# = Space Hulk ( 1993 video game ) =

Space Hulk is a 1993 real @-@ time tactical video game for DOS , Amiga and PC @-@ 98 . The game was based on Games Workshop 's 1989 board game of the same name . Set in the fictional Warhammer 40 @,@ 000 universe , the player directs squads of Space Marines , genetically enhanced armoured soldiers , in their missions to protect the human race from deadly aliens . Space Hulk was developed and published by Electronic Arts , with support from Games Workshop .
 The game takes place aboard huge derelicts known as space hulks . Drifting in and out of the Warp ? an alternate dimension used to cross interstellar distances ? these vessels are infested with the four @-@ armed Genestealers . Using overhead maps , the player orders the Marine squads , and controls individual Marines via first @-@ person shooter interfaces . The game features a time @-@ limited option to pause the action while enabling the player to continue issuing commands .
 Space Hulk 's theme of pitting slow and heavily armed Marines against fast , deadly Genestealers produced moments of frantic gameplay and a scary atmosphere for its reviewers , earning positive ratings for the game . A few reviewers , however , felt the game was too difficult and proved to be too frustrating . Space Hulk was followed up by Space Hulk : Vengeance of the Blood Angels in 1996 .

## = = Gameplay = =

The game features 51 missions that involve exterminations , retrieval of objects , and rearguard actions . A campaign , comprising 21 of these missions played in sequence , centres around a story about a Space Marine investigation of a distress beacon in a region of space threatened by Genestealers . The remaining missions are tutorials designed to help players learn the game and standalone missions . Before a mission , the game briefs the player on the objectives and shows a small map of the operational area . Marines are equipped with a gun ? the Storm Bolter ? for long @-@ range combat , and an energised glove ? the Power Fist ? for hand @-@ to @-@ hand fighting . For certain missions , the player can customise the squads ' armaments , selecting from 10 other weapons , such as Power Swords and Heavy Flamers . In the campaign , Marines who survive a mission gain experience , improving their combat abilities and chances of survival for future missions .
 The player 's Marines begin each mission grouped together at one or two starting points of the operational area , while Genestealers continually enter the mission from marked entry points . Gameplay at this stage takes place between two separate interfaces : the Terminator View Screen , where the player takes direct control of individual Marines , and the Planning Screen , where orders are issued to the Marines by clicking on command icons . The Planning Screen has two maps ; the smaller one on the bottom @-@ left shows the operational area and the larger map a close @-@ up view of the region selected by the player . Shown on the maps are the continuously updated positions of the Marines and their enemies . The game simulates fog of war by blacking out unexplored areas on the maps and representing unseen Genestealers as blips , unveiling them as Marines come within sight .
 Switching to the Terminator View Screen offers a first @-@ person perspective of the mission through the Marines ' eyes . The Screen contains five monitors : a large primary monitor at the bottom and four smaller secondary displays arrayed above . The primary monitor displays the view of the Marine under the player 's control . The character is moved by pressing the keyboard 's cursor keys or clicking the directional arrows next to the monitor . The mouse is also used to aim and shoot at targets , although the computer determines if an accurate shot kills the target . The secondary monitors show the views of other squad members . Although the player cannot control the movements of these Marines through these interfaces , he or she can click them to shoot the Marines ' weapons at the centre of their views . However , the player can take full control of a Marine by switching the character 's view to the primary monitor .
 At any time , Marines armed with Storm Bolters and not under the player 's control assume " Overwatch " mode , automatically firing at obstacles and enemies that come into their paths . Storm

Bolters may jam under sustained firing , rendering the weapon useless for a few seconds until the malfunction is cleared . Although the action unfolds in real @-@ time , the player can pause the game by clicking the " Freeze " button and entering " Freeze Time " . While in this mode , every unit stops its motion while a timer runs down ; the player can freely issue and modify orders to the Marines . Once the timer is depleted or the Freeze button is clicked again , every unit resumes its movement . The timer for Freeze Time slowly replenishes , as long as the game stays in real @-@ time .

= = Synopsis = =


= = = Setting = = =

 Space Hulk is a video game based on a 1989 board game of the same name . Set in the fictional Warhammer 40 @,@ 000 universe , the video game tasks the player to take control of genetically enhanced soldiers called Space Marines . Wearing powered exoskeletons known as Terminator suits , these Marines embark on missions aboard the eponymous derelict starships that drift in and out of the Warp , an alternate region of space through which vast interstellar distances can be traversed in a short time . The vessels are infested with Genestealers , four @-@ armed aliens , who invade worlds encountered in the ships ' paths . Sworn to protect the human race , the Marines aim to eradicate the alien threat .

= = = Plot = = =

 Space Hulk 's campaign is mostly exposited through pre @-@ mission briefings . The prologue in the game manual states the Dark Angels , a force of Space Marines , had repelled a Genestealer incursion in the Tolevi system many centuries before current events in the game . A Dark Angel hero was leading his men aboard the invading space hulk , Sin of Damnation , when it vanished into the warp . The first mission in the campaign sends the player 's squad to investigate the Tolevi system for a distress call of Dark Angels ' origin . A nest of Genestealers is uncovered on the planet Ma 'Caellia , and the player 's forces are ordered to destroy the aliens ' Hive Mind . However , there are too many Genestealers , and the Marines are forced to withdraw . Without any other options , the Marines destroy the infestation and all other life forms on the planet through exterminatus with virus bombs ? biological weapons of mass destruction . As they are doing so , the Sin of Damnation re @-@ enters the system , and the player receives orders to invade the hulk . Aboard the vessel , the player 's squads destroy the Genestealers ' gene banks and their Patriarch . The end of the campaign tasks the player to control a lone Marine as he goes deep into the hulk to find the source of the distress call .

= = Development = =

 The original Space Hulk board game was published by Games Workshop . It was the company 's third board game that was adapted as a video game ; the previous two board games were HeroQuest and Space Crusade , whose video game adaptations were both published by Gremlin Graphics . The board game version of Space Hulk is played between two players , who assume the roles of the Marines and Genestealers . The players take turns moving their pieces to accomplish their objectives ; the Marines ' player , however , is given a certain amount of time to complete each of his or her turn . The game is designed to encourage the two players to adopt different tactics in their play ? the slow @-@ moving Space Marines with long @-@ range guns versus the fast @-@ moving Genestealers who fight hand @-@ to @-@ hand .
 Conversion of Space Hulk into a video game was initiated in 1991 by video game company Electronics Arts , who also managed the project 's development . Instead of following Gremlin 's approach and creating exact copies of the board games in digital form , Electronic Arts and Games

Workshop opted to develop a video game , based on Space Hulk , with features that took advantage of the personal computer 's technological advancements . The interior walls of the space hulks were rendered by ray tracing , passing much of the graphical work to computers . This method reduced the time needed to introduce new sets of walls into the game from two weeks to twelve hours . Although digital speech was a relatively new technology at the time , the team made use of sound card technologies to produce alien screeches and roars that permeate the hulks , and warning cries from Marines under attack . The game 's opening tune , " Get Out Of My Way " , was recorded by British hard rock band D @-@ Rok , with Brian May of Queen as guest guitarist . Games Workshop helped Electronic Arts keep the game true to its Warhammer 40 @,@ 000 roots by providing the writers with materials and answers on the fictional universe . The development team created the tutorial missions , but adapted the other missions straight from the board game and the Deathwing Campaign expansion set .

Initially released in June 1993 on floppy disks for IBM Personal Computers and their clones that ran DOS , Space Hulk was later published for other platforms and media . The CD @-@ ROM version of Space Hulk included nine new missions , new cinematic animations , and new digital sound effects and speech ( which required a sound card ) . Unlike the versions that ran on DOS , the Amiga version ( published in Autumn 1993 ) cannot be installed on a hard drive ; Amiga users have to swap floppy disks at several points of the game while playing it . In Japan , the game was ported to the NEC PC @-@ 9821 in Japan by a local video game company , Starcraft . In 1996 , Electronic Arts produced a sequel , Space Hulk : Vengeance of the Blood Angels , to Space Hulk .

= = Reception = =

Reviewers noted the atmosphere experienced while playing Space Hulk , describing it as similar to the science @-@ fiction film Aliens ( 1986 ) . Aside from the concept of pitting heavily armed soldiers against aliens that looked like H. R. Giger 's " exo @-@ skeletal nightmares " , Space Hulk 's Terminator View Screen was reminiscent of a sequence in the film where a marine lieutenant monitored and ordered his troops as they executed a mission in a dark , dank environment .

Handling slow , cumbersome Marines against fast , deadly Genestealers proved to be intense sessions of panic and fear for the game 's critics . They were stressed from monitoring several Marines at the same time while Genestealers probed the flanks and sent decoys to lure Marines to their deaths . Despite playing in a well @-@ lit , noisy office , David Upchurch of The One said the game " [ scared ] the pants off " him , and Jeff James of Computer Gaming World stated that because of the combination of " excellent use of digitized sound " and " Genestealers rendered in sickening purple hue " , " More than once I jumped out of my command chair " . Similarly , CU Amiga 's Tony Dillon believed the game was not for those with " a weak heart " . Compute ! ' s Scott May declared the game " a bug blaster 's nightmare come true . " The game further evoked a sense of esprit de corps with its monastic @-@ style briefings , according to Amiga User International . However , video game journalist Alec Meer remembered the briefings as " one of videogame history 's greatest atmosphere @-@ spoilers " for their flat deliveries .

Besides its atmosphere , Space Hulk 's game mechanics received close attention . Lester Smith of Dragon said the video game was an excellent adaptation of its original tabletop form . He praised Electronic Arts for conveying the " bug @-@ hunting experience on its own merits , using the computer 's strength " , rather than attempting to imitate those aspects of the board game . Upchurch , along with Rik Skews of Computer and Video Games , agreed , pointing out that the electronic version was better off with the concept of Freeze Time than implementing a recreation of dice rolls and sequence of turns found in the board game . A few reviewers disagreed . Dee and Jay of Dragon wanted a " computer game that was faithful to the elements of the board game " , and said the video game 's design proved too difficult for them ; they found controlling five or more Marines in real @-@ time against Genestealers impossible . Similarly , Amiga Force 's Mark Smith and Ian Osborne were flustered by having to command several Marines at the same time while they came under sudden attacks from several directions . The Marines ' slow speed were another frustration . Offering another insight , Meer opined the Marines ' slow response was integral to the

game 's atmosphere : made slow and cumbersome by the game 's design and interface , the Marines ' battles against fast and deadly foes became nerve @-@ wrecking affairs for the player . Likewise , May found the multitasking nature of the game crucial to its intensity . Rob Mead offered an opinion not from a player of the board game in his article for Amiga Format . He rated the video game " very good but not brilliant " , and suggested it would appeal more to aficionados of the board game because such players tend to appreciate attention to detail , planning , and tactics .

  Amiga reviewers had a common grouse : the frequent disk swaps required were tedious . Regardless , the game 's tense atmosphere ? generated by the combination of game mechanics , use of sounds , and artificial intelligence ? provided memorable moments to many reviewers . As one of them ? Simon Clays of Amiga Computing ? put it , Space Hulk was " a very difficult strategy @-@ cum @-@ 3D dungeon @-@ esque title with plenty of action and gripping play . " May said the game offered " demented " violence but was " irresistibly exhiliarating when the action erupts in nonstop , heartpounding carnage . " A decade after the game 's release , several reviewers mentioned Space Hulk as a Warhammer 40 @,@ 000 video game worthy of praise . Meer reflected on replaying the game fifteen years after its release , " The panic and terror of facing 90 degrees away from your enemy , and knowing that you can 't do a damn thing about it before your lower intestine spills onto your feet , is still something pretty special . "