

XBOX 360

WARHAMMER  
40,000

# SPACE MARINE



relic  
ENTERTAINMENT

THQ

**⚠ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning About Playing Video Games

#### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# WARHAMMER 40,000 SPACE MARINE

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# GAME CONTROLS



## COMBOS

### COMBAT KNIFE

X	Slash x1: light damage and fury gain
X, X	Slash x2: light damage and fury gain
X, X, X	Heavy Stab x1: single target, large damage
Y	Backhand: Interrupt - single target
X, Y	Kick: Interrupt - narrow wedge area attack
X, X, Y	Shoulder Bash: Interrupt - wide wedge area attack

### CHAINWORD

X	Slash x1: light damage and fury gain
X, X	Slash x2: light damage and fury gain
X, X, X	Slash x3: medium damage and fury gain
X, X, X, X	Slash x4: heavy damage and fury gain
Y	Backhand: Interrupt - single target
X, Y	Kick: Interrupt - narrow wedge area attack
X, X, Y	Shoulder Bash: Interrupt - wide wedge area attack
X, X, X, Y	Big Stomp: Interrupt - area of effect sphere

### POWERAXE

X	Slash x1: light damage and fury gain
X, X	Slash x2: medium damage and fury gain
X, X, X	Slash x3: medium damage and fury gain
X, X, X, X	Slash x4: heavy damage and fury gain
Y	Backhand: Interrupt - single target
X, Y	Kick: Interrupt - narrow wedge area attack
X, X, Y	Shoulder Attack: Interrupt - wide wedge area attack
X, X, X, Y	Overhead Smash: Interrupt - area of effect sphere

### THUNDERHAMMER

X	Swing x1: heavy damage and fury gain
X, X	Swing x2: heavy damage and fury gain
X, X, X	Swing x3: heavy damage and fury gain
Y	Hammer Bash: Interrupt - narrow wedge area attack
X, Y	Stunning Swing: Interrupt - wide wedge area attack
X, X, Y	Thunder Smash: Ultimate - AoE, mega damage

## STORY

It is the 41<sup>st</sup> Millennium, and there is only war. The enemies of man, including the savage and bloodthirsty Orks and other dark and dangerous forces, wage constant war against the descendants of Earth, seeking to end their very existence. But there exists a single force that holds back these dark alien hordes. The enemies of mankind fear many things, but the one thing that they fear above all else is the wrath of the Space Marines, the Angels of Death. Formed into chapters of a thousand Space Marines each, they are all that prevents humanity's total annihilation.

Now, a millions-strong Ork horde has invaded an Imperial Forge World, one of the planet-sized factories that produces the war machines for humanity's never-ending battle for survival. Losing this planet is not an option, but a darker and far more evil threat is lurking in the shadows of this world.

With an Imperial liberation fleet en-route, the Ultramarines are sent in to hold key locations until reinforcements arrive. Captain Titus and a squad of Ultramarines veterans must use the weapons of the Imperium to recapture the forge world from the invading forces.

## MAIN MENU

### CAMPAIGN

Start a new single player campaign, resume your campaign, or replay missions already unlocked. Space Marine utilizes a checkpoint save system to automatically save your progress.

### ONLINE

Customize your character's armour, weapons, and perks and compete with other Space Marine players in multiplayer battles across different game modes.

#### PUBLIC GAME

Join a Seize Ground or Annihilation game via Xbox LIVE's matchmaking service

#### PRIVATE GAME

Create a customized match and modify default game settings such as Respawn timers, Match time limits, Friendly Fire, and if Perks are allowed.

#### CUSTOMIZER

Choose your weapons, equipment and Perks and modify your armour, colors, and badges.

#### LEADERBOARDS

View your performance across the multiplayer game modes and compare your stats against your friends'.

#### CHALLENGES

View your progress across the armour and weapon-specific challenges. Armour challenges unlock new armour pieces for the Customizer, and weapon challenges unlock weapon Perks.

#### SPACE MARINE ELITE PASS

Enter the Elite Pass code included with an original purchase of Space Marine to access Experience Levels higher than Level 5. If you do not have a Elite Pass, you will be able to purchase one via Xbox Live.

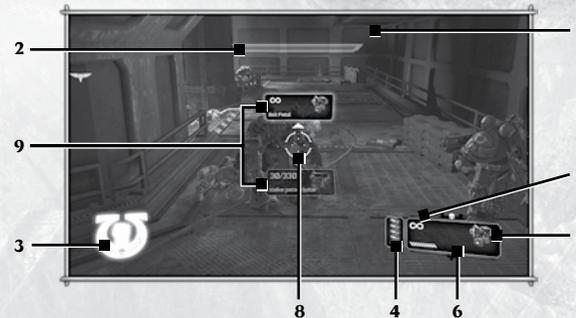
### OPTIONS

Customize your settings. For more information, please see the Options section on page 6.

### CREDITS

view the credits for the game.

## GAME SCREEN



1. **Armour** – Displays your current Armour. Your Armour recharges quickly outside of combat.
2. **Health** – Displays your current Health. Health recharges slowly outside of combat and can be regained with enemy executions.
3. **Fury** – When the Fury meter is full, trigger Fury Mode by clicking both controller sticks at once.
4. **Grenades** – Displays how many grenades you have available.
5. **Ammo** – Shows the total amount of ammo you have left for your currently equipped weapon.
6. **Magazine meter** – Shows how much ammo is left in the magazine of the currently equipped weapon.
7. **Weapon Icon** – Displays your currently equipped weapon.
8. **Weapon Reticule** – Use the reticule to aim your current weapon. Note that each weapon's reticule reflects properties of that individual weapon.
9. **Weapon Selector** – Shows what weapons you can equip.

## PAUSE MENU

**AUDIO LOGS** - Replay any of the audio logs you have collected to learn more about the invasion of Forge World Graia

**OPTIONS** - Customize your settings. For more information, please see the Options section on page 6.

**RESTART CHECKPOINT** – Restart the current mission from the most recent checkpoint.

**QUIT MISSION** – Quit the mission and return to the main menu.

# OPTIONS

## GAMEPLAY

**Horizontal Sensitivity** – Adjust the sensitivity when moving the camera left and right.

**Vertical Sensitivity** – Adjust the sensitivity when moving the camera up and down.

**Look Inversion** – Choose Normal or Inverted Y axis controls.

**Controller Vibration** – Turn controller vibration on or off.

**Target Assist** – Enable or disable the target assist function.

**Button Layout** – Change the Controller Button Mappings.

**Stick Layout** – Swap the Camera and Movement Mappings

## VIDEO

**Brightness** – Adjust the brightness levels. Follow the on-screen instructions to determine the optimal brightness setting for your monitor.

**Screen Adjustment** – Follow the on-screen prompts to ensure your screen is correctly positioned relative to your television or monitor.

## AUDIO

**Speech volume** – Adjust the volume for character voices.

**Master Sound volume** – set the overall volume level for the game.

**Music volume** – Adjust the volume for music.

**Sound Effects volume** – Adjust the volume for sound effects.

**Audio Subtitles** – Enable or disable subtitles in the game.

# DIFFICULTY SELECTION

Selecting the right level of difficulty will help ensure you have the best experience of Space Marine.



**Easy** – Enemies will do less damage to you and attack less often. Select this if you are new to action and shooter games. You will rarely die.



**Normal** – Enemies will do full damage to you and be very aggressive. Expect encounters to be challenging. You will die occasionally.



**Hard** – Enemies will inflict increased damage and will do everything they can to annihilate you. You will need to use all the tools at your disposal to win. You will die often.

# MULTIPLAYER



1. **Team Score** – Current progress towards score limit.

2. **Objectives Captured** – Displays who controls each objective.

**MULTIPLAYER CLASSES** – In Multiplayer you play as one of three different classes each with their own unique play style

1. **Tactical/ Chaos Space Marine** – The Tactical Space Marine and Chaos Space Marine strike a balance between Ranged Combat and Close Combat. They can choose from the widest selection of weapons and perks in the game.

2. **Assault/ Raptor** - The Assault Marine and Chaos Raptor are experts in close combat. Their jump packs allow them to quickly move around the battlefield and perform a devastating ground pound attack from the air.

3. **Devastator/ Havoc** – The Devastator and Chaos Havoc are experts in ranged combat and are the only classes that can wield the most devastating heavy weaponry. Each of these heavy weapons has its own powerful alternate fire mode, such as a deadly charged shot or a braced stance allowing for rapid fire.

## GAME MODES

1. **SEIZE GROUND** – Each team fights to control a series of objectives. Earn points as long as your team holds the objectives. The match is over when one team reaches the score limit.

2. **ANNIHILATION** – The objective here is simple. Score points by killing the enemy more times than they kill you. Claim victory by being the first team to reach the score limit before time expires or having the highest score when time expires.

# MULTIPLAYER CUSTOMIZER

The Customizer lets you modify not only your weapons and equipment, but also the visual look of your character

**EDIT LOADOUTS** – Customize the default loadouts for each of the three standard classes or create up to six custom loadouts. For each loadout you can change weapons, special equipment and Perks. For custom loadouts, you may also select the class you wish to modify.

**EDIT APPEARANCE** – Customize the visual appearance of your Space Marine and Chaos Space Marine in multiplayer. Select a predefined Chapter/Warband scheme, or modify your armour pieces and armour colors individually to create your own unique look.

## WEAPONS

**BOLT PISTOL** – A handheld sidearm version of the bolter that is typically wielded alongside the chainsword.

**BOLTER** – The standard assault weapon that fires small missiles, or 'bolts'. Each self-propelled bolt contains an explosive charge that detonates once it has penetrated the target, blowing it apart from the inside.

**STORM BOLTER/TWIN BOLTER** – A double barreled bolter meant for heavy assaults that is capable of a very high rate of fire, without loss in maneuverability.

**STALKER BOLTER/DAEMON EYE BOLTER** – A semi automatic bolter upgraded with enhanced targeting arrays that is deadly at medium to long range.

**PLASMA PISTOL** – A handheld sidearm version of the Plasma Gun typically wielded with a close assault weapon. Each shot from a plasma pistol contains the same destructive fury as the larger Plasma Gun, but with reduced range and rate of fire.

**PLASMA GUN** – A two handed rifle that fires pulses of superheated ionized gas towards the enemy that detonate with the power of a small sun. While extremely effective at melting through enemy armour, the plasma gun is also prone to building up dangerous levels of heat that must be vented.

**MELTA GUN** – A lethal short-range weapon that fires an area of effect cone of superheated concussive force. Any enemy caught within the blast radius will be severely damaged. Highly pressurized gases are pumped into the firing chamber. The more charges loaded, the more powerful the blast when the weapon fires.

**GRAIA-PATTERN VENGEANCE LAUNCHER** – An experimental weapon being produced on the Forge World by the Adeptus Mechanicus capable of firing up to five explosive devices that will stick to any surface. These explosive devices can be detonated individually or all at once.

**COMBAT KNIFE** – The standard melee weapon for Tactical Marines and Chaos Space Marines.

## ASSAULT AND RAPTOR ONLY

**CHAINSWORD** – The standard melee weapon for Assault Marines and Chaos Raptors, capable of slicing through armour, flesh, and bone.

**POWER AXE /CHAIN AXE** – A more powerful melee weapon that trades some of the speed of the Chainsword for additional damage that can cut through enemies and most physical matter.

**THUNDER HAMMER/DAEMON MAUL** – An extremely powerful, but slow melee weapon that kills most opponents in a single blow.

## DEVASTATOR AND HAVOC ONLY

**HEAVY BOLTER** – A heavy support version of the bolter, generally used for anti-infantry and fire support. It fires a bolter round considerably larger than the standard bolter, and is capable of tearing through the thickest armour. Its alternate fire mode is a braced stance that grants increased rate of fire at the cost of mobility.

**LASCANNON** – One of the most destructive long range weapons available, the Lascannon is capable of instantly killing the most heavily armoured enemy unit, along with penetrating most vehicle armour. While extremely powerful it must recharge after every shot and is therefore most suited to sniping enemy vehicles and other high profile units, such as enemy commanders. Its alternate fire mode is a slow-but-devastating charged shot.

**PLASMA CANNON** – A heavy support version of the Plasma Gun that fires volleys of explosive plasma pulses. Its alternate fire mode is powerful charged shot with a substantial blast radius. Enemies caught within the blast radius of a charged shot will continue to take damage from burning plasma residue.

## EXPERIENCE POINTS, LEVELS, & PERKS

There are several ways to earn experience points (XP) while playing a multiplayer game. Killing enemies, assisting with kills and capturing or freeing objectives in Seize Ground are the most common. But there are other ways to gather experience:

**SKILL BONUSES** – Headshots, kill streaks, and even shooting an opposing Assault/Raptor Marine out of mid-air will award extra points. There are several ways to earn skill bonuses, so try to find them all.

**CHALLENGES** – Complete Weapon and Armour challenges to unlock huge XP rewards.

**TEAM PLAY** – Assisting with kills, capturing points, and being part of a winning team will all earn you valuable XP rewards.

There are 40 levels to complete in Multiplayer. Get to the 41st level to unlock a special set of armour for both Space Marines and Chaos Space Marines.

Equip Perks in the Customizer Screen to tailor your Marine to your play style. There are two different types of Perks, and only two individual perks can be equipped at any time.

**CLASS PERKS** – Earn character perks by gaining levels during multiplayer games. Character perks effect your character's base behavior, such as improving his armour regeneration rate, or allowing him to take more Special Equipment.

**WEAPON PERKS** – Earn weapon perks by completing challenges unique to that weapon. Weapon perks effect your weapon's base behavior, such as improving the firing rate or increasing the starting ammo.

Combine perks to create a loadout that complements your favorite play style.

# XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

