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Sulk Players' Manual

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Info

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Sulk Players' Manual | Introduction

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Sulk Players' Manual

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Introduction

Learning the game

Space Hulk™ is an easy game to learn, although ideally you would have someone on hand who has played the board game to explain the finer points of the rules. This manual can't replace the original, specifically because it won't explain the reasons behind many of the rules. We will concentrate more on how the rules are implemented than why they exist.

Sulk is **not** that easy to learn without knowing Space Hulk, because (for example) finding line of sight, counting squares between pieces, and keeping track of the overall situation in a game is much harder without models. At least you don't have to make the puzzle-pieces of the board fit together before playing!

We'll use graphical examples of Sulk in action to make understanding how to play a bit easier. In future versions of the program there may be a user interface that actually betters the Games Workshop models - but for now let's just explain how it works.

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Sulk Players' Manual | What is Sulk?

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Sulk Players' Manual

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What is Sulk?

Space Hulk

Space Hulk was/is a board game by Games Workshop, of which two editions were made. Like many 'standalone' classics from GW (*Dark Future*, *Man'o'War*...) it is now out of print. Two expansion sets with new rules were available for the first edition, *Deathwing*™ and *Genestealer*™. These rules have not been implemented yet in Sulk.

The Space Hulk game innovated several concepts that were re-used in later 'mass market' GW board games such as *Space Crusade*™:

- The pieces needed to play are all included in the box.
- The game uses board sections that can be recombined to construct different mission scenarios.
- One ('evil') player has more information than the other because their pieces are represented as *blips* for part of the game. (This means that the 'good' player must guess the relative strength of the enemy forces in different board areas.)
- The rules are, compared to *Warhammer*™ *40,000 Rogue Trader* for example, very simple. Games last around an hour at maximum.

There are some features unique to Space Hulk first edition ('SH1'):

- The board sections have a semantics (meaning) in the game: flame weapons affect whole sections at once.
- The 'good' player can make moves in the 'evil' player's turn under certain conditions.
- The 'good' player has restricted thinking time each turn -- around three minutes.

The 'good' player in Space Hulk controls a squad or two of Space Marines™, human soldiers, in Terminator armour (a thick exoskeleton). The 'evil' player controls endless hordes of Genestealers, vicious aliens, who steadily reinforce throughout the game. The setting is a huge spaceship (*hulk*) which is infested with Stealers and, as such, poses a threat to humanity.

The Space Marines must skilfully employ their firepower to prevent the numerous Stealers from getting too close. The Genestealers are ferocious in close-quarters combat but can't use ranged weapons at all. Because of the unequal standing of the two sides in many missions, Space Hulk is well suited to match play (where the players switch sides, playing each scenario through twice or more).

Sulk

Sulk is an emulation of the tabletop experience of SH1 which tries to include every feature. This specifically includes the stopwatch rule, which it seems is lazily implemented, if at all, in real games of SH1.

Sulk is aimed at being extensible in the future, so that once basic functionality is complete there will be the opportunity to add additional Warhammer races and units to the rule base. But these extensions will be built on a rigid interpretation of the original game.

Sulk Players' Manual | What is Sulk? | Object of the game

Object of the game

Missions

Each mission is different, but usually the emphasis is on the Marines having a task to complete before they are wiped out, and the Stealers having to prevent this. For instance, the Marines might need to last a certain number of turns; or perhaps they have to retrieve a game object from part of the board.

Forces

The Marines have 5 or 10 men on their side, including some special types (*Sergeants* and *Flamer Marines*) with different or better weapons and attributes. The Stealers may have a force of *blips* (tokens that represent the presence of 1-3 actual Stealers) to begin with, and in addition will receive at least one extra blip per turn as reinforcements. Blips are *converted* into Stealers at will by the Stealer player (or when a Marine catches sight of one).

Secrecy

At any time until it is converted, the value of a blip is opaque to the Marine player. Likewise the number of CPs (*Command Points*) which the Marine player has is not known to the Stealer player (this is an advantage to the Marines because they use their CPs to interrupt Stealers as they move).

Sulk Players' Manual | What is Sulk? | Running the program

Running the program

Basics

You will need Python and Pygame. We can't cover platform specifics here. Look in the README for up to date information about how to get Sulk running on your computer. We'll quickly look at what should happen when you execute the main program file (`sulk.py`).

The game window: Choosing a mission

This is what you should see when the program runs. (If you just see a load of error messages, then you should try for help on the web site.) The game starts up a new window in this case. See here for how to change the way that Sulk runs.

The screen shows a logo and a dialog box allowing you to choose which mission to play. If there were more than one set (*family*) of missions available, you would first have had to choose which set to choose from. Click on the number of the mission you want and the next screen will introduce the mission objectives.

Notice that the options on the dialog box have underlined characters. You can press the key corresponding to that character instead of using the mouse.

The game window: Where things are

This is what you see after the program has loaded the mission. The dialog box explains what the mission is: its options are self-explanatory.

Main screen

The squares of the board are visible in the main screen. This is where pieces appear.

Notice the comments on a part of the board. These help explain the mission objectives.

Map

The map of the game board is shown to the top right of the main game screen. This lets you see what is going on in the game as a whole, and what shape the board is.

Messages

Messages appear in the wide box to the bottom of the game window.

Buttons

Buttons used to control the game appear to the right of the game window. The ones you can see in the screenshot are always visible, but they are disabled at the moment.

Before going any further it is probably time to learn the rules of Space Hulk.

Sulk Players' Manual | Rules of Space Hulk

Sulk Players' Manual

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Rules of Space Hulk

Taking turns

The game consists of a series of turns. In a turn the two players each get a chance to move their pieces, the Stealers are reinforced, and we check to see if either team has won the game. The 'phase' sequence is for our purposes as follows:

1. **Clock/CP phase:**

   The pieces become ready to use. The Marine player is given a countdown timer in which to complete his action phase. The Marine player is randomly given between 1 and 6 CPs (*Command Points*) to use before the end of the turn.

2. **Marine action phase:**

   The Marine player chooses a piece to use (*activate*) and uses that piece until it is out of APs (*Action points*) to do things with. He activates more pieces until he has run out of pieces, run out of time, or decided to end his turn. (The Marine player may use CPs to return to previously used pieces.)

3. **Stealer reinforcement phase:**

   Depending on the mission, the Stealer player places a certain number of *blips*, of random value, at Stealer entry points.

4. **Stealer action phase:**

   Unless the Marine player interrupts, the Stealer player activates pieces and may use them until they are out of APs. (Once he has activated a piece, the Stealer player **may not** go on to use a different piece and then return.)

5. **End phase:**

   Any temporary effects taking place are ended, and the pieces get their APs back. We see if anyone has won the game. Depending on the mission, other events may happen now as well.

Subsections:

- The game board
- Using a piece
  - Stealers and Blips
  - Marines
- Marines interrupt

Sulk Players' Manual | Rules of Space Hulk | The game board

Sulk Players' Manual

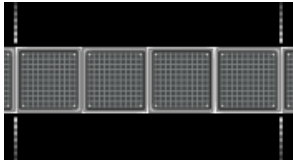Up:Rules of Space Hulk Next:Using a piece

The game board

Squares and rooms

Squares of the board look like this:

They are where all the action happens and they only appear grouped together in *rooms*.

A room looks like this:

The dotted lines leading perpendicularly away from the edges of the squares indicate the places where two rooms meet. For our purposes, corridors and single squares can count as 'rooms'; this is just a piece of terminology meaning a connected group of squares.

Features

Doors look like this:

Once opened by a piece, they look like this:

Doors can be opened and closed by pieces in adjacent squares. Closed doors make a square impassable to pieces, and block line of sight.
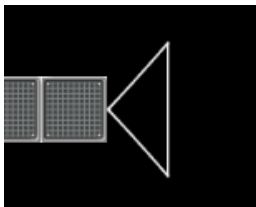
Flames look like this:

Squares with flames on are impassable to pieces which stand outside the flaming area. (A square can actually have more than one set of flames on it at a time, but this has no meaning in the game.)
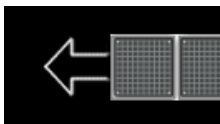
Entering and leaving the board

Stealer entry points look like this:

Stealers and blips *lurk* behind the triangle, out of play, until the Stealer player wants to bring them onto the board at the square which the triangle points to. Marines cannot enter or see into these lurking areas.

Exit points look like this:

In some missions pieces must leave the board at one or more places to complete the mission. They can do this at an exit point. Once off the board a piece cannot re-enter.

Comments

Some missions involve particular labelled objectives. In this case the relevant room will be marked with text like this:

This text disappears when the mission begins.

Sulk Players' Manual | Rules of Space Hulk | Using a piece
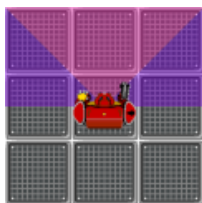
Using a piece

Occupying a square

A piece (we'll start with a Marine) occupies one square at a time. Only one piece can occupy a square at once. It has a *facing* - up, down, left or right. This piece is facing up:

Facing is important because a piece cannot attack things it cannot see. An example of a Marine's line of sight *arc* is shown below:

The coloured area (front 180°) is the *LOS arc*. (It extends indefinitely as far as there are squares.) The piece can see things in this arc but can never see behind him. The pink area (front 90°) is where the marine can both see and shoot (his *fire arc*). He **can** shoot pieces which lie on the edge of the fire arc (at exactly 45°).

Arc is also important for close combat. Pieces can only initiate close combat against things that lie in the square in front of them:
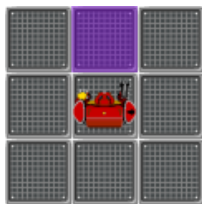
Activation

When you start to move a piece it is *activated*. This means you are using its Action Points to make it act. When you run out of action points to use the piece with, you must stop using it and activate a different piece. The first piece cannot be activated again.

While activated a piece can make actions such as turning, moving, attacking and shooting. Each action costs a number of APs and can be repeated as long as you have enough APs.
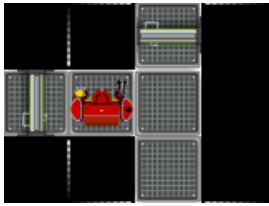
Turning and moving

Pieces can turn on the spot to change their facing. They can turn 90° or 180°.

Pieces can move in different ways depending on what type they are. They move one square at a time. Moving backwards and sideways generally costs more APs than moving forwards.

Using doors

Generally pieces can open or close doors that lie in their front 3 squares:

This piece **cannot** use the door on the left. It **can** use the door on the right.

Close combat

Here a Stealer is attacking a Marine.

In close combat each piece has a certain number of dice, with or without a bonus to each roll. The winner is the one with the highest score on an individual die (if any). The loser (if any) is destroyed.

However if the Marine wins in this case, the Stealer is **not** destroyed because the Marine is not facing the Stealer. The Marine may instead turn for free to face his attacker.

> **Subsections:**
>
> - Stealers and Blips
> - Marines

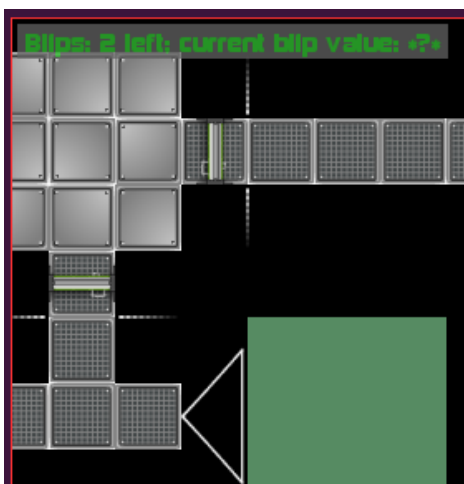# Sulk Players' Manual | Rules of Space Hulk | Using a piece | Stealers and Blips

Stealers and Blips

Deployment

During their reinforcement phase, Stealer forces enter the board at entrypoints like this:

Usually, the Stealer player can deploy Blips at any entrypoint that doesn't already have 3 Blips lurking. The info at the top left of the screen can be toggled between secret ('*?*') and not secret by the Stealer player.

If there is a Marine within 6 squares of the entry point's entry square, then newly deployed Blips and Stealers must lurk for a whole turn before entering the board.

Blips

Movement

Blips represent groups of Stealers which the Marines cannot see. They have a value of between 1 and 3 Stealers. They look like this most of the time:

However, the Stealer player can reveal to himself what values his Blips have:

Blips have 6 APs. They have no facing, and can not turn. They move in **any** direction for 1 AP:

However, blips **may not** move into the line of sight of a Marine, nor adjacent to a Marine.

Blips can open or close doors in adjacent squares for 1 AP.

Because of the restrictions on their movement, Blips never get into close combat with Marines and are never shot by them.

Conversion

To get Stealers on the board a Blip must *convert*. This means removing the Blip from play and replacing it with 1-3 Stealers on the nearby squares. If a Blip has not moved in the current turn, it can convert voluntarily. If a Marine catches sight of a Blip, it is immediately converted involuntarily.

Voluntary conversion looks like this:
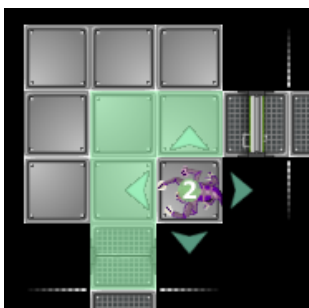
The Stealer on the right has been placed where the converting Blip was. There are one or more Stealers remaining to be placed in the adjacent squares, after the Stealer player has chosen a facing for the new Stealer. The Stealer player decides where the new Stealers will be placed.

When involuntary conversion occurs the process is the same, except that it is the Marine player who decides where to place the new Stealers. (The Stealer player still chooses the facing of new Stealers.)

Blips may be converted while still lurking. In this case if the Blip was forced to lurk that turn, so are the new Stealers.

Stealers

Movement

Stealers have 6 APs. This diagram shows how many APs it costs for them to move in a given direction:

Stealers can turn 90° for free or 180° for 1 AP. (Two 90° turns in a row still cost 1 AP.)

Stealers can use doors in their front three squares for 1 AP.

Attacking

Stealers can attack in close combat for 1 AP. They roll 3 dice. If the target is a door, one or more dice must be a 6 to win the combat.

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Marines

The timer

The Marines have 2 minutes to complete their action phase, plus 30 seconds for each sergeant in play. When a sergeant is killed, his bonus is lost.

APs and CPs

The Marines have up to 6 extra action points to spend between them each turn. These are called Command Points (CPs). The number used so far is displayed together with the number of APs remaining. For example, the current piece has 4 APs left, and the Marines have used no CPs so far:

The Marine player can toggle this display to show the number of CPs remaining instead:

Spending CPs can be done together with APs on an active piece, or as CPs only on an inactive piece. (This means the Marine player can return to a used piece to spend CPs on it.) CPs can be saved for use during the Stealer action phase. (Marines interrupt)

Deployment

The Space Marines enter the board in squads of five men (one sergeant, one Marine with a Heavy Flamer and three generic Marines). There are no reinforcements for the Marines.

Here's a squad:
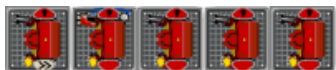
Movement

Marines have 4 APs. This diagram shows how many APs it costs for them to move in a given direction:

Marines can turn 90° for 1 AP or 180° for 2 APs.

Marines can use doors in their front three squares for 1 AP.

Attacking

Close combat

Marines can attack in close combat for 1 AP. They roll 1 die. If the target is a door, the die must score at least 6 to win the combat.

Sergeants get +1 on their die roll in close combat.

Storm Bolter

Marines and sergeants shoot with a Storm Bolter (a kind of machine gun). To shoot a Stealer or closed door costs 1 AP. 2 dice are rolled, and if at least one die scores a 6 or more, then the Stealer or door is destroyed.

There is a *sustained-fire bonus* for firing repeatedly at the same target without switching targets, turning, or moving. If the Marine misses on the first shot, the next shot has a +1 bonus to each die roll. This accumulates up to +3 (so rolling two 2's is always a miss.)

It is possible to *move and shoot* as one action. This costs 1 AP to move forward and then shoot, or 2 APs to move backward and then shoot. The Marine does not get a sustained-fire bonus in this case.

Overwatch

If armed with a Storm Bolter, a Marine can go into overwatch for 2 APs. When he is in overwatch the Marine automatically shoots at any Stealers that move in his line of sight. Overwatch lasts through one Stealer action phase. A Marine that is overwatching may not perform any other action until he cancels or loses overwatch. A Marine on overwatch gets a marker like this:

In overwatch a Marine will shoot for free at any Stealer that performs any action (turning, moving, using a door, or attacking) after it has performed that action. The target must be within 12 squares (the range of a Storm Bolter in overwatch). In overwatch there is no sustained-fire bonus, and if any **double** (e.g. two 6's) is rolled on the dice, the bolter has *jammed*.

Overwatch is lost when the gun jams, or as soon as the Marine is attacked in close combat.

Jams

Jams last until they are cleared. A Marine with a jammed bolter gets a marker like this:

It costs 1 AP to clear a jam.

Heavy Flamer

Flamer Marines have 6 shots with their Heavy Flamer. These have to last the whole game. To shoot with the flamer costs 2 APs. The target must be a visible board square (possibly occupied by a Stealer, but not by a closed door). The target square must be within 12 squares of the Marine. The whole room, apart from any areas that are sealed off by closed doors, are covered in flames until the next end phase:
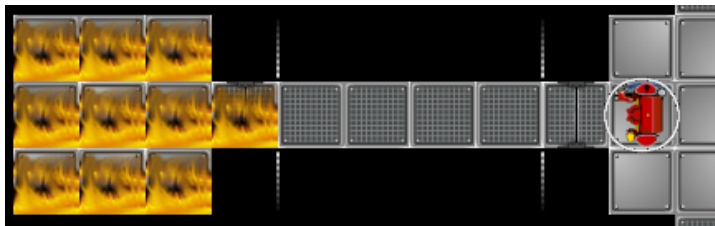
Any piece in the affected area is killed on a roll of 2 or more. The same room can be flamed twice in one turn, if necessary. It is not possible to use overwatch or to move and shoot with the flamer.

Self-destruction

The only way for a Flamer Marine to flame the room he is in is to self-destruct. This costs 1 AP and automatically destroys every piece and door in the room. To do this he must have at least one flamer shot remaining.

Sulk Players' Manual | Rules of Space Hulk | Marines interrupt

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Marines interrupt

The Marine player can intervene in the Stealer action phase if any Marine has line of sight to a Stealer that just performed an action. The Marine player must still have CPs available.

The Marine player is allowed to perform one action (including putting a Marine on overwatch, or clearing a jam) with one Marine that saw the Stealer move. Only CPs can be spent on this action -- the Marines' APs are not left over from the Marine action phase.

Sulk Players' Manual | Game interface

Sulk Players' Manual

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Game interface

Basics

For hotseat play, each player uses the keyboard and mouse in turn. Here are some useful keyboard controls:

D - action phase done (or interrupt done)
P - pause the game
S - toggle secrets
SPACE - Marines interrupt
ESCAPE - quit the game

Subsections:

Sulk Players' Manual | Game interface | Buttons and the map

Sulk Players' Manual

Buttons and the map

Moving the map

Click in the mini map to move the view of the board:
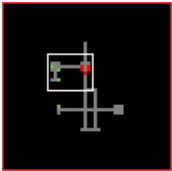
The grey squares are rooms. Occupied squares are shown red (for Marines), green (for Blips) and blue (for Stealers).

Alternatively, you can click in the **main** map window with the middle mouse button, or use the arrow keys.

Buttons

The CP button, the 'secret' button, the 'pause' button and the 'done' button are always present. Here the CP button and the 'done' button are *disabled*. The 'secret' button is *pressed* and 'pause' is *enabled*.
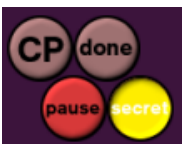
Each time a player has finished their action phase, they should click 'done'. The Marine player can press the CP button when they want to use Command Points. 'Pause' is used to halt the timer and enable the main menu. 'Secret' toggles between hiding and showing secrets (like the CP clock).

You can use the following keys:

C - hit CP button
D - hit 'done' button
S - hit 'secret' button
P - hit 'pause' button

Messages and the timer

Information messages and the Marine timer are shown at the bottom of the screen:

Sulk Players' Manual | Game interface | Deploying a piece

Sulk Players' Manual

Deploying a piece

Stealers

For each Blip you must deploy (either at initial deployment or as reinforcements) this message will appear:

Blips: 2 left; current: *?*

The value of the new blip is secret ('*?*') unless you toggle secrets on. When you do this the message changes:

Blips: [3, 1] left; current: 3

"[3,1]" means that there are two blips left to deploy, and that their values are 3 and 1. "Current: 3" means that of these two blips, the one currently being deployed has value 3.

To deploy, click on a highlighted lurking area:
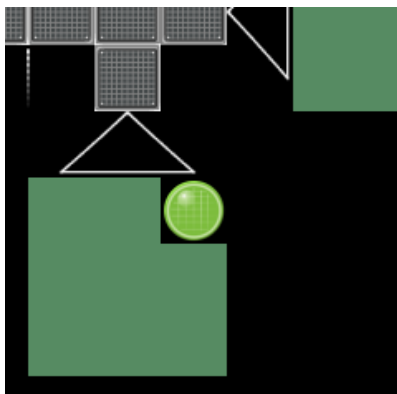
The process repeats until all the blips are deployed, or there is nowhere left to deploy to.

Remember each entry area can only have up to three Blips lurking at once. Also, it is up to you to work out if there is a Marine close enough to the entry point (6 spaces) to force new Blips there to lurk for a turn.

Marines

For each Marine you must deploy this message will appear:
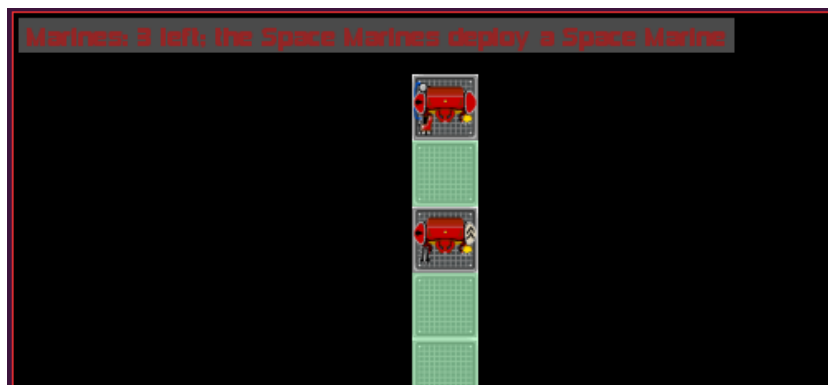
To deploy a Marine, either the Marine player or the Stealer player clicks on a highlighted square.

Once the Marine is placed, the Marine player chooses a facing for the new piece:

Note on facing

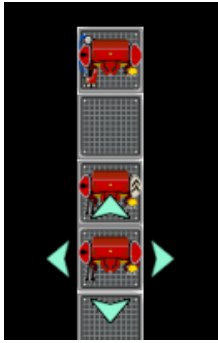When choosing facing, clicking on the piece itself (rather than an arrow) retains the automatic facing. Also, when choosing you may use the keypad **2 , 4 , 6 , 8** instead of the mouse.

Sulk Players' Manual | Game interface | Using a piece

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Using a piece

Selecting pieces

To select a piece on your team click on it (or press **TAB** until it is highlighted). A sprite shows which piece is active:

You may select pieces at will without affecting their status, as long as you spend no APs.

Remember, as soon as you spend APs on a piece it becomes active, and you may not return to it to use its remaining APs after you have stopped using it.

Mouse control

Movement

With a piece selected, click on squares adjacent to that piece to move it to that square. If the selected square instead has a hostile piece or an obstruction on it, the active piece will attack it in the most appropriate way. Pieces will try to open closed doors. (If you don't want the default mouse behaviour, you must use the interface buttons or the keyboard.)

Right-click at a distance from the piece and ahead of it to move it forwards one square automatically.

Turning

To turn the selected piece, right-click in the main map, not on the piece. The piece will turn to face towards the mouse pointer.

Close combat

To attack an enemy piece, click on that piece.

Doors

To open a closed door, click on it.

Using buttons

There are some buttons for controlling pieces that are used by both teams.

Close combat
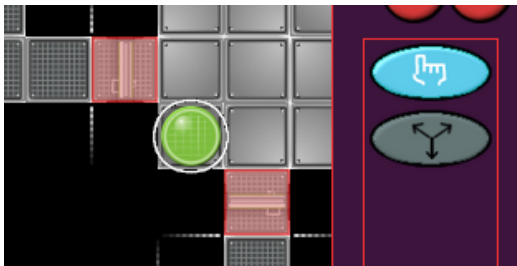
The close combat button:

Press to engage the enemy piece or door ahead of the selected piece in close combat.

Doors

The door button:

Press to use a door. If there is only one door which the selected piece could use, that one is opened or closed as appropriate. Otherwise the button becomes lit and you must use the mouse to select which door to use:

Keyboard control

, - turn 90° left
. - turn 90° right
/ - turn 180°
keypad **1,2,3,4,6,7,8,9** - move to adjacent squares
keypad **0** - close combat attack
keypad **+** - use a door

Subsections:

- [Stealers and Blips](#)
- [Marines](#)

Sulk Players' Manual | Game interface | Using a piece | Stealers and Blips

Stealers and Blips

Stealers
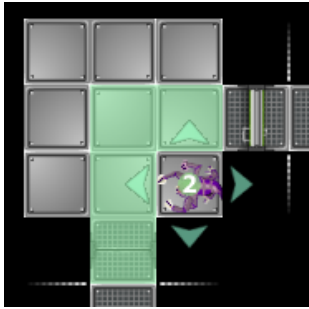
Stealers don't have any special abilities!

Blips

Conversion

Blips have few abilities except to convert. To convert a Blip use the convert button:

The Blip disappears and is replaced with a Stealer (which must be given a facing):

In this case there are 2 more Stealers to deploy, as the marker shows. These remaining Stealers must be placed on the highlighted squares. To do this, just click on the square.

Remember, if the deployment is involuntary, the Marine player places the new Stealers.

Remember, if there isn't enough room to place all the new Stealers, some will be lost. This **doesn't** count towards victory for the Marines!

Keyboard control

keypad **.** - convert a Blip

Sulk Players' Manual | Game interface | Using a piece | Marines

Sulk Players' Manual

Marines

CPs

When CPs are being used the CP button is lit:

While using CPs, Marines do not change status. CPs are spent in the most appropriate way.

- If the CP button was lit before the piece was selected, then only CPs will be spent and the piece will remain inactive.
- If the piece was already active when the CP button became lit, APs will be spent at first if possible, and CPs if the piece's APs become exhausted. In this way APs and CPs can be spent in combination on actions that cost more than 1 point.

Shooting

To force a Marine to shoot instead of move, use this button:

It becomes lit. The Marine will shoot whenever this makes sense, instead of moving and instead of using doors.

To make a Marine move and shoot when possible, press this button:

It becomes lit. The Marine will only shoot if it is possible for him to shoot for free.

Overwatch

To put a Marine on overwatch, press this button:

Remember, the piece can do nothing else until overwatch is cancelled (by toggling the button again).

Remember, overwatch fire can cause Marines' guns to *jam*. To unjam a Marine's weapon, you must use the keyboard (keypad **.**).

Flamers

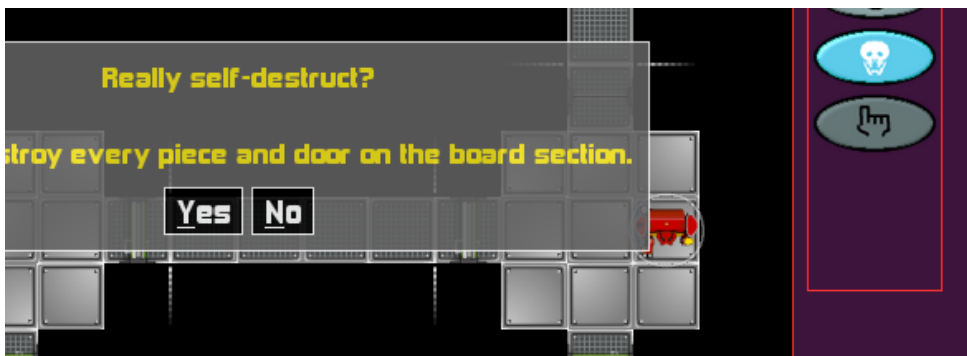Flamer Marines show extra info when they are selected:

A Flamer can self-destruct if you press this button:

Pressing the button causes a dialog to pop up:

Keyboard control

C - toggle CPs
keypad **ENTER** - toggle shoot
keypad **–** - toggle move and shoot
keypad ***** - toggle overwatch
keypad **.** - unjam (for Flamers: self-destruct)

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Overview

During your turn

Mouse controls

Operation	Control
Center the map on the mouse pointer	button 2 (middle button)
Center the map using the mini map	any mouse button

Keyboard controls

Operation	Control
End your turn	**D**
Toggle CPs	**C**
Cycle through available pieces	**TAB**
Move the map	arrow keys
Pause the game	**P**
Toggle secrets	**S**
Quit	**ESCAPE**

When using a piece

Mouse controls

Operation	Control
Move to an adjacent square	button 1 (left button)
Move forwards towards the mouse pointer	button 3 (right button)
Turn to face the mouse pointer	button 3
Open a closed door	button 1
Shoot a closed door at range	button 1
Attack a piece	button 1

Keyboard controls

Operation	Control
Center map on current piece	**HOME**
Move to an adjacent square	keypad **1,2,3,4,6,7,8,9**
Turn 90° left	**,**
Turn 90° right	**.**
Turn 180°	**/**
Use a door	keypad **+**
Convert a Blip	keypad **.**
Attack a piece or board feature	keypad **0**
Toggle shoot mode	keypad **ENTER**
Toggle move-and-shoot mode	keypad **−**
Toggle overwatch	keypad **∗**
Unjam bolter	keypad **.**
Self-destruct with Flamer	keypad **.**

During your opponent's turn

Keyboard controls

Operation	Control
Interrupt by Marine player	**SPACE**

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Strategy

Basics

- Be aware of the objective of the mission.
- Make sure you spend as many of each pieces' APs as you usefully can. Missions are usually a race.

Stealer player

- Don't worry too much about whether the Marine player has kept any CPs in reserve.
- Slow the Marines down however you can.
- Try not to let Stealers get trapped in one place -- spread them around.

Marine player

- Try to keep some CPs in reserve about half of the time. This stops the Stealer player from predicting what you'll do, and doesn't slow you down too much.
- Learn keyboard shortcuts -- to reduce time pressure on your turn :)
- Play the odds on sustained fire.
- Shoot doors whenever possible to improve line of sight.
- Don't over-protect Flamers -- they can be used to block off entry areas.
- Put Sergeants where their close combat bonus could make a difference, however small.

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Game options

Sulkrc

If you store a file called `.sulkrc` in your home directory Sulk will read it and use it to set options. Alternatively, leave the file in the same directory as `sulk.py` and call it `sulkrc`. Here's an example sulkrc:

```
#Custom configuration
[global]
debug = yes

[graphics]
fullscreen = no
screen_width = 640
screen_height = 480
```

This will run Sulk in a window of 640x480 pixels, and print debugging information to the terminal. To see a full list of the settings available read the file `sulkrc` that comes with Sulk.

Command-line

To see what command-line options are available run `sulk.py` with the option `-h`. You should see something like this:

```
Sulk version 0.25
Copyright 2002 Toby Woodwark <(email address)>.  This program is free software; see COPYING for details

Command line options are:
 -b, --beginner         give the marine player extra time
 -c, --config FILE      use configuration options from FILE (default: '$HOME/.sulkrc')
 -d, --debug            show debugging output
 -f, --fullscreen       use full screen graphics
 -g, --geometry WxH     use graphics with width W and height H pixels (default: 800x600)
 -h, --help             see this message
 -m, --missionsdir DIR  use 'MISH*.py' files from directory DIR (default: 'data/missions')
 -s, --nosound          suppress sounds
 -t, --themedir DIR     use images from theme directory DIR (default: 'data/themes/default')
 -w, --windowed         use windowed graphics (default)
```

If you specify one of these options it overrides anything found in your sulkrc.

Examples:

- Your `~/.sulkrc` says `fullscreen = no`. You run `sulk.py -f`. Sulk runs full-screen.
- You specify `sulk.py --config notafile`, although `notafile` doesn't exist. None of the options from `~/.sulkrc` are used, and Sulk runs with the default options.