

HULK™ THE INCREDIBLE



TEEN
T
CONTENT RATED BY
ESRB

MARVEL

SEGA®

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Thank you for purchasing *The Incredible Hulk™*. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

HULK™

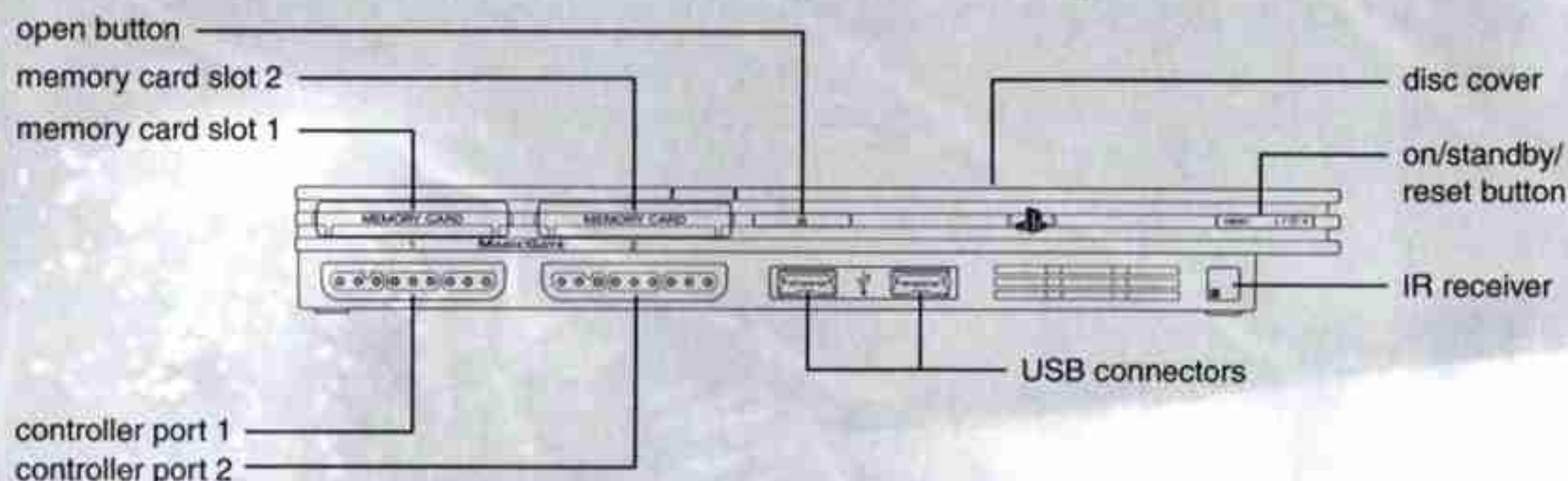
THE INCREDIBLE

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert *The Incredible Hulk™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

INTRODUCTION

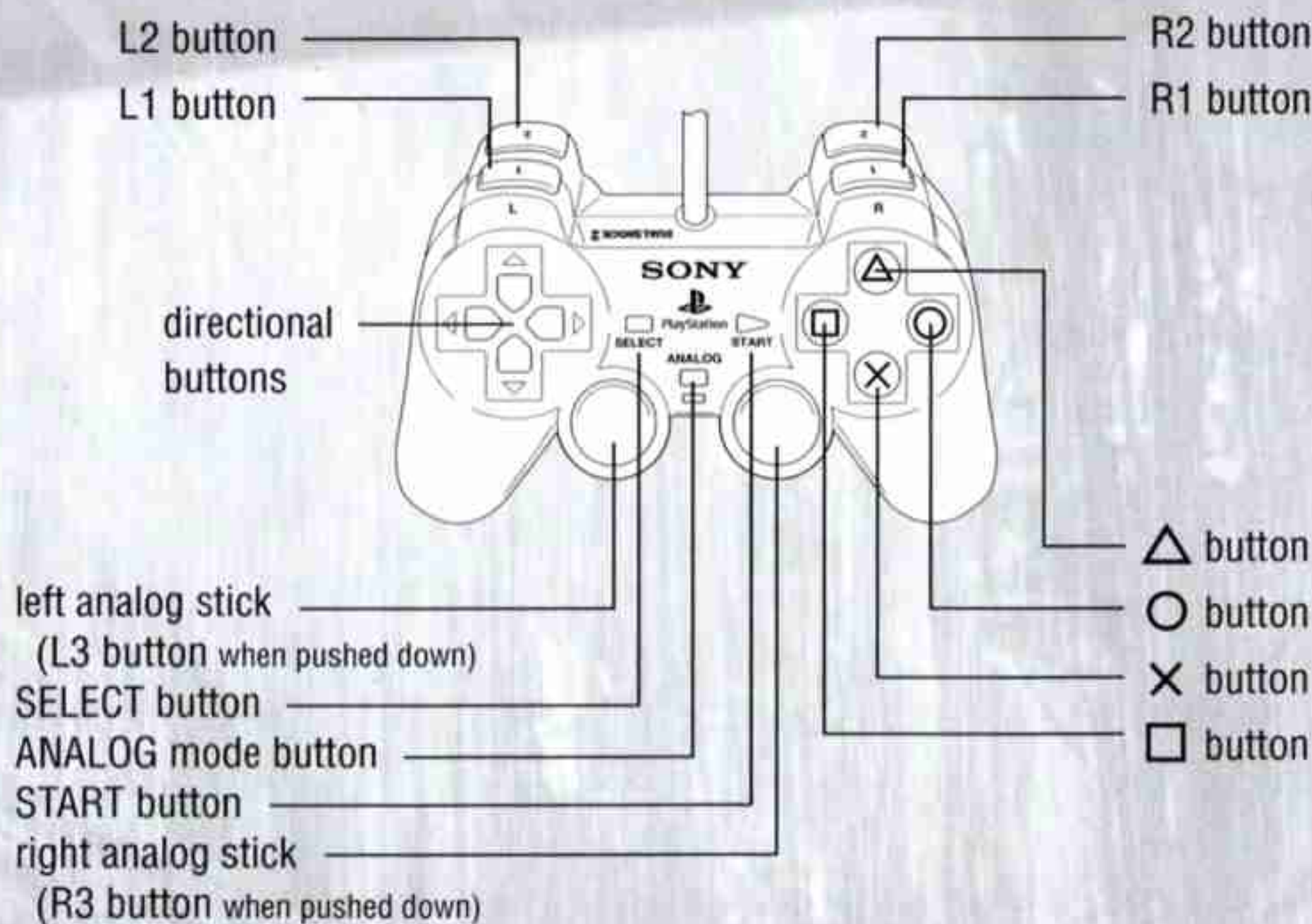
Cursed to contain the rampaging monster within him known as the Hulk, scientist Bruce Banner is living in the shadows, scouring the planet for an antidote to the gamma radiation infection that turns him into a living engine of destruction. But the warmongers who dream of abusing his powers won't leave him alone, nor will his need to be with the woman he loves, Betty Ross.

Upon returning to civilization, Banner is ruthlessly pursued by the Abomination—a nightmarish beast of pure adrenaline and aggression whose powers match the Incredible Hulk's own. A fight ensues as Banner must call upon the hero within to rescue New York City from total destruction.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS	
left analog stick	Movement
right analog stick	Move Camera
R3 button	Center Camera
L2 button	Target Lock
× button	Jump
□ button	Light Punch
△ button	Heavy Punch
× button + □ button	Weaponize Object (unlockable)
R2 button	Block
R1 button	Sprint (unlockable)
○ button	Grab
directional buttons	Select Super Move (unlockable)
△ button + ○ button	Perform Super Move (unlockable)
START button	Pause Menu



MOVEMENT

Use the **left analog stick** to move. Use the **right analog stick** to move the camera. Click the **right analog stick** to recenter the camera behind the Hulk.

JUMP

Press the **X button** to jump. Press and hold the **X button** before releasing to power up your jump for more height. To move higher and farther with the next leap, charge while jumping.

TARGET LOCK

Press and hold the **L1 button** to lock onto your closest target. While you are locked onto a target, any punch, weapon attack or throw is directed at that target.

PUNCH

Press the **□ button** to throw a light punch. Press the **△ button** to throw a heavy punch. Press and hold before releasing to power up your attack. You can string together multiple punches to create combos. For example, a light punch followed by a heavy punch leads to a Clapping Knockback attack. When you throw three heavy punches in quick succession, you attack with a powerful uppercut.

SPRINT

Press the **R1 button** once you have built up enough Rage to sprint, which allows you to charge through many objects. Sprinting also depletes your Rage Meter.

BLOCK

Press the **R2 button** to block. While blocking, use the **left analog stick** to take a quick step (or dash) in that direction.

GRAB AND THROW

You can pick up some objects, including cars and lamp posts, and turn them into weapons. Press the **○ button** to grab an object or enemy in front of you. You continue to hold the object and swing it as a weapon by pressing either the **△ button** or the **□ button**. To throw the object you are holding, press the **○ button**. If you have a target locked (**L1 button**), you throw it at that target.



WEAPONIZE OBJECT

Once you have unlocked the corresponding ability, you can turn a car or tank into a powerful weapon, or grab a piece of pavement and use it as a shield. Press **X button** + **□ button** to weaponize an object. A certain level of Rage is required.

CLIMB

Jump when you are close to and facing a building and press the **○ button** to grab the wall of the building. While you are grabbing a building, use the **left analog stick** to climb. Press the **○ button** to release your grip and fall. Press the **X button** while holding onto a building to spring off the wall in the opposite direction. **Note:** You can't grab a building if you are holding an object.

SUPER MOVES

If you have built up enough Rage, you can perform any Super Move that you have unlocked. Use the **directional buttons** to select the Super Power you want to use. Press up for the Super Ground Smash attack. Press right for Damage Boost. Press left for the Super Handclap attack. Press down for Accelerated Regeneration. Press **△ button** + **○ button** to perform your selected Super Move.

Note: In order to use a Super Move, you must have already unlocked it, and have enough Rage (indicated by your Rage Meter).



HEADS UP DISPLAY



1. Threat Level: The higher your Threat Level, the more points you earn by smashing your surroundings and defeating enemies, and the more the local authorities attempt to bring you down. Your Threat Level gradually decreases over time if you do not cause damage.

2. Mini Map: The Mini Map contains an overhead map of your surrounding area, as well as icons that indicate objectives, missions and more. See Mini Map on page 9.

3. Health Gauge: This indicates your current Health. If you lose all of your Health, the mission is over and you restart from your last saved position.

4. Rage Meter: As you damage enemies and objects, your Rage increases, as indicated by this meter. High levels of Rage allow you to perform any unlocked Super Moves, as well as giving you access to other abilities.

5. Enemy Health – Indicates your current enemy's Health. This gauge only appears when you are fighting a boss.

6. Structure Damage – Indicates the damage level of the structure. This gauge only appears when you are attacking specific targets.

7. Ally Health – Indicates the Health of your current ally. This gauge only appears when you are defending an ally.

8. Message: Messages, such as new unlocked Feats, are displayed at the bottom of the screen.



GAME MENUS

START MENU

STORY MODE

Select Story from the Main Menu to play the main story. See page 8 for more information.

EXTRAS

View unlocked content, including concept art, videos, landmarks, secret characters and comic book covers. You can unlock extras by finding pick-ups, exploring the world's landmarks and completing certain Feats.

SETTINGS

Adjust game options.

SETTINGS MENU

GAME

Invert X Look – Set left/right camera movement to Normal or Inverted.

Invert Y Look – Set up/down camera movement to Normal or Inverted.

Vibration – Toggle vibration on/off.

SFX Volume – Set volume for Sound Effects (SFX).

Music Volume – Set volume for Music

Dialogue Volume – Set volume for Dialogue.

Subtitles – Turn subtitles on/off.

Credits – View the names of the people who helped create *The Incredible Hulk*, the video game.



PAUSE MENU

Press the **START button** while playing to open the Pause Menu. Press the **L1 button** or the **R1 button** to cycle through the following options:

Settings – Adjust game options.

Status – View your current game status, including Health, Rage, Threat Level, Score, and the number of Gamma Canisters and Fury Canisters you have found.

GPS Map – This interactive overhead map of the city displays missions and objectives, and allows you to set waypoint markers and more.

Upgrades – See a list of your unlocked Feats and Super Powers.

Stats – See a list of current achievements, including unlocked Feats, enemies defeated, objects destroyed and more.

Quit – Quit the game and return to the Main Menu.

Press the **Ⓢ button** or the **START button** to return to the game.

STORY MODE

Story mode consists of a number of missions that follow distinct story lines. Between missions, you are free to explore and destroy to your heart's content. This allows you to unlock some Feats, which lead to bonus powers and abilities.



Objectives show up on the Mini Map as colored circles. Each color corresponds to a different story arc. Seek out these objectives to advance the story line.

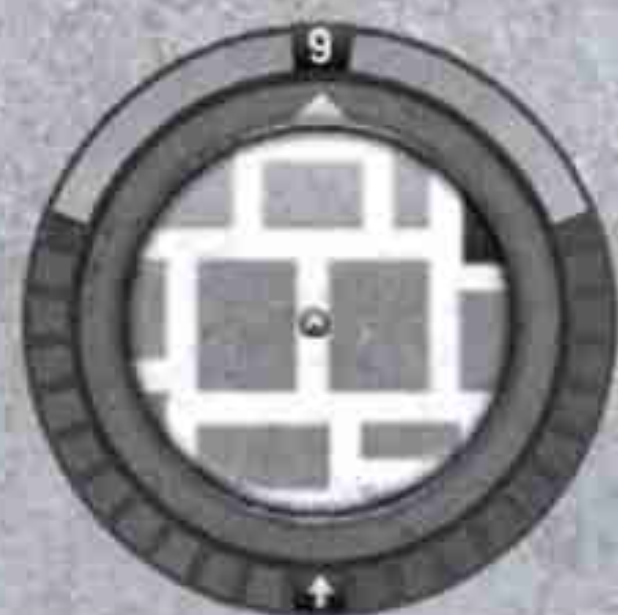


INTERACTIVE FEATS OF STRENGTH

Certain events in Story mode, such as digging yourself out of rubble, require you to perform an Interactive Feat of Strength. Follow the on-screen prompts to find out which buttons to press to successfully complete the task.

Mini MAP

The Mini Map is located in the lower-right corner of the screen. Use it to zero in on missions, objectives, enemies and more. Icons on the Mini Map indicate the following:



- **Green arrow** – Your position and the direction you are heading. The white line beneath the green arrow indicates your height.
- **Red dot** – Enemy target.
- **Blue/Green/Red/Purple marker** – Each colored marker corresponds to a mission for a different story arc.
- **White arrow** – Points toward north.
- **Highlighted icon** – Current objective. The white line beneath the dot indicates height.

GPS MAP



Select GPS Map from the Pause Menu to view an overhead map of the city. Icons on the map indicate objectives, landmarks, mini-games and more. Use the **left analog stick** to move the map and use the **right analog stick** to zoom.

Move the map so that the cursor in the center of the screen is over an icon to view information about it. Use the **directional buttons** to filter out icons by type.



FEATS

As you explore, destroy and defeat enemies, you unlock Feats that give you bonus powers, including the ability to jump higher, run faster and more. When you complete a Feat, you see an on-screen notification letting you know what you've done. Open the Pause menu and select Upgrades to view a list of the Feats that you have unlocked.

Unlocking certain Feats allows you to use Super Moves.

PICK-UPS

As you explore, look for pick-ups to boost your Health and Rage.

- Gamma Canisters (green) fully restore your Health.
- Fury Canisters (red/orange) completely fill your Rage Meter.

SUBWAY STATIONS

Subway Stations provide you with a quick way to get from one part of the city to another. To use a Subway, walk to the Subway icon and press the **ⓧ button** when prompted. You will be shown a list of unlocked stations. Select a station to immediately transfer to that spot.



MINI-GAMES

You can find mini-game markers throughout the map. Walk to a marker and press the **ⓧ button** to launch the mini-game.

You can replay mini-games by using the Mini-games filter in the GPS map.



NOTES



NOTES



NOTES



Go Green!
Action-Packed Stories Starring

THE INCREDIBLE HULK™



VISIT

**SimonSaysKids.com/
IncredibleHulkMovie**

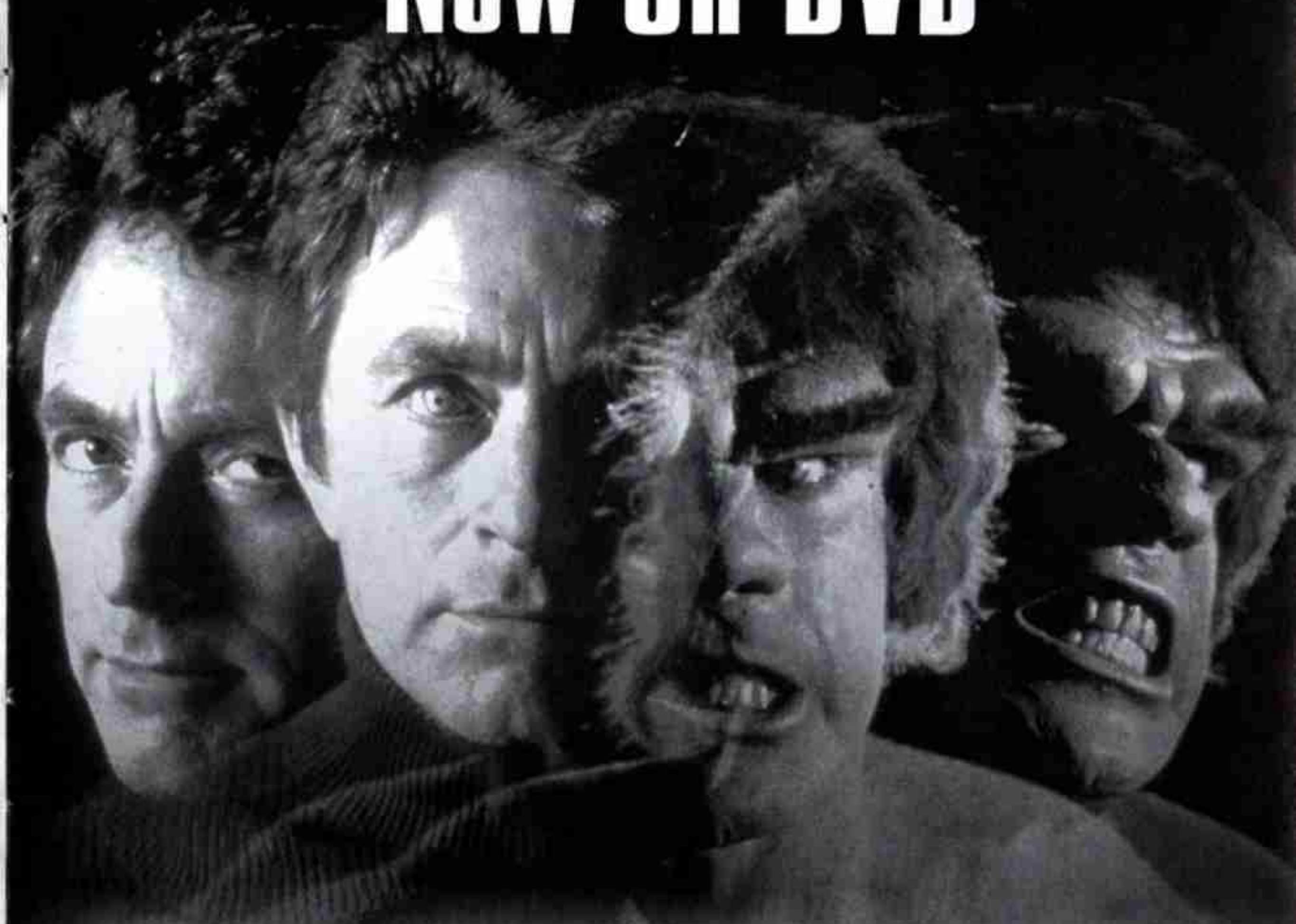
FOR INFORMATION
ON ALL OF THE BOOKS!



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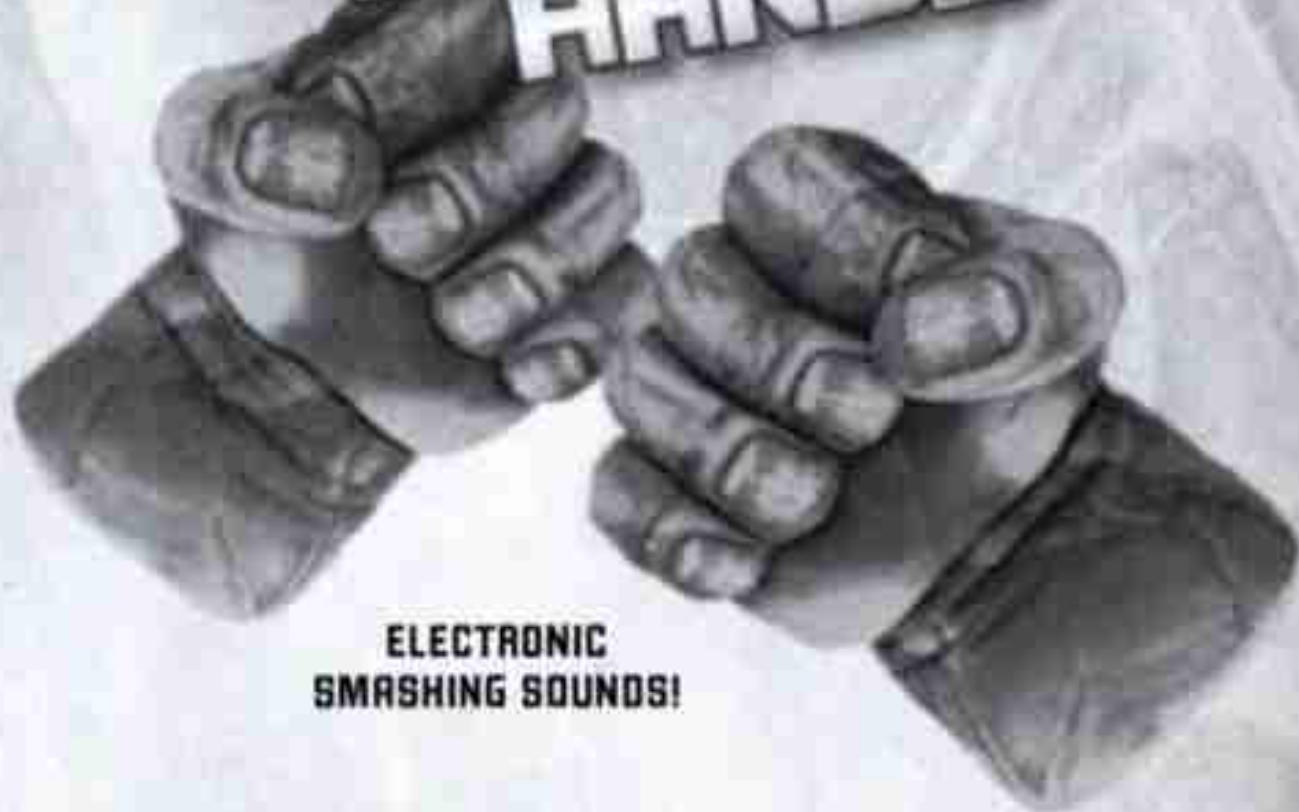


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HE'S MEAN, GREEN AND VIRTUALLY INDESTRUCTIBLE! THE INCREDIBLE HULK JUST GETS STRONGER AS HE GETS MADDER. THIS HALF-TON SUPER HERO DOESN'T SAY MUCH, BUT THAT'S OKAY - HIS POWERFUL PUNCH DOES ALL THE TALKING FOR HIM!

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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TEEN



Alcohol Reference
Mild Language
Violence

ESRB CONTENT RATING

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