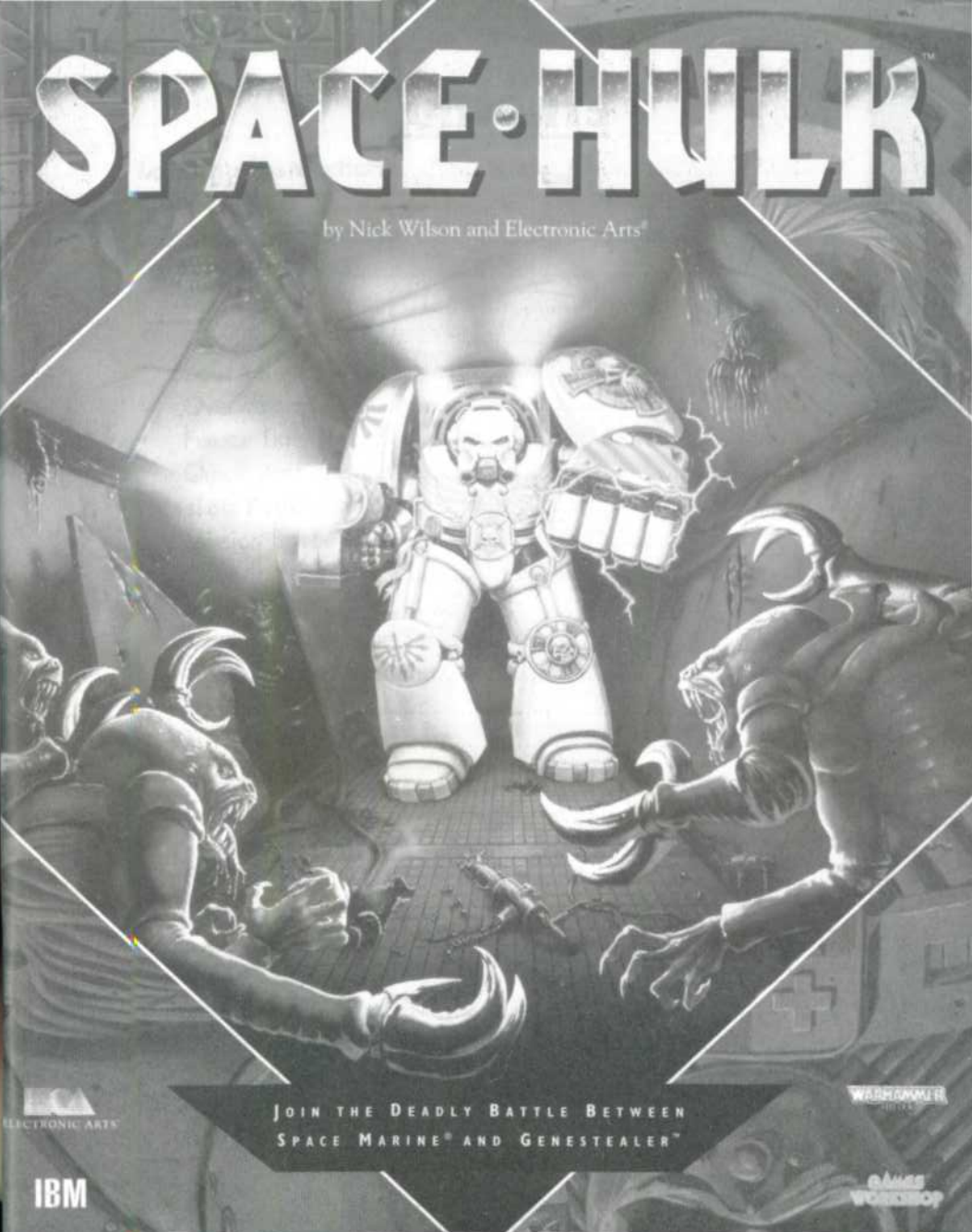
SPACE·HULK™

by Nick Wilson and Electronic Arts®



Contents

Loading Instructions

Before playing Space Hulk™ you need to install the program on your computer's hard drive. The hard drive must have 8.5 Megabytes of free space.

1. Boot the computer with DOS (any version above 3.3).
2. Insert Space Hulk Disk 1 into drive A (or any appropriate drive).
3. Type **A:** and press **Return**. (Type the appropriate drive letter if you have inserted Disk 1 into a drive other than drive A.)
4. Type **INSTALL** and press **Return**.
5. The install program allows you to configure the game to suit your computer.

   You can select the Sound source, hard drive designation and directory name.
   *To change one of the options: use the **cursor keys** to move the highlighting bar to the selection and press **Return**.*

6. A box appears listing all of the available options. Move the highlighter to the option you want and press **Return**.
7. When you have finished configuring the game to your computer, move the highlighter to Continue and press **Return**.
8. Follow the on-screen instructions and swap disks when prompted.

NOTE TO MICROCHANNEL SOUNDCARD USERS: You must choose PC Speaker as your sound option to get sound.

Starting the Game

To play Space Hulk, your computer needs 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 gives you more sound effects and make 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.

1. Type **C:** and press **Return**. (If Space Hulk was not installed on the C drive, enter the correct letter.)
2. Type **CD\HULK** and press **Return**.
3. Type **HULK** and press **Return**.
4. The introduction sequence begins. To skip the intro press the **left** mouse button.

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 five 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 stands 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 Screen & 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 amount *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.*

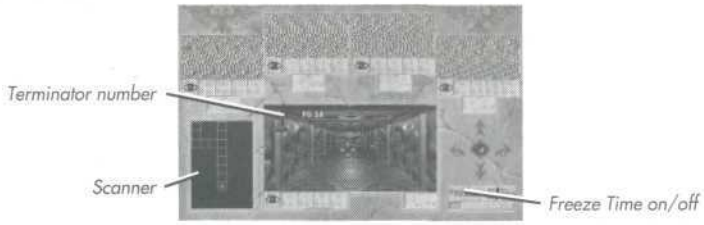
1. Load Space Hulk by following the instructions at the beginning of this manual. When the Mission Selection screen appears, **left-click** on Mission Training.

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 gives 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*.



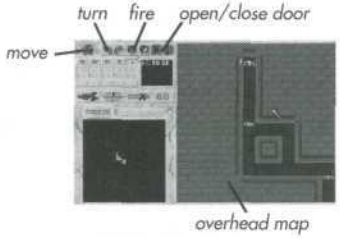
Left-click on the Freeze Time On/Off button to bring the game out of Freeze Time and into Real Time. When the game is in Real Time everything happens at its normal speed.
Example: A Genestealer that becomes "frozen" by the use of Freeze Time can start to thunder down the corridor towards you during Real 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.

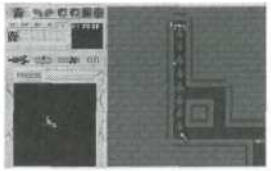
6. Press the UP cursor once to open the door. Practice turns and walking backwards to get the feel of the controls. Notice the scanner in the left of the screen moves as you do.

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.

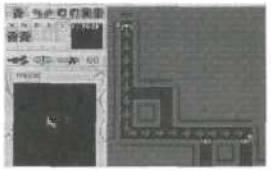
8. **Right-click** on the scanner to go to the Planning Screen.



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 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 grey 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.

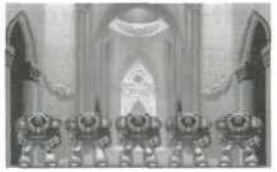
Mission Preparation

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.

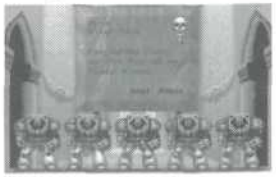
Choosing a Squad

If you choose to play one of the tutorials or 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.



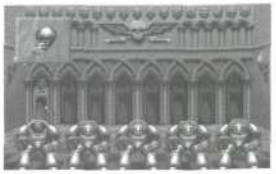
The five Terminator sergeants have squads capable of different missions. However, you can choose a squad and equip them in such a way as to change their capabilities.
Once you have used a sergeant and his squad, they become more experienced, increasing their shooting and close-combat capabilities. The 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 Sergeants name, the squads 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 on 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.

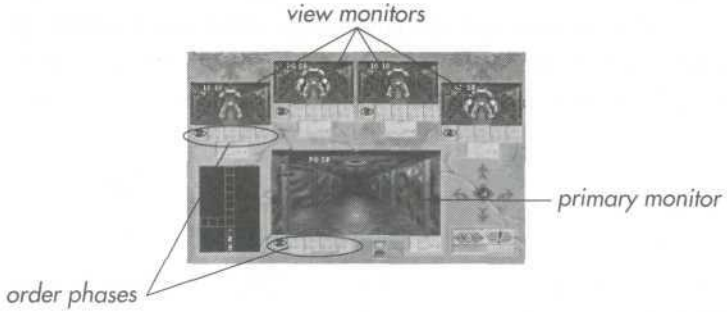
Left-click on the archway to reveal the Tech Priest. The available weapon is displayed.
Left-click on the Terminator you want to give the weapon to.If you do not want the weapon simply **left-click** on another archway.
In a two squad mission moving the mouse arrow over the left wall brings up a 'Switch 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

Give 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 white letters (eg. 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** (eg. 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

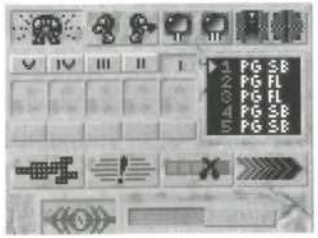
When playing a scenario with two squads of Terminators **left-click** on this button to switch between the squads. This button flashes when the squad not currently displayed is experiencing some action.

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 (ie. 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.

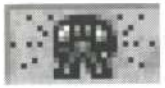
Planning Screen

Command Icons

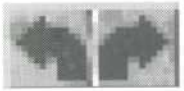


The command icons allow you to construct a series of movements for any of your Terminators. For details on giving orders and moving see *Giving Orders* .

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 icon to turn 90 degrees left. **Right-click** on this icon to turn 90 degrees to the right.



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.

1 PG SB
2 PG FL
3 PG FL
4 PG SB
5 PG SB

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 list, 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 grey 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 gives 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.

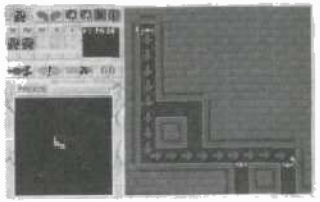
An order usually follows this process:

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 not 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

Because the program automatically adds 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 then added to the Order Phases.

order phases icon

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 classed 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 Genestealers 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 you 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 Terminators 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 main armament of the Terminator is the 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 ravening 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 caused 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 area of effect is based on the size of the room. 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 hope 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: Richard Halliwell, Games Workshop Studio
Design: Nick Wilson, Kevin Shrapnell (EA) and Andy Jones (GW)
Programming: Nick Wilson
Pixel Artwork: Tim White, Andy Jones
Additional Artwork: Mark Jones, Jon Law
Sound & Music: Jason A.S. Whitely
Producer: Kevin Shrapnell
Product Manager: Andrew Corcoran (UK); Rick Lucas (US)
Product Testing: Chris Johnson, Scott Probin, Nick Goldsworthy, David Bowry (UK); Bryan Beckstrand (US)
Voice Overs: Jervis Johnson, David Luoto
Quality Assurance: Richard Gallagher (UK); Terrence Chin, Michael Yasko (US)
Documentation: Clive Downie and David Luoto (UK)
Cover Artwork: Dave Gallagher
Package Art Direction: Nancy Fong (US)
Technical Specialist: Colin McLaughlan

Problems With The Game?

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation and start-up section of the manual thoroughly, and make sure you have at least 8.5 megabytes free on your hard drive. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells are also loaded automatically. They are usually installed in your *config.sys* file.

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type C: and press Enter.
3. Place the blank disk into drive A:
4. Type FORMAT A: /s and press Enter. Note: If you are formatting low density disks on a high density drive, use the following commands:

   5.25 inch low density disk: FORMAT A: /s /n:9 /t:40
   3.5 inch low density disk: FORMAT A: /s /n:9 /t:80

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the **Enter** key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer N and press Enter.
6. You now have a DOS boot disk.

Freeing Up Additional Memory Using the DOS Boot Disk

Users WITHOUT a memory manager: It is not possible to free up much more basememory without using a memory manager, which allows one to access Expanded Memory (EMS) or Extended Memory (XMS). Most memory ambitious games require Expanded Memory (EMS) while Windows usually uses Extended Memory (XMS).

Users with MS DOS 5: Rather than change your permanent system software configuration, you can use the Boot Disk and the EMM386 memory manager software included with MS DOS 5.0 to temporarily free up available memory.

Read This Section Completely Before You Begin
To configure the Boot Disk to free up OVER 610K of available base memory and to set up Expanded Memory (EMS):

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. To back up the files type "COPY C:\CONFIG.SYS C:\CONFIG.BAK" and press the ENTER key, then type "COPY C:\AUTOEXEC.BAT C:\AUTOEXEC.BAK" and press the ENTER key.

2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory (C:\) on your hard drive to the root directory (A:\) on the Boot Disk that you have just created.

   Example: At the C:> prompt, type "COPY C:\CONFIG.SYS A:\" and then press the ENTER key. To copy the AUTOEXEC.BAT file, type "COPY C:\AUTOEXEC.BAT A:\" and then press the ENTER key.

3. Open the copy of the AUTOEXEC.BAT file using the EDIT program from MS DOS 5.0:

   i. Type "CD\DOS" and then press the ENTER key.
   ii. Type "EDIT A:\AUTOEXEC.BAT" and press the ENTER key.

4. From the Boot Disk copy of the AUTOEXEC.BAT file, delete all lines, except the following:

   PROMPT PG
   <PATH>MOUSE.COM

   <PATH> is the directory in which your mouse driver is located, usually C:\, C:\MOUSE, C:\DOS or C:\WINDOWS.

   Example: C:\DOS\MOUSE.COM

   If you have a line that begins, "Path=C:\ ..." then you can leave it also.

   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 there when you are editing that file. If you have other questions about loading your particular mouse driver, consult your mouse or DOS manuals.

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 and press the "S" key.
   To open, press Alt-F, press the "O" key and then type "A:\CONFIG.SYS" and press the ENTER key.

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 260
   DOS=HIGH,UMB

If you do not have these lines, enter them now. If the HIMEM.SYS and memory manager file are not located in the DOS directory, replace DOS with the name of that directory in the first two lines of the above example. If you have not moved these files, then they will be located in the DOS directory and your file should look identical to the three lines above.

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.

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

   To save, press Alt-F and then press the "S" key.
   To Exit the Edit program, press Alt-F and then press the "X" key.

8. You now have a boot disk which will free up over 610K of available base memory and set up Expanded Memory (EMS). You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A:> prompt. Type "C:" and then press the ENTER key to return to the hard drive.

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

NOTE: Users with DOS 6.0: If you are using DoubleSpace to increase the storage capacity of your hard drive, you must copy the DoubleSpace device driver information from the CONFIG.SYS file on your boot disk. If the DoubleSpace driver is not loaded when you start your computer using the boot disk, you will not be able to access any compressed areas on your hard drive.

Problems with SoundBlaster™ Pro

If you experience messages mentioning Midi errors, you must copy the **midi.drv** file from Disk 4 into the **drv_dir** sub-directory of the Space Hulk directory.
To do this:

1. Insert Disk 4 into the correct disk drive. Type **a:** or **b:** to get to the disk drives prompt.
2. Type **copy midi.drv c:\hulk\drv_dir**. This assumes that the **hulk** directory is situated on the **C** drive — change the designation accordingly.

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
- 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) 572-2787 Monday though 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.

In the United Kingdom, contact: Electronic Arts Limited,
P.O. Box 835, Slough SL3 8XU, UK.
Phone (753) 546465.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited,
P.O. Box 539, Ashmore City, Queensland 4214, Australia.
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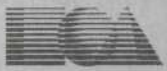

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