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Welcome to THE HULK™ READEME.RTF
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Version 1.0

Date: May 1, 2003

This document provides useful information regarding THE HULK™. Please read it carefully if you have any questions about the game. For further support, please visit our website at http://support.vugames.com

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I. Minimum System Requirements

- 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)
- At least 1.5 GB of uncompressed hard disk space for game files, plus an additional 200MB for Windows® swap file

II. Recommended System Requirements

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)

III. Installation instructions

- CLOSE ALL PROGRAMS BEFORE BEGINNING INSTALLATION.
- If you are running Windows® 2000 or XP, and if you have only Limited User privileges, you will have to have your system administrator

install/uninstall the game for you. You also will not be able to save games.

- 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. Also note that your system is required to have the latest Windows® 98/ME/2000/XP drivers that fully support DirectX® 8.1.
- THE HULK™ installation will also optionally install Adobe Acrobat 5.1 for viewing help files.
- To uninstall THE HULK™, use the Start Menu shortcut provided.

IV. Help

THE HULK™ comes with a user manual that requires Adobe Acrobat 5.1. If Adobe Acrobat 5.1 did not install automatically when you installed THE HULK™, do the following:

- Insert THE HULK™ game disc into your CD-ROM drive.
- 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-clock on **Open**. You should then see the contents of THE HULK™ CD-ROM.
- Double-click on the **Third Party Applications** folder icon.
- Double-click on the **Adobe Acrobat Reader 5.1** folder icon.
- If you are running Windows® 2000 or XP:
  - o Double-click on the **Win2kXP** folder icon.
  - o Double-click on the **Win2kXP_AcroReader51.exe** icon to launch the Adobe Acrobat 5.1 installer.
- If you are running Windows® ME:
  - o Double-click on the **WinME** folder icon.
  - o Double-click on the **WinME_AcroReader51.exe** icon to launch the Adobe Acrobat 5.1 installer.
- If you are running Windows® 98:
  - o Double-click on the **Win98** folder icon.
  - o Double-click on the **Win98_AcroReader51.exe** icon to launch the Adobe Acrobat 5.1 installer.

V. Gamepad Controls

THE HULK™ is designed for a dual-stick analog gamepad with at least 6 buttons. THE HULK™ has attempted to provide a useful button mapping for all gamepads, but due to the wide variety of PC gamepads, your controller may not conform to this mapping. All buttons are re-configurable.

Typically, attack buttons map to the first four buttons of the gamepad. The TARGET and FREELOOK buttons map to the gamepad RIGHT and LEFT trigger buttons respectively.

If the gamepad has two analog sticks, one is used for movement and the other is used for changing targets.

If the gamepad has a single stick and a DPad, one is used for movement and the other is used for changing targets.

If the gamepad has only a stick, or only a DPad, it is used for movement. Changing targets is accomplished by holding down the TARGET button and tapping the FREELOOK button.

VI. Keyboard Controls

Most keyboard controls are completely configurable.

To change the keyboard mapping for a game function that maps to a **single** key (like Punch), simply highlight that function, press the Enter key to activate remapping mode, then press any key to remap.

To change the keyboard mapping for a game function that maps to **two** keys (like Jump/Crouch or Free Look), highlight that function, and press the Enter key to activate map selection mode. Use the arrow keys to move between one of the two available mappings. Press Enter again to enter remapping mode, then press any key to remap.

VII. Troubleshooting

1. If your game does not start, your video card may not be supported. Please check your video card against the list of supported video cards.

THE HULK™ has been tested on most, but not all of the major video cards incorporating the chipsets below:

- ATI® Radeon
- ATI® Radeon 7200
- ATI® Radeon 8500
- ATI® Radeon 9000
- ATI® Radeon 9700
- NVidia™ GeForce 2 GTS
- NVidia™ GeForce 3/Ti series
- NVidia™ GeForce 4 MX
- NVidia™ GeForce 4 series

The following graphics card chipsets are not supported by THE HULK™, or exhibit known problems:

- SiS730
- SiS650
- SiS315
- ATI Radeon 7500 – exhibits severe rendering artifacts with drivers dated prior to April, 2003
- ATI Radeon 8500 – exhibits minor rendering artifacts with drivers dated prior to April, 2003

If you are experiencing difficulties with your video card, please try upgrading to the latest drivers available for your card.

2. Do not connect or disconnect a USB device while this program is running.

3. If the THE HULK™ crashes after you increase your video resolution, your video card may not support that resolution at your monitor's current refresh rate. Under Windows® 2000/XP, the THE HULK™ should be able to detect this situation and will attempt to warn you. However, under Windows® 98/ME, the THE HULK™ is unable to determine your monitor's current refresh rate. Lower your monitor's refresh rate, and try again.

4. If you hear bursts of static, you likely have the DirectX® developer SDK installed and you are using the Debug version. You can remove the bursts of static by selecting the Retail version of DirectX®:

- Click the Start Menu
- Click Programs - Microsoft DirectX SDK - Install DirectX RunTime - Install Retail DirectX

Alternatively, if you are hearing static under Windows® XP and have a SoundBlaster Live! Value 1024 Digital sound card, the problem is mostly likely related to your sound card's driver.

5. The following sound cards are not supported by THE HULK™, or exhibit known problems:

- Best Data Theatrix

6. If you are experiencing sound problems during game play, or the game becomes unstable (sound disappears, game drawing speed slows down severely, game crashes suddenly to desktop), the problem may be sound card related. The Turtle Beach Santa Cruz and certain SoundMax Digital sound cards are known to make the game unstable if hardware acceleration is turned on. If you have a Turtle Beach Santa Cruz sound card, or are experiencing sound problems or unexplained crashing of any kind, disable hardware acceleration:

- Click on Start->Run...
- Type "dxdiag" and press enter
- Observe the application while it loads, wait until the progress bar completes.
- Click on the Sound tab
- Under the "DirectX Features" frame, locate the "Hardware Sound Acceleration Level" slider
- Slide it all the way to the left until it reads "No acceleration".

- Click Exit, re-run the game.

Alternatively, if the above does not help, and you are still experiencing sound problems, try the following:

- Double-click on the **My Computer** icon on your desktop, or right-click on the icon and choose the **Open** option.
- Double-click on the **Control Panel** icon.
- Find the **Sounds and Multimedia** icon and double-click on it.
- On the Audio tab, click on the **Advanced Properties** button under Playback.
- Select **Basic** or **No Hardware acceleration** from the **Performance** tab.
- Click on OK.
- Restart the game.

7. Keyboard beeping. Many PC keyboards limit the number of simultaneous button presses to 3. If your keyboard exhibits this problem, you may hear a beeping noise from the computer's speaker, or you may only be able to press 3 buttons at once. This limit sometimes only applies to keys close to each other on the keyboard.

To improve the situation, try changing your keyboard mapping to move game keys further apart. Go to the Options – Control Options – Keyboard Configuration screen. This option screen has 3 pages that allow you to change all of the keyboard settings.

8. If you have an InterAct SV-233 PC Gamepad, you must turn off the "auto" feature. Use of the "auto" feature causes incorrect control behavior in THE HULK™.

9. If you have 2 CD-ROM drives and are attempting to run the game with the CD in the second CD-ROM drive, but it will not start from the Autoplay application, please start the game from the Start Menu shortcut.

10. If you are running Windows 98 or Windows ME and movie playback is choppy or slow, try the following:

- Open the Control Panel
- Double click "System" to open the System Properties dialog
- Open the "Performance" Tab
- Click on the "Virtual Memory..." button
- Make sure "Let me specify my own settings" is checked, and set "Minimum" and "Maximum" to the same value (512 MB is reasonable)
- Click OK
- Click OK
- Click OK to reboot

11. When playing with the keyboard, if a pressing a key results in the key appearing to be "stuck", for example, pressing "A" and releasing results in the character always moving left, try pressing the key in question again.

12. If you are running Windows ME, and the game stops responding to button presses on your gamepad, please exit the game, unplug and replug your gamepad into its port, and restart the game.

13. If you are running Windows® 2000 or XP, and if you have only Limited User privileges, you will have to have your system administrator install/uninstall the game for you. You also will not be able to save games.

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Universal Interactive, Inc.
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Fresno, CA 93725

If you decide to telephone our Customer Services, please try to be sitting in front of your computer and have a pen and paper at the ready. Before contacting us, please try to have the following information ready so that we may help you more efficiently:

- The name of the product.

- The make and model of your computer.
- The processor and its speed.
- Any peripherals attached to the computer.
- The graphics card, driver date and version.
- The sound card, driver date and version.
- The version of Windows you are using.
- Total memory installed.
- The exact error message (if any).
- The version of DirectX installed.
- The type of CD-ROM drive.
- The total system resources free before running the program.
- The name of any programs running in the background.

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