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THE HULK™:
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MARVEL™

BINK VIDEO

INSTALLING THE HULK™

System Requirements

Minimum Specification

- 100% DirectX®-compliant 3-D video card with 32 MB VRAM
- Microsoft® Windows® 98/ME/2000/XP operating system
- Pentium® III 700 MHz processor or Athlon® processor
- 192 MB RAM
- DirectX® 8.1 (included)
- 100% DirectX® 8.1 or higher compatible sound card and drivers
- Quad Speed CD-ROM drive
- 100% Microsoft®-compatible mouse, keyboard
- 100% Windows® 98/ME/2000/XP-compatible gamepad (optional)

Recommended Specification

The recommended specification is exactly the same as the minimum specification with the following changes:

- Pentium® III 1 GHz processor or Athlon™ processor
- 256 MB RAM
- 100% Windows® 98/ME/2000/XP-compatible 6-button, dual-stick analog gamepad (optional)

Installation Instructions

- Insert *THE HULK™* game disc into your CD-ROM drive.
- If Autoplay is enabled, the splash screen should launch. Click **Install** and follow the displayed instructions.
- If Autoplay is not enabled, double-click on the *My Computer* icon on your desktop. Find your CD-ROM drive, right-click on the CD-ROM drive icon, then left-click on **Open**. You should then see the contents of *THE HULK™* CD-ROM. To enter the splash screen, double-click on the **launch.exe** icon. Click **Install** and follow the

displayed instructions. Alternatively, if you do not wish to view the splash screen, double-click on the **setup.exe** icon to go straight to installation and follow the displayed instructions.

- Verify that you have the required amount of disk space.
- DirectX® 8.1 or higher is required to run *THE HULK™*. *THE HULK™* installation will automatically install DirectX® 8.1 unless you choose otherwise. Please note, however, that if you do not have DirectX® 8.1 or higher installed, and you choose not to install DirectX® 8.1, *THE HULK™* game will not run.
- *THE HULK™* installation will also optionally install Adobe Acrobat 5.1 for viewing help files.

Troubleshooting

Please view the Help documentation on the CD-ROM for trouble-shooting information.

Video Options

THE HULK™ supports the following screen resolutions:

640 x 480	1024 x 768
800 x 600	1280 x 1024

THE HULK™ only supports 32-bit color.

CONTROLS

THE HULK™ supports use of the mouse in the game menu screens only. Left-click to select a menu item and right-click to go back. Use of the mouse is not supported during gameplay.

THE HULK™ gamepad controls are custom configurable via the Options –> Control Options –> Controller Configuration screen. Button names shown on-screen are those used by DirectX®.

THE HULK™ keyboard controls default to the following mapping and are custom configurable via the Options –> Control Options –> Keyboard Configuration screen.

Function		Key	Description
• Running			
• Movement	Forward	W	Quickly move THE HULK™ or Banner forward.
	Back	S	Quickly move THE HULK™ or Banner back.
	Left	A	Quickly move THE HULK™ or Banner left.
	Right	D	Quickly move THE HULK™ or Banner right.
• Walking Movement	Forward	Left Shift + W	Slowly move THE HULK™ or Banner forward.
	Back	Left Shift + S	Slowly move THE HULK™ or Banner back.
	Left	Left Shift + A	Slowly move THE HULK™ or Banner left.
	Right	Left Shift + D	Slowly move THE HULK™ or Banner right.
• Hulk Jump		SPACEBAR or Left Control	Make THE HULK™ jump.
• Banner Crouch		SPACEBAR or Left Control	Make Banner crouch.
• Crouching Movement (Banner only)	Forward	CROUCH (Spacebar or Left Control) + W	Move Banner while crouched; this is useful for hiding
	Back	CROUCH + S	
	Left	CROUCH + A	
	Right	CROUCH + D	
• Banner Diveroll		Double-tap movement in any direction – OR – RUN and press CROUCH	This rapid crouch movement, also knocks enemies to the floor.
• THE HULK's™ Dash		Double-tap forward	
• Punch		Num 4	Perform strike attacks.
• Gamma		Num 8	Perform "special" moves for THE HULK™. Perform world interactions for Banner (e.g., operate).
• First-Person (FPS) Look		Right Shift or Keypad Enter	Allows the player to look around the world from the player character's perspective.
• Fighting Lock On		Num 0	Lock onto the selected target.
• Change Locked On Target	Up	UP Arrow	Target nearest target UP-SCREEN from current target.
	Down	DOWN Arrow	Target nearest target DOWN-SCREEN from current target.
	Left	LEFT Arrow	Target nearest target LEFT-SCREEN from current target.
	Right	RIGHT Arrow	Target nearest target RIGHT-SCREEN from current target.
• Action		Num 6	Perform "grab" moves. This will grab enemies as Banner or THE HULK™. **If Banner sneaks behind an unaware enemy, he can perform a choke hold. Useful to silently dispose of any patrolling guards.
• Start / Pause		Escape	Activate the Pause menu during game play, or continue gameplay from the Pause menu.
• Game Menu Screen Select		Space or Enter	Select a menu item.
• Game Menu Screen Back		Escape	Go back to previous screen.

THE FATE OF DR. BANNER...

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, THE HULK™, battle The Leader™—a terrifying villain intent on unleashing a relentless army of gamma creatures on the world. Only by facing his own shattered identity and gaining control of the beast within him will Bruce have the ability to overcome the insane intentions of The Leader™.

MAIN MENU

STORY MODE

Load Game
Continue a Story Mode game in progress.

New Game
Start Story Mode from the beginning, choose the desired level of difficulty, and start playing.

Continue Game
Continue playing the game from the point where you last left off. You can access all levels you have unlocked up to now.

CHALLENGE MODE

Complete a chapter of Story Mode by defeating the special Boss encounter and unlock a Challenge Mode.

Endurance Mode 1 and 2
Survive as long as you can against endless waves of opponents.

Time Attack Mode 1 and 2
Defeat as many enemies as possible before your time runs out.

HULK™ Smash!
Destroy as much of the environment as you can before the time is up.

OPTIONS

- **Audio Options**
  Change the sound
  settings for the game.

- **Code Input**
  Input codes to unlock
  hidden features.

- **Load/Save**
  Manage your saved games.

- **Controller**
  Change the configuration
  of the controller and keyboard, and turn vibration on/off.

- **High Score**
  View the high scores from Challenge Mode.

SPECIAL FEATURES

- **Movie Art**
  View the art used to design
  the film's environments,
  story, and characters.

- **HULK™ Unleashed**
  Take a behind-the-scenes
  look at the making of the
  movie and the game.

- **Cheats**
  Toggle cheats on/off.

- **Credits**
  Check out the credits for the game.

HOW TO PLAY

Overview
You control Dr. Bruce Banner and his alter ego THE HULK™. You will
need the intellect of Dr. Banner to solve the puzzles that face him, and
the brute strength of THE HULK™ when nothing but force can solve
the problem.

If you are caught as Banner or defeated as THE HULK™, you have
failed. You can use any remaining Continue credits to keep going, but
once they are gone, you will have to restart the level.

Bruce Banner
As Bruce Banner, you must
rely on your intellect and
stealth. Avoid detection as
much as possible as you
gather clues, and fight
only when necessary.

THE HULK™
There are no limits to the des-
tructive power of THE HULK™.
Capable of smashing through
buildings and defeating whole
groups of enemies, THE HULK™
uses a series of specialty moves
and his unmatched strength to
unleash a whirlwind of destruction.

Story Mode
Play as Bruce Banner and THE HULK™ as you sneak and smash
your way through this epic adventure. Only by controlling the
incredible power of the beast within can you destroy the diabolical
intentions of The Leader™ to save the world...and yourself!

Challenge Mode

Select one of five challenge games to play. Each game has concrete objectives that you can use to increase your skills.

BANNER

As Bruce Banner, you will move through the world of the game using stealth and cunning. Dr. Banner is no warrior; the key to success as Bruce Banner is to avoid conflict whenever possible. Bruce cannot always transform into THE HULK™ for reasons indicated in the story. Pay close attention; if you transform when you shouldn't, you will fail in your mission, costing a Continue credit.

Movement

With careful movements and a keen eye on his surroundings, Bruce is able to evade cameras, searchlights, soldier patrols and other surveillance resources, as he slips silently into the most guarded of facilities. By walking, running, crouching, diving and clambering up and down, Bruce can avoid unnecessary confrontations. He can also open doors and access security computers; this is crucial because THE HULK's™ brute strength is not enough to get into some areas of the game.

In addition to sneaking around, Bruce has the ability to push and pull objects in the environment—perhaps revealing secret areas.

Puzzles

There are numerous computer puzzles throughout the game that require logic and a cool wit. By matching up various icons, Bruce can hack into the security systems and continue his progress through each environment.

Combat

Sometimes Bruce has no option but to fight. He can fight unarmed or with assorted weapons found along the way. Unlike THE HULK™, Bruce can fake surrender and attack his opponents when they come closer.

Fake Surrender

Try freezing! If caught by a security guard, Bruce will be told to "FREEZE!" Then let the guard get up close and take him by surprise.

Transformation

When Bruce is attacked to the point that his energy is completely drained, his emotions will trigger transformation into THE HULK™. However, you must be alert as there are some areas in the game in which a transformation will trigger a mission failure.

THE HULK™

As THE HULK™, you are given over to rage. You will fight numerous opponents and wreak havoc on your surroundings.

Movement

THE HULK™ can move by walking, jumping, running, and dashing.

Pick-up

Numerous objects throughout the world are available for THE HULK™ to pick up. By grabbing a club-type weapon, THE HULK™ can use any number of Club Attacks to beat his opponents. Or THE HULK™ can demonstrate his ferocious strength by picking up and throwing a larger object, such as a crate, car or even a tank. Throwing large objects is a quick way of dispatching entire groups of enemies or opponents at a distance.

Combat

The basic moves used by THE HULK™ include fifteen strike attacks, and various grapples, throws, slams and pummels. THE HULK™ also has a series of signature moves that reflect his power and ferocity, including the Sonic Clap, Gamma Stomp, missile deflection, and feats of strength.

Destruction

Beyond beating his opponents, THE HULK™ has the ability to destroy his surroundings by smashing into buildings, pillars, cars, helicopters, and just about anything that he comes across.

Rage Mode Attacks

When THE HULK's™ Rage Meter is full he enters Rage Mode. For a limited time, his regular attacks become more powerful and do more damage. These powerful techniques channel all of THE HULK's™ rage into a single attack. They're ideal for causing extreme damage to trouble-some opponents — or bailing THE HULK™ out of a tough spot. Either of these attacks will end *Rage Mode*.

- **Gamma + Punch - Super Overhead Smash**
  This brutal technique channels THE HULK's™ attack into a massive circular shockwave, causing extreme damage to everyone and everything near THE HULK™. It is best used in tight spaces or smaller rooms where the enemy can't easily escape.

- **Gamma + Action - Super Sonic Clap**
  This technique is a focused directional blast, ideal for clearing out long corridors of enemies and obstacles. It has a longer range than the Super Overhead Smash, but it is more vulnerable.

HUD (Heads Up Display)

Player Character Portrait   Life Meter

Enemy Life Bars

Rage / Items

Combo Feedback

Text Feedback

Targeted Enemy

Player Character Portrait	Shows whether you are playing as THE HULK™ or Dr. Banner...just in case you were wondering.
Life Meter	Shows how much life force you have left. When you are Dr. Banner and this meter reaches zero, you transform into THE HULK™. When you are THE HULK™ and this meter reaches zero, you are defeated.
Rage / Items	Shows how angry you are when playing as THE HULK™, and any objects you have collected as Dr. Banner.
Targeted Enemy	Shows which enemy is currently targeted.
Enemy Life Bars	Show how much life nearby enemies have. If an enemy is targeted, his life bar is larger and appears on top.
Combo Feedback	Tells you when you complete specific attack combos.
Text Feedback	Gives you useful hints on how to succeed.

PAUSE SCREEN

Continue Game: Return to the game in progress.

Audio Options: Change the audio settings.

Vibration: Turn the controller vibration on and off.

Restart Level: Start the level over.

Quit: Exit the game.

COLLECTIBLES

Continue (blue) If your character's health meter becomes empty, these collectibles allow you to continue the game at a checkpoint without restarting a level from the beginning.

Health (green) These collectibles give your character additional health points.

Rage (red) These collectibles add points to the rage meter.

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