

Inside Front Cover

THE HULK™:

TABLE OF CONTENTS

Installing THE HULK™	2
Controls	3
The Fate of Dr. Banner	6
Main Menu	7
Options	8
Bonus Features	8
How to Play	9
Banner	10
THE HULK™	11
HUD (Heads UP Display)	13
Pause Screen	14
Collectibles	14
Like the Game So Far?	15
Customer Support	15
Credits	16
License Agreement	20



"THE HULK" interactive game © 2003 Universal Interactive, Inc. Marvel, THE INCREDIBLE HULK and All Related Comic Book Characters: TM & © 2003 Marvel Characters, Inc. All Rights Reserved. www.marvel.com "THE HULK" movie © 2003 Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. Published and distributed by Universal Interactive, Inc. Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Pentium and Celeron are registered trademarks of the Intel Corporation. Uses Bink Video. ©1997–2003 by RAD Game Tools, Inc. All other product names mentioned in this manual may be trademarks or registered trademarks of their respective companies and are hereby acknowledged.



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 troubleshooting 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 Forward W Quickly move THE HULK™ or Banner forward.
- Movement 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.
- 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 Forward CROUCH (Spacebar or Left Control) + W Move Banner while crouched; this is useful for hiding
- (Banner only) Back CROUCH + S This rapid crouch movement, also
- Left CROUCH + A knocks enemies to the floor.
- Right CROUCH + D
- Banner Diveroll Double-tap movement in any direction – OR – RUN and press CROUCH
- 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).

Right Shift or Keypad Enter

• First-Person (FPS) Look

• Fighting Lock On

• Change Locked Up

• On Target Down

DOWN Arrow

Left

Right

• Action

Num 6

Allows the player to look around the world from the player character's perspective.
Lock onto the selected target.
Target nearest target UP-SCREEN from current target.
Target nearest target DOWN-SCREEN from current target.

Target nearest target LEFT-SCREEN from current target.
Target nearest target RIGHT-SCREEN from current target.

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.

Activate the Pause menu during game play, or continue gameplay from the Pause menu.

Select a menu item.

Go back to previous screen.

• Start / Pause

Escape

• Game Menu Screen Select

• Game Menu Screen Back

Space or Enter

Escape

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 destructive 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 troublesome 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

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.

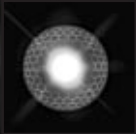
Audio Options: Change the audio settings.

Vibration: Turn the controller vibration on and off.

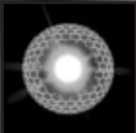
Restart Level: Start the level over.

Quit: Exit the game.

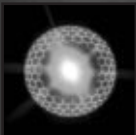
COLLECTIBLES



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.

LIKE THE GAME SO FAR?

Then log on to www.hulkgames.com now and check out more cool things:

Screenshots
Browser Skins
Screensavers

Downloads
Tips and Tricks
AND TONS MORE!

CUSTOMER SUPPORT

Technical Support

Internet: <http://support.vugames.com>

Phone: (310) 649-8016

Fax: (310) 258-0755

Customer Service

Phone: (310) 649-8006

8 a.m. – 4:30 p.m. PST, Monday – Friday

Mail

Universal Interactive, Inc.
4247 S. Minnewawa Avenue
Fresno, CA 93725

CREDITS

Developed by Radical Entertainment

Producer

Tim Bennison

Associate Producer

Bill King

Art Director

Martin Bae

Lead Game Designer

Eric Holmes

Technical Director

Mark James

Sound Director

Graig Robertson

Project Manager

Lindz Williamson

PC Lead

Katrina Archer

Original Game Design

Mike Skupa

Game Designers

Jason Elliott
Thomas Greenwood
Brian Smedley
Derek Tam
Mike Wong

Camera Designers

Michael Faulkner
Steve Mele

Lighting and Texture Designer

Nigel Denton-Howes

World Artists

Hani Abu-Ghazaleh
Steve Mele
Colin Penty
Jake Pokorny
Robert Sculnick

Character Artists

Jaroslav Chorny
Anshin Chu
Michael Faulkner
John Zhongyi Wang

Technical Animation Director

Rustle Hill

Lead Animator

Bryan Gillingham

Game Animators

Earl Fast
Dennis Opel
Jonathan Moyes

Special Effects Artists

Geoff Anderson
Jeff Kuipers

Cinematic Crew

Barry Poon
Gerald Sombilon
Shawn Walsh

Compositing and Editing

Ryan Dutour
Geoff Richardson

Motion Capture Engineer

Alastair MacLeod

Concept and Storyboard Artist

Colin Lorimer

Lead Programmer

Chris Cudahy

Programmers

Katrina Archer
Bryan Brandt
Kesten Broughton
Jesse Cluff
Kevin Coughlan
Jean-Luc Duprat

Jeremy Isaak
Stan Jang
Ross Kakuschke
Angus Mackay
Larbi Mouedden
Jasmin Patry
Tinman
Liberty Walker

Quality Assurance Director

Lester Li

Software Testing Programmers

Ryan Blazecka
Neil Haran
Christopher Vienneau

Lead Tester

Jonathan Lim

Testers

Tyler Blair
Shawna Brown
Tony Esposito
Edwin Singh

Sound Programmer

Brandon McGuigan

Lead Sound Effects Designer

Scott Morgan

Sound Effects Design

Adam Gejdos
Cory Hawthorne
Roman Tomazin
Jeff Tymoschuk

Dialog Editing

Cory Hawthorne
Shawn Knapp

Dialogue Mastering

James Meyer
Allan Levy
David Stephens

Music Composed and Arranged

Graig Robertson

Voice Recording

Adam Gejdos
Andrew Neil
Graig Robertson
Roman Tomazin

Voice Direction

Michael Donovan
Terry Klassen
Phillip Webster

Music Mixed

Jeff Young

Manager, Sound Department

Wolfgang Hamann

Voice Talent

Eric Bana
Katie Bennison
Michael Donovan
Michael Dobson
Paul Dobson
Jano Frandson
Doc Harris
Michael Hovan
David Kaye
Dion Luther
Murray McCarron
Wendy Nakano
Graig Robertson
Jason Simpson
Robert O. Smith
Lee Tockar

Script

Jeff Houde

Additional Artists

Tony da Roza
Peter De Tina
Gene Endrody
Sophie Gagnon
Julian Green
Shamus Horak
Wade Howard
Craig MacPherson
Danny Maher
Ivan Mickovic

Additional Programming

Nigel Brooke
Sean Butterworth
Martin Courchesne
James Harrison
Eric Honsch
Joel Kinman
Justim Lam
Tom Legal
Wilkin Ng
Chakib Ouhajjou
Harold Westlund

Special Thanks

Laurent Annessi
Richard Bartels
Terry Barton
Dallas Bolton
Clare Carmody
Brad Davidson
Sabrina Dhanji
Darren Evenson
Jason Hall
Alison Hammond
Allister Jones
Gabriel Jones
Reid King – Teac / Tascam, Canada
Jacob Krarup
Mainframe Entertainment
Jen MacDougall
John Mohr, Propellerheads
Software
RAD Games Tools
(Bink Video Software)
David (Magic Dave)
Roberts – Motu
Iain Ross
Bert Sandie,
Bob Simpson
Liezle Sinclair
SoundFirm
Mike Spiliotopoulos
Beau Sutton
Stephen van der Mescht
Cam Weber

Advanced Technologies Group

Amit Bakshi
Nigel Brooke
Rod Davison
Bryan Ewert
Tim Hinds
Eric Honsch
Stan Jang
Senta Kaiser
Peter Mielcarski
Mike Perzel
Robert Sparks
Paul Stark
James Tan
Jodi Tilley
Neall Verheyde
Kevin Voon
Hongzhi Wang
Harold Westlund

Item

Chris Glenat
Cliff Haman
Shannon Hancock
Eric Legaspi
Rob Lorber

Very special thanks to our families and friends for supporting us through the challenging process of developing this game.



This product contains the Copperhead™ Technology. Copperhead Technology ©2003 Touchdown Entertainment, Inc. and its suppliers. All Rights Reserved. Copperhead name and logo are trademarks of Touchdown Entertainment, Inc.

Published by Universal Interactive, Inc.

Producer

Jeff Barnhart

Production Coordinator

Justin Lees

Senior Producer

Jonathan Eubanks

General Manager

Nicholas Longano

VP of Technology / External Production

Neal Robison

SR. Software Engineer

Gary Lake

Director of Product Marketing

Craig Howe

Associate Product Manager

Michael Scharnikow

Marketing Coordinator

Jason Covey

Director of Content Development

William Kendall

Director of Promotions

Chandra Hill

President

Jim Wilson

Public Relations Team

Melissa Zukerman

Sandra Shagat

Erica Dart

Creative Services Supervisor

Stephanie Mente

Manual Design

Lauren Azeltine

Special Thanks

Chris Ansell

Daniel Badilla

David Christensen

James Galloway

Scott Johnson

Cedric Marechal

Jason Nicol

Philip O'Neil

Brent Rabowsky

Christophe Ramboz

Nancy Rinehart

Suzan Rude

Marcus Sanford

Andrea Sarkisian

Maria Stipp

Cyra Talton

Julie Uhrman

Luc Vanhal

Mark Warburton

Christopher Wilson

Charles Yam

Melissa Zukerman

TESTING BY ABSOLUTE QUALITY

Lead Testers

Sean Davis

Rob Gray

Chris Lewis

Brendan Tobin

Testers

Nick Betcher

Henry Chen

Jason Davis

Dave Freeman

John Harold

Clinton Jackson

Ronald James

Chris Mack

Tony Mallory

Steve Purdie

Roland Pulliam

VIVENDI UNIVERSAL GAMES LOCALIZATION

VUG European Brand Manager

Laurent Caffy

Senior Project Manager

Fiachra Synnott

Senior Engineer

Anthony Fitzgerald

Engineer

Shamus Dermody

QA Lead

Conor Harlow

UNIVERSAL PICTURES

Marc Shmuger

Adam Fogelson

Eddie Egan

Pamela Blum

Kevin Campbell

Maria Pekurovskaya

Jeff Sakson

THE BRAND GROUP, UNIVERSAL PICTURES

Beth Goss

Elizabeth Gelfand

David O'Connor

Angie Sharma

UNIVERSAL STUDIOS CONSUMER PRODUCTS GROUP

Timothy Rothwell

Debbie Jackman

Bill Kispert

SPECIAL THANKS

Avi Arad

Eric Bana

Larry Franco

Gale Anne Hurd

Ang Lee

Tom Peitzman

James Schamus

Cheryl Tkach

MARVEL ENTERTAINMENT

Executive in Charge of Production

Ari Arad

Executive in Charge of Production

Kevin Feige

MARVEL CHARACTERS, INC.

INTERACTIVE BUSINESS AND LEGAL AFFAIRS

Joshua M. Silverman

Seth Lehman

John Stires

Carl Suecoff

END USER LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation, and any and all copies of such software program and materials (the "Program") are the copyrighted work of Universal Interactive, Inc., and its subsidiaries and licensors ("UI"). All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

- 1. Limited Use License.** UI hereby grants, and by installing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on either a home or portable computer.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.
 - B. You are entitled to use the Program for your own use, but you are not entitled to:
 - (i) sell, transfer copies of the Program, rent, lease or license the Program to others without the prior written consent of UI; or
 - (ii) exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- 6. Limited Warranty.** UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the media on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disk shall be to give you a replacement disk, or, at UI's sole option, refund the amount you paid for the Program. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

**Universal Interactive, Inc.
Attn: Warranty Processing
4247 S. Minnewawa Avenue
Fresno, CA 93725**

SEE THE HULK MOVIE FOR FREE!



When You Purchase the Original Series Pilot on DVD

Available Now

This "Incredible" DVD Includes:

SNEAK PREVIEW into Industrial Light & Magic's groundbreaking
CGI effects From **THE HULK** motion picture

SPECIAL INTRODUCTION by "The Incredible Hulk" star Lou Ferrigno

*Mail-in rebate offer, expires 7/6/03.

© 2003 Universal Studios. All Rights Reserved.



From the creators of the sensational **SPIDER-PAD™**
and all your favorite Superhero Game Accessories comes the...

HULK-PAD™

Hulk-Pad™ for PS2™



Hulk-Pad™ for XBOX™



Hulk-Pad™ for Gamecube™



UNLEASH THE FURY!

Hulk-Pad™ for PS2™ with
GLOWING NEON LIGHTS!!!

How To Get Your Rebate By Mail*

Buy: Any Naki Hulk-Pad™ (for PS2, GameCube, or Xbox)

Obtain Rebate Form:

1. Type in www.nakiusa.com/hulk into web browser address bar
2. Enter promo code: H01A
3. Print out and complete rebate form

Mail:

1. Completed rebate form
2. UPC code cutout from any Naki Hulk-Pad™
3. Cash register receipt from Naki Hulk-Pad™ purchase imprinted with store name and dated between May 18, 2003 and December 31, 2003 with price circled

Receive: A \$3 Rebate by mail

Save \$3
By Mail When You Purchase
Any Naki Hulk-Pad™

Official Mail-In Offer

Go to www.nakiusa.com/hulk for complete rules & details. Offer expires December 31, 2003.

Brought to you by



www.NAKIUSA.com

*Limit one rebate per household. Offer valid, and purchased must be made, on or before December 31, 2003. All requests must be postmarked by January 31, 2003. Group submissions are void. Store receipt must emanate from same state as consumer address. Rebates will not be mailed to P.O. boxes. Rebate rights may not be assigned or transferred. Requests not in compliance with all the terms of this offer will not be acknowledged nor returned. All submissions are subject to verification and become the property of Naki International (Naki). Fraudulent submission including use of multiple addresses or P.O. boxes to obtain additional rebates may result in prosecution. Reproduction, purchase, sale or trade of the UPC code cutout is prohibited. Offer good in U.S.A. only. Void where prohibited, taxed or restricted by law. Please allow six to eight weeks for delivery. Naki will not be liable for lost, late, misdirected, mutilated, illegible, incomplete or postage-due mail. ©2003 Naki International. Marvel and all its characters are ©2003 Marvel. All rights reserved.

**HE'S GREEN. HE'S MEAN. AND
HE'S NOT JUST ON YOUR SCREEN.**
Read the official novel—based on the new
motion picture from Universal Pictures



HULK™

On sale now

**Read
the Book,
See the
Movie!**

Bruce Banner is a bright young scientist haunted by repressed emotions and a mysterious past, and shadowed by powerful forces with dark designs on his revolutionary research. But when an experiment gone wrong exposes him to radiation, a ferocious truth begins to emerge—along something deep inside his own body, triggered when he is pushed beyond reason, and beyond anger...to a terrifying transformation.

**DEL
REY**

A Division of Ballantine Books

Visit our Web site at www.delreymdigital.com

© 2003 Universal Studios Publishing Rights, a division of Universal Studios Licensing LLP. The movie "THE HULK"
© 2003 Universal Studios. "THE INCREDIBLE HULK" and all related comic book characters: TM & © 2003 Marvel
Characters, Inc. All Rights Reserved.

Inside back cover