Freeze Time can start to thunder down the corridor towards you during Real Time.

5. Control the Terminator by using the mouse or **cursor keys**. As you move the mouse pointer to the edges of the View Screen it changes into a directional arrow indicating the possible command — to move in that direction **left-click**. Using the mouse control move the Terminator down the corridor to the door. As you move watch the Scanner. The green blip is the Primary Terminator. As you move, so the Scanner follows your progress through the Hulk.
6. Press the UP cursor once to open the door. Practice turns and walking backwards to get the feel of the controls. Notice the scanner in the left of the screen moves as you do.
7. Move the mouse pointer into the center of the View Screen. The arrow changes to a cross-hair. **Left-click** and watch a bolt from your Storm Bolter shoot off down the corridor and explode against the wall.

Move your Terminator back to the original starting position. **Left-click** the Freeze Time button.

8. **Right-click** on the scanner to go to the Planning Screen.



Left-click on the Move icon and **left-click** again at the end of the corridor you're in. The program decides the quickest route, red arrows show the movement you have constructed.



Left-click on the Movie icon and **left-click** again at the end of the corridor you're in. The program decides the quickest route, red arrows show the movement you have constructed.

Left-click at the end of the corridor near the two doors. The Planning Screen should now show a route from the starting point down to the furthest door.

Finally, **left-click** in the gray square at the bottom right of the map. This is the pick-up square that the Imperial Commander mentioned in the detailed briefing.



9. **Right-click** on the Overhead Map to return to the Viewer Screen. **Left-click** the Freeze Time button to exit into Real Time play, and watch the Terminator follow the route you have set out.
10. When he enters the rescue square the tutorial ends and you receive the Mission Debriefing.
Here endeth the lesson.

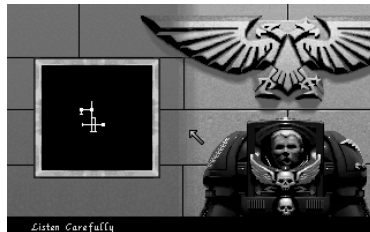
MISSION PREPARATION

MISSION BRIEFING

At the beginning of every mission you receive the basic scenario from the Imperial Commander.

Left-click to go to the next line of information. **Right-click** to bypass the whole section and go to the detailed mission briefing. In the detailed mission briefing you are given starting points, entry areas for Genestealers, and any target areas.

Left-click to go to the next line, **right-click** to bypass the whole section.



CHOOSING A SQUAD

If you choose to play one of the tutorials of Space Hulk missions, then your squad is automatically equipped and ready to roll. If you selected the Deathwing campaign the honor of choosing your squad and weapons may fall to you.

The five Terminator sergeants have squads capable of different missions. However, you can choose a squad and equip them in such a way as to change their capabilities. Once you have used a sergeant and his squad, they become more experienced, increasing their shooting and close-combat capabilities. The experience is portrayed by feathers underneath the skull — the more feathers, the more experience.

Losing a sergeant — If your squad is killed during a mission the sergeant is not selectable for the remainder of the campaign.

Left-click on any sergeant to have his squad information displayed. The box that appears contains the Sergeant's name, the squad's experience and the kind of mission that the squad are best suited to. **Left-click** on Select or Dismiss.

See the *Mission Descriptions* manual for more information of the available squads.

ARMING YOUR SQUAD

Select weapons that are suited to the mission. If you have a Hulk that is made up of tight, twisting passages, Lightning Claws are more effective than Assault Cannons™. Conversely if you have a large Hulk with freeways for corridors, a squad equipped with Assault Cannons gets further than a squad with Thunder Hammers and Storm Shields.

The arches on the rear wall of the armory hide Tech Priests. Each priest bestows upon a Terminator a different weapon.

Left-click on the archway to reveal the Tech Priest. The available weapon is displayed.

Left-click on the Terminator you want to give the weapon to. If you do not want the weapon simply **left-click** on another archway. In a two squad mission moving the mouse arrow over the left wall brings up a 'Switch Squad' panel — at this point **left-clicking** switches your view to the second squad.

To exit the armory and begin the mission: Move the mouse cursor over the right wall to bring up an 'Exit' panel — **left-click** to finish the weapon selection and begin the mission.

For information on the available weapons see *Weapon Descriptions*.

MOVING BETWEEN THE SCREENS

On any of the pre-game screens: **left-click** to advance to the next screen, **right-click** to move back to the previous screen.

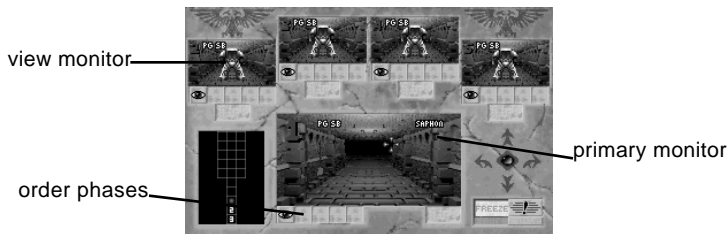
ABANDONING A MISSION

To quit from a mission, press **T**. Quitting from a Deathwing mission results in the Sergeant being killed — any accrued experience is lost. Reset or continue a Deathwing campaign by **left-clicking** on either RESET CAMPAIGN or CONTINUE CAMPAIGN. After confirming the choice to reset the campaign, **left-click** on CONTINUE CAMPAIGN to begin the first Deathwing mission.

PAUSING THE GAME

When playing a mission press P to pause the action — the pause screen appears. To return to the game press any key on the keyboard.

TERMINATOR VIEW SCREEN



This screen allows you to see at first hand where you've sent your Terminators. You can fire at Genestealers, move your squad of Terminators around and see all the gore. It's a far cry from the tranquil setting of the Planning Screen.

VIEW MONITORS

Gives you a "Terminators-eye" view of the action. Each Terminator in the squad is marked with a number that corresponds to the numbers on the overhead maps and the Terminator roster at the Planning Screen. The write letters (e.g. SB, PG) on the right of the Terminator number are abbreviations of the weapons that the Terminator is carrying.

For a list of the abbreviations see *Weapon Descriptions*.

If he is carrying a weapon that uses limited ammunition (such as a Flamer) the remaining ammo and any reloads are indicated by two numbers next to the weapon type. If a Terminator is carrying a full Flamer with no reloads the numbers on the screen would be 6 and 0.

Left-clicking on any of these screens fires the Terminator's weapon — but only in a straight line at waist level. If you want your aim to be more accurate then use the Primary Terminator Monitor. **Right-clicking** on the Scanner gives you the Planning screen.

ORDERS INDICATOR

There are five boxes below every view monitor. If you have used the Planning Screen to construct a movement, the relevant command icons appear in the five boxes. This system becomes useful when using the Primary Terminator. At a glance you know what the other guys are doing.

TIMER

In some missions you have a time limit. A timer appears below the Primary Terminator's Monitor.

PRIMARY TERMINATOR MONITOR

The Primary Terminator is the one under your direct control — *you* can move, shoot and pick up items using the Terminator. To select another Primary Terminator **right-click** on any of the smaller View Monitors, or press the corresponding **Function Key** (e.g. for Terminator 3 press **F3**).

MOVING AND FIRING WITH THE PRIMARY TERMINATOR

To move the Primary Terminator use the **cursor keys** or **left-click** on the UP, DOWN, LEFT and RIGHT arrows on the right side of the screen. Alternatively you can move the mouse to the outer edges of the primary terminator monitor — the cursor changes to a directional arrow — and **left-click** to move in that direction.

To fire the Terminator's weapon move the cursor into the Primary Terminator Monitor (the cursor changes into a crosshair) and **left-click** on the area or target you want to fire at. Alternatively you can **left-click** on the button in the center of the directional arrows. Pressing both the **left** and **right** mouse buttons simultaneously, or in some cases pressing and holding the **left** button, activates a weapon's special effect.

For details of weapon effects see *Weapon Descriptions*.

OPENING AND CLOSING DOORS

To open or close a door **right-click** on either side of the door frame or press UP when you are in front of the door. Some doors are locked or jammed and need to be blasted open with a suitable weapon.

Note: A Terminator moving in Overwatch sees a closed door as a threat. He stops and shoots until the door is blasted open.

PICKING UP OBJECTS

Terminators equipped with Power Gloves are the only members of a squad who can pick objects up. To pick up an item or a weapon reload move into the adjacent square. Face the object and **right-click**. The item is displayed in the large box below the Primary Terminator Screen. Conversely, to drop an item that is being carried, **right-click**.

Note: Objects are often dropped in the heat of close combat.

FREEZE TIME



Left-click on this button to switch the game between Real Time and Freeze Time.

FREEZE TIME ALLOCATION

The Freeze Time Allocation bar shows you how much of this precious planning time you have remaining. If you use it all up you are thrown back into real-time before you can shout "aaaargh"! When you are in real-time your Freeze Time Allocation starts to *increase*, so when you return to the Planning Screen you should have enough Freeze Time to implement another round of orders.

SWITCH SQUADS



When playing a scenario with two squads of Terminators **left-click** on this button to switch between the squads. This button flashes when the squad not currently displayed is experiencing some action.

SCANNER

Enables you to see a small area around the Primary Terminator. The current Terminator is depicted as a green blip, Genestealers as red blips. The other Terminators in your squad show up as their respective numbers (i.e. the red number in the view monitor).

Left-clicking on a Terminator's number makes him the Primary Terminator.

Left-clicking on the Scanner fires the Primary Terminator's weapon to that area, this is particularly useful when firing Flamers at long range targets.

PLANNING SCREEN

COMMAND ICONS

The command icons allow you to construct a series of movements for any of your Terminators. For details on giving orders and moving see *Giving Orders*.



Move - The default mode of movement is with Overwatch. As part of an order, **left-click** on this to choose movement without Overwatch. **Right-click** on this icon to reselect Overwatch.



Turn - As part of an order, **left-click** on this to choose movement *without* Overwatch. **Right-click** on this icon to reselect Overwatch.



Fire Weapon - As part of an order, **left-click** on this icon to select weapon 1. **Right-click** on this icon to select weapon 2.



Open/Close Door - As part of an order, **left-click** on this icon to open a specified door. **Right-click** on this icon to close a specified door.



Number of shots - Used in conjunction with the Fire Weapon command. After selecting a weapon choose how many shots you want to subject an area to.

Squad List - The numbers on this list correspond to the Terminators in your squad. The letters next to each number inform you of the weapons carried by the Terminator.

For abbreviations and details of these weapons see *Weapon Descriptions*.

The Squad List is useful when giving orders. Select a Terminator by **left-clicking** on his number in the lists, or pressing the appropriate Function key (for example: Terminator 3 would be chosen by pressing **F3**).

Right-clicking on the squad list selects the Terminator without moving the Planning Map to his location.



Order Phases - 5 Phases. The boxes show an icon for every command you have asked the selected Terminator to perform. The icon displayed is one of the above command icons.

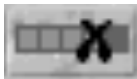


Range of Fire - There are times when you need to know the fire range of the Primary Terminator's weapon.

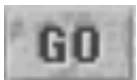
Left-click the icon. The red shading covers every square you can shoot.



Switch Squads - When playing a scenario with two squads of Terminators, **left-click** on this button to switch between the squads. The button flashes when the other squad is in danger.



Cancel Previous Command - **Left-click** to delete your last command.



Go Command - After constructing a movement in Real Time **left-click** on this icon to get the Terminator moving.

When playing in Freeze Time, clicking on this icon concludes a movement plan.



Freeze Time/Real Time - **Left-click** on this icon to switch between Freeze Time and Real Time.



Freeze Time Allocation - The Freeze Time Allocation bar shows you how much of this precious planning time you have remaining. For more information see *Freeze Time* in the *Essential Information*

section.

STRATEGIC MAP

This is the only map that shows the Hulk in its entirety. The map is useful when planning ahead because it gives the whole picture.

Terminators show up as gray and Genestealers as red. In some missions the Hulk may not have been scanned correctly. A full layout of the Hulk is not displayed on the Strategic or Planning Map. As the Terminators explore the corridors more of the Hulk becomes visible on the maps.

Right-click on the map to go to the View Screens.



PLANNING MAP

This is where you construct and plan all your commands. Because the map give you the ability to see what's around corners it is a tool you should often use.

Your Terminators are represented by their images and a number on a plan view of the Hulk.

All the Hulk's features are represented. Doors, teleport squares, target areas for flaming and Genestealers — or blips.



To scroll around the map **left-click** on the borders around the map or use the **cursor keys**. Alternatively if you want to see a specific area **left-click** the area on the Strategic Map.

Right-click on the map to go to the View Screens. You may also view a specific area within the Hulk by holding down the left mouse button and dragging the purple box.

BLIPS

The Detail Map is really a scan of the Hulk. Because the scan is being performed from outside the hull of the ship it is inaccurate and is only able to display a blip where a Genestealer has been detected. A blip is the radar image of a detected life-form.

A single blip can hide 1 to 6 Genestealers. They should be approached with caution. Only when you are close does the blip reveal what it has been hiding.

GIVING ORDERS

To effectively play Space Hulk you need to give orders at the Planning screen.

Because of the speed of the game it is near impossible to control a whole squad of Terminators, in real time, using the View Monitors. The Planning Screen gives you the ability to assign movement orders to your squad.

An order usually follows this process:

Choose Terminator — Choose Command — Choose Destination

MOVING A TERMINATOR

To select a terminator **left-click** on the Terminator's symbol on the Planning Map or line in the Squad Roster. Alternatively you can press the corresponding **function key** on the keyboard, For instance, Terminator 3 would be chosen by pressing **F3**.

The Terminator's symbol flashes.

The default movement type is with Overwatch. If you want to select movement without Overwatch then **left-click** on the Move icon.

It is important to note that a Terminator who has been moved, defaults into Overwatch. Also, a Terminator who is in Overwatch and facing a wall, turns to face an open space.

Now **left-click** on the square you want the Terminator to move to. A line of red arrows appears marking out the shortest route from the Primary Terminator to the destination you have chosen.

Note: When selecting a destination there may be a Terminator in the square you wish to choose. If you find that clicking with the mouse results in the Terminator being selected, use the **TAB** key.

Alternatively you can mark out a desired route by **left-clicking** along the path you want the Terminator to follow. If you do this it is best to **left-click** at the end of every corridor section you want to go down.

Note: Be careful when using this method as every click of the mouse uses up one of the five order phases.

After planning a move you can finish the process by **left-clicking** on the 'Go' Command icon, selecting another Terminator or switching to Real Time.

DUPLICATING AN ORDER

There are times when you want more than one Terminator to carry out the same order.

Select a Terminator. Be sure he is at the front of the group you want to move.

Hold down the **Shift** key and click on the other Terminator's number in the Squad Roster or press **F1** to **F10** on the keyboard (if he is Terminator 3 you would press **F3**).

In the squad roster an arrow appears next to the Terminators you have selected.

Use the Command Icons to plan an order. The selected Terminators *all* follow the route.

You can order all the Terminators in one squad to follow the same movement.

TURNING



order phases icon

Because the program automatically add a turn when you select a route that includes a corner it is not always necessary to add them to the command.

The Turn command is used in situations when you need to face a Genestealer or can't handle turning the Terminator yourself in the View Screen.

Depending on the direction you want to turn, **left-click** or **right-click** on the Turn icon. The command is the added to the Order Phases.



USING WEAPONS

The Terminators usually carry two weapons. A long-range weapon such as a Storm Bolter, and a Close Range weapon such as a Power Glove.

Close Range weapons are used against Genestealers when they are face to face with the Terminator. You have no control over their use. If a close combat situation arises the program determines whether or not to use the Close Range weapon.

The Planning screen lets you fire weapons at a specific square. To find out what squares you can target use the Range of Fire icon at the Planning screen.

To fire weapon 1, **left-click** on the Fire Weapon icon. **Left-click** the area on the Planning Map that you want to use the weapon on (you must have line of sight to that area). A cross-hair symbol appears on the map and the Fire Weapon icon appears in the Order Phases.

Some weapons have special effects which are classes as weapon 2. To use a special feature just **right-click** on the Fire Weapon icon.

For more information on weapon special effects, see Weapon Descriptions.

OPENING/CLOSING DOORS

The program automatically opens a door when you select a route that passes through one. Use the Open/Close door command in situations when you need to pause outside a door before opening it, demanding a separate Open command.

To open, **left-click** on the Open/Close icon and then **left-click** on a door.

To close, **right-click** on the Open/Close icon and then **left-click** on a door.

Remember that Terminators moving in Overwatch see closed doors as threats. They stop moving and shoot the door until it is destroyed.

Note: Sometimes your point of departure is a teleport square. To activate the teleport device the door must be closed. **Right-click** on the door frame to close the door.

For a list of controls that can be entered using the Keyboard, see *Keyboard Commands*.

GAME TACTICS

Lesson number 1 — Genestealers move faster than Terminators.

Stay hidden until you're sure you can destroy your target. Before committing your squad to an order, look at the distances involved. If there are blips near the point of destination or in an adjoining room, the chances are a Genestealer is upon you before you know what's happening.

Lesson number 2 — Genestealers aren't stupid.

Genestealers have the habit of finding the lone Terminator you've sent off to find something. It's always a good move to have all Genestealer entrances covered before going ahead with the mission. This prevents single Genestealer going off in search of prey.

Lesson number 3 — Don't hang around.

Staying in one place for too long gets you into trouble. The Genestealers start to arrive in large numbers and very soon you are over-run. Concentrate on your mission objectives and get the job done.

Lesson number 4 — Do not rely on Overwatch.

Having all of your Terminators standing in Overwatch waiting for the next Genestealer to arrive does not guarantee your success. Terminators often find their shells ricochet off the hard Genestealer's skin — there is no substitute for you taking control of one (as the Primary Terminator) and firing the shots yourself.

Lesson number 5 — Stay close.

Because the Genestealers usually outnumber your squad it is best to remain in a group. Provide cover to any movements of your squad. Genestealers are intelligent enough to hide behind corners if a stream of Bolter shells are shooting down the corridor — use this to your advantage.

Lesson number 6 — Protect your assets.

A number of the mission objectives rely on you having a specific weapon to finish the job with. In missions like this it is vital that you guard any Terminators that carry important weapons or items.

Lesson number 7 — Inspiration grows from the barrel of a gun.

WEAPON DESCRIPTIONS

WEAPON ABBREVIATIONS

Power Glove	PG
Assault Cannon	AC
Storm Bolter	SB
Heavy Flamer™	FL
Lightning Claws	LC
Thunder Hammer™	TH
Storm Shield	SS
Power Sword™	PS
Chain Fist™	CF

CLOSE COMBAT WEAPONS

LIGHTNING CLAWS

Lightning Claws are bladed gloves which have been designed purely with destruction in mind. Bristling with power from an onboard generator they can make short work of even the toughest Genestealers. As the Claw's mechanism covers much of both arms, Terminators carrying Lightning Claws have no secondary weapon.

POWER GLOVE

The outer shielding of the Power Glove hides a complex hydraulic power unit which enables the glove to break through the toughest door — or Genestealer skull.

CHAIN FIST

Used to rip doors and bulkheads apart the Chain Fist can also be used to good effect on Genestealers — reducing them to a bloody pulp in a short time. The arm attachment is basically a Power Glove with a built-in heavy chainsword. The energy that drives the chain comes from a power field within the glove and is so great that the chain can be used to rip through bulk heads.

Although heavy and unwieldy the Chain Fist can be used in such a way that it becomes a force to be reckoned with in close combat.

THUNDER HAMMER & STORM SHIELD

This is a huge war-hammer with the ability to create a surge of energy so great it could cause solid objects to explode. Constructed around a power generator, the Thunder Hammer can also, at the Terminator's command, self-destruct. The generator surges with energy and explodes, causing everything in the adjacent area to vaporize — including the Terminator. A Terminator who is equipped with a Thunder Hammer always has a Storm Shield as weapon two.

Simultaneously clicking the **left** and **right** mouse buttons results in the Thunder Hammer's generator exploding, causing vast damage to the surrounding area. Using this effect kills the Terminator equipped with the weapon and any others in range.

The Storm Shield rests on the left arm and draws its defensive energy from the generators within the Terminator suit. Shaped like a cross, it glows as the power sheaths the metal surface. Although the Shield has no offensive capabilities a Terminator equipped with such a device stands a far better chance of surviving a Genestealer hand attack.

POWER SWORD

Power Swords are extremely effective close combat weapons. The energy field which covers the blade allows the sword to cut through most armor. The sword is particularly adept at slicing through the chitinous skin of Genestealers.

LONG RANGE WEAPONS

STORM BOLTER

The Bolter shells fired by the weapon are large rocket propelled shells that explode after entering the target.

The Storm Bolter has unlimited ammunition. However, in heated engagements it has a tendency to jam.

ASSAULT CANNON

The Assault Cannon is a multi-barreled gun which fires explosive tipped ammunition in 50 round bursts.

Because of its awesome fire rate it is an invaluable weapon when fending off ravaging Genestealer attacks. The Cannon's ability to rarely miss is best used when exploring long corridors, providing cover and valuable "Genestealer free" time to the movements of your squad.

Ammunition is the only limiting factor — you are only given enough for ten bursts. IN some missions ammunition reloads can be found. If you come across some lost ammunition move into the adjacent square and **right-click** to pick it up.

Pressing and holding the left mouse button results in the Assault Cannon discharging all its ammunition in one destructive burst.

HEAVY FLAMER

A large proportion of the Space Hulks you encounter are infested with the Genestealer brood. The fiery inferno cause by a Heavy Flamer is one of the best methods of eliminating their foul kind.

Used as an offensive weapon, the Flamer can be very effective at providing cover. This is due to its long range and the area of destruction which can be achieved if targeted correctly. The Flamer is capable of covering a 3 by 3 square area, but this area may be reduced if the flame is dropped in a narrow corridor.

The Flamer has enough fuel for six shots. Simultaneously clicking the **left** and **right** mouse buttons results in the Flamer exploding and burning a large area. Using this effect kills the Terminator equipped with the weapon and any others in range.

KEYBOARD COMMANDS

F1 - F10	Select Terminator
F	Switch between Freeze Time & Real Time
Cursor Keys	Scroll view or control Primary Terminator
P	Pause
SHIFT (hold down)	Link/Duplicates orders. Select Terminators while holding SHIFT key
T	Quit Mission
SHIFT-Q (only in pre-mission screens)	Quit to DOS
SPACE BAR	Swap squads (two squad mission only)

ARTIST'S BIOGRAPHY

NICK WILSON

I have now been writing computer games for ten years, the last five of which have been for Electronic Arts. Space Hulk has taken the last one and a half of those ten years. It has been the largest project I have undertaken, but judging by the final result it is also the one I am most pleased with. Even after many hard months programming, bug-fixing (I hop I have got rid of them all!) and testing, I still get a kick from playing it—and the Genestealers still catch me out even though I taught them how to move!

I owe thanks to many people for their invaluable help during the development of Space Hulk. Firstly, to Electronic Arts for not only initiating the whole project, but also for ensuring the development ran smoothly from start to finish. Next, the graphic artists, Andy and Tim, who have given the game just the right sort of creepy atmosphere it needs. Thanks too to Jason, who has come up with some great sound effects and tunes. Many thanks must also go to Games Workshop themselves for providing so much Space Hulk related material for us to work with—and for answering all our awkward questions about the finer aspects of Warhammer 40K culture!

Finally, in recognition of her encouragement and support for me throughout, I would like to dedicate this project to Kate.

ANDY JONES (THE WRONG SIDE OF INFINITY)

My first games were arcade conversions, such as Out Run on the Amstrad CPC. Now I prefer to work on original products as they hold more of a challenge for an artist. With Space Hulk I was given quite a bit of freedom with the design. Obviously the Space Marines and Genestealers had to look right, but when it came to the Hulk interiors the only limitations were technical. The idea of ray-tracing the Hulks came up quite early on in the project. Initially, Electronic Arts weren't too keen on the idea and Nick was far from convinced that it would work. We stuck with it and worked out a system for getting the rendered frames into the

game that meant the computers did most of the work. The difference it made was fantastic; a new set of walls could be in the game in 12 hours instead of two weeks.

I have been married to Paula for 18 months and we live in S.E. London, just outside Croydon. Our lives are run by two cats, Leggo (it's what you shout when you pick her up!) and Bonnie, who are typical of the species and do whatever they want, when they want. On the rare occasions I'm not sat in front of a monitor I like to stuff my face with Pizza Express and watch a movie. When I have time to read it's usually Iain Banks or Douglas Adams. Banks because he has one bizarre imagination and Adams because he makes me laugh...

Finally, thanks go to the following people...

Everyone at EA for giving me the chance to do the project. Nick and Kevin for listening to my ideas about ray-tracing. Chris Hubbard. Steve Iles. Chris Perigo, for all the help with Real-3D. Jim Hendry at Amiga Swopshop. Henri and Yuri at Alternative Image. Vessa at Realsoft, for being a genius. You, for buying not copying the game. Most of all I'd like to thank Paula for putting up with it all...

TIM WHITE

Tim is best known for his cover paintings that adorn the fronts of science fiction and fantasy books. His illustrations can also be found on computer game boxes (The Killing Game Show, Amnios, Leander, Obitus and others), video covers, posters, cards and a variety of rather tasteful magazines. His work has been the subject of television documentaries both in this country and abroad. Two books of his paintings are currently in print: "The Science Fiction and Fantasy World of Tim White" and "Chiaroscuro", both published by Dragon's World/Paper Tiger—no plug intended! As far as Space Hulk is concerned, Tim was responsible for the fantastic introduction artwork and all the still artwork within the game.

CREDITS

Original Board Game Design

Design

Programming

Pixel Artwork

Additional Artwork

Sound and Music

Producer

Product Manager

Product Testing

Voice Overs

Quality Assurance

Documentation

Cover Artwork

Package Art Direction

Technical Specialist

Richard Halliwell, Games Workshop Studio

Nick Wilson, Kevin Shrapnell (EA) and Andy Jones (GW)

Nick Wilson

Tim White, Andy Jones

Mark Jones, Jon Law

Jason A. S. Whitely

Kevin Shrapnell

Andrew Corcoran (UK), Rick Lucas (US)

Chris Johnson, Scott Probin, Nick Goldsworthy, David Bowry (UK), Bryan Beckstrand (US)

Jervis Johnson, David Luoto

Richard Gallagher (UK), Terrence Chin, Michael Yasko (US)

Clive Downie and David Luoto (UK)

David Gallagher

Nancy Fong

Colin McLaughlan

PROBLEMS WITH THE GAME?

If you are experiencing problems or receiving error messages while installing or playing the game, we can help.

First, please make sure that you have read the *Installation* section of this reference card thoroughly.

The following chart should help you correct some of the difficulties you may encounter with this program.

PROBLEM	POSSIBLE CAUSE	SOLUTION
Message indicating not enough conventional memory.	Your computer does not have enough free conventional memory to run the program.	This program requires 580 K of free conventional memory. See below for information on creating DOS boot disk.
Message indicating more RAM is needed.	Not enough continuous XMS memory.	This program requires 2400 K of free XMS memory. See below for information on creating DOS boot disk to free up XMS memory.

Note: Before attempting any of the following suggestions, please make sure that you are familiar with the DOS commands being used. Consult your DOS manual.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

- To verify the amount of memory available to your system, type **MEM** at the C:\> prompt.

The information will be displayed differently depending on your version of DOS, however, the information is essentially the same. "Largest executable program size" tells you the amount of free conventional memory." Bytes free XMS memory" (MS-DOS 5.0) or "Free Extended (XMS)" (MS-DOS 6.0) indicates how much free XMS memory you have. (**Note:** 1

MB=1024K=1048576 bytes.) If these numbers do not meet the minimum requirements listed above you will need to free up more memory.

DOS Boot Disk

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Below are instructions for creating a DOS boot disk. Please follow these steps exactly.

Note: To create a DOS boot disk you must use a disk that will fit in your A: drive. Your computer will not boot from the boot disk if it is inserted in the B: drive.

1. Type **C:** and press **ENTER**.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press **ENTER**. Be sure to include the spaces.

Note: If you are formatting low density disks on a high density drive, use the following commands in place of step 3:

5.25" low density disk: Type **format a:/s /n:9 /t:40** and press **ENTER**.

3.5" low density disk: Type **format a:/s /n:9 /t:80** and press **ENTER**.

A prompt appears asking you to insert a blank disk into drive A:. Do so if you haven't already, and press **ENTER**.

4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name or press **ENTER** for no name.

5. A prompt appears asking whether you wish to format another disk. Type **N** and press **ENTER**.

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM and EMM386 memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS). To do so, follow the instructions below.

Note: If you are NOT using the EMM386 memory manager, consult your manufacturer's manual for more information on the proper way to load the program through the CONFIG.SYS file.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

Note: The following section assumes that your root directory is C:. If your root directory is other than C:, substitute the correct letter in the following commands.

To configure your DOS boot disk to free up additional conventional memory and to set up the required amount of Extended (XMS) memory:

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
 - i. At the C:\ prompt, type **copy c:\config.sys c:\config.bak** and press **ENTER**.
 - ii. Type **copy c:\autoexec.bat c:\autoexec.bak** and press **ENTER**.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\) to the root directory on the boot disk that you have just created (A:\):
 - i. At the C:\ prompt, type **copy c:\config.sys a:** and press **ENTER**.
 - ii. Type **copy c:\autoexec.bat a:** and press **ENTER**.
3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

TO OPEN THE FILE FROM THE C:\ PROMPT:

- i. Type **cd \dos** and press **ENTER**.
 - ii. Type **edit a:\autoexec.bat** and press **ENTER**.
4. From the boot disk copy of the AUTOEXEC.BAT file, delete all of the lines except the following:

```
@ECHO OFF
PROMPT $P$G
PATH=C:\DOS
LH <path>\MSCDEX.EXE [parameters regarding individual CD-ROM hardware
setup]
LH <path>\MOUSE.COM
<path> is the directory in which your drivers are located.
```

- The MSCDEX.EXE CD-ROM driver will be located in a directory that is created when your CD-ROM hardware is installed. MS DOS 6.0 users: the MSCDEX.EXE driver is also located in the C:\DOS> directory.
- [parameters regarding individual CD-ROM hardware setup] will vary depending on your particular CD-ROM player. This information should already be included after the MSCDEX.EXE driver in the AUTOEXEC.BAT file you have just copied. For additional information regarding the installation and setup of your CD-ROM player, please consult your CD-ROM documentation.
- The mouse driver is normally located in one of the following directories: C:\MOUSE, C:\WINDOWS, C:\ or C:\DOS.
- If you do not have a line that loads your mouse driver, you must load a mouse driver before running your SYNDICATE program.

Example: LH C:\MOUSE\MOUSE.COM

Note: Your mouse line may be different if you are NOT using the MOUSE.COM mouse driver. Do not change this line if it looks different. Drivers that have a .SYS extension will be loaded through the CONFIG.SYS file and you should leave that

line the same when you are editing the CONFIG.SYS file. If you have other questions about loading your particular mouse driver, consult your mouse documentation or DOS manuals.

SOUND CARD USERS

If you are using a sound card that is SoundBlaster compatible, but is not directly supported by Space Hulk, you will need to use the SoundBlaster emulation mode of your sound card. SoundBlaster emulation is usually achieved by a line in your AUTOEXEC.BAT file and should NOT be deleted when editing this file. For more information regarding SoundBlaster emulation, consult your sound card manual.

Example: SET BLASTER=A220 15 D1 T4

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.
 - To save, press ALT-F to bring down the File menu, then type **S**.
 - To open, press ALT-F, type **O**, then type **a:\config.sys** and press **ENTER**.
6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
DEVICEHIGH=C:\<CD-ROM driver>
```

 - <CD-ROM driver> will vary depending on your particular CD-ROM player. If your CONFIG.SYS file does not contain the last two lines of the above example, please consult your CD-ROM documentation.

MS-DOS 6.0 USERS

If you are using the Doublespace utility provided with DOS 6.0, you will need to load the DBLSPACE.SYS device driver into high memory in order to free up additional conventional

memory. This can be done by adding an additional line to the CONFIG.SYS file on your boot disk. The CONFIG.SYS file should contain the following lines:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS RAM
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /M
DEVICEHIGH=C:\<CD-ROM driver>
```

Your CONFIG.SYS file should now look like one of the above examples. If it does not, edit it or add the above lines now to make it identical to the text above. The one exception may be that the C:\DOS section of the HIMEM.SYS and EMM386.EXE lines may read C:\WINDOWS. You may leave these lines with the C:\WINDOWS.

Examples: C:\WINDOWS\HIMEM.SYS
C:\WINDOWS\EMM386.EXE NOEMS

7. Save the edited CONFIG.SYS file and exit the EDIT program.

- To save, press **ALT-F**, then type **S**.
- To exit the Edit program, press **ALT-F**, then type **X**.

You now have a boot disk which should free up enough conventional memory and set up enough Extended (XMS) memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the edits to the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk. If you were having trouble installing your game, you can now try reinstalling. If you were having trouble loading your game, try starting the software from the directory you installed to.

TO START UP YOUR MACHINE USING THE DOS BOOT DISK

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\ prompt.
2. Type **C:** and press **ENTER** to return to your hard drive.

Note: If you want to return your system to its normal memory configuration, simply remove the DOS boot disk from the A: drive and restart your machine.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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