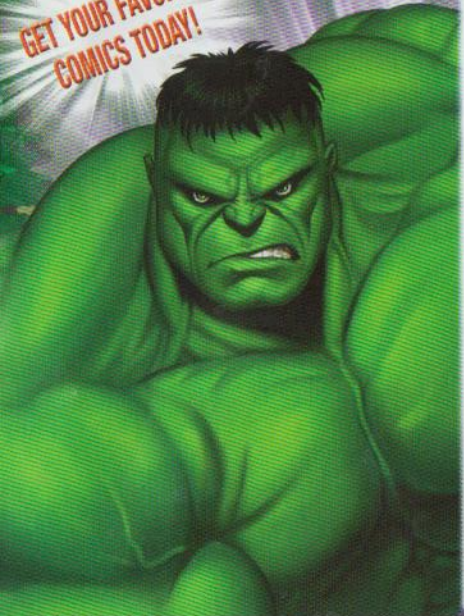


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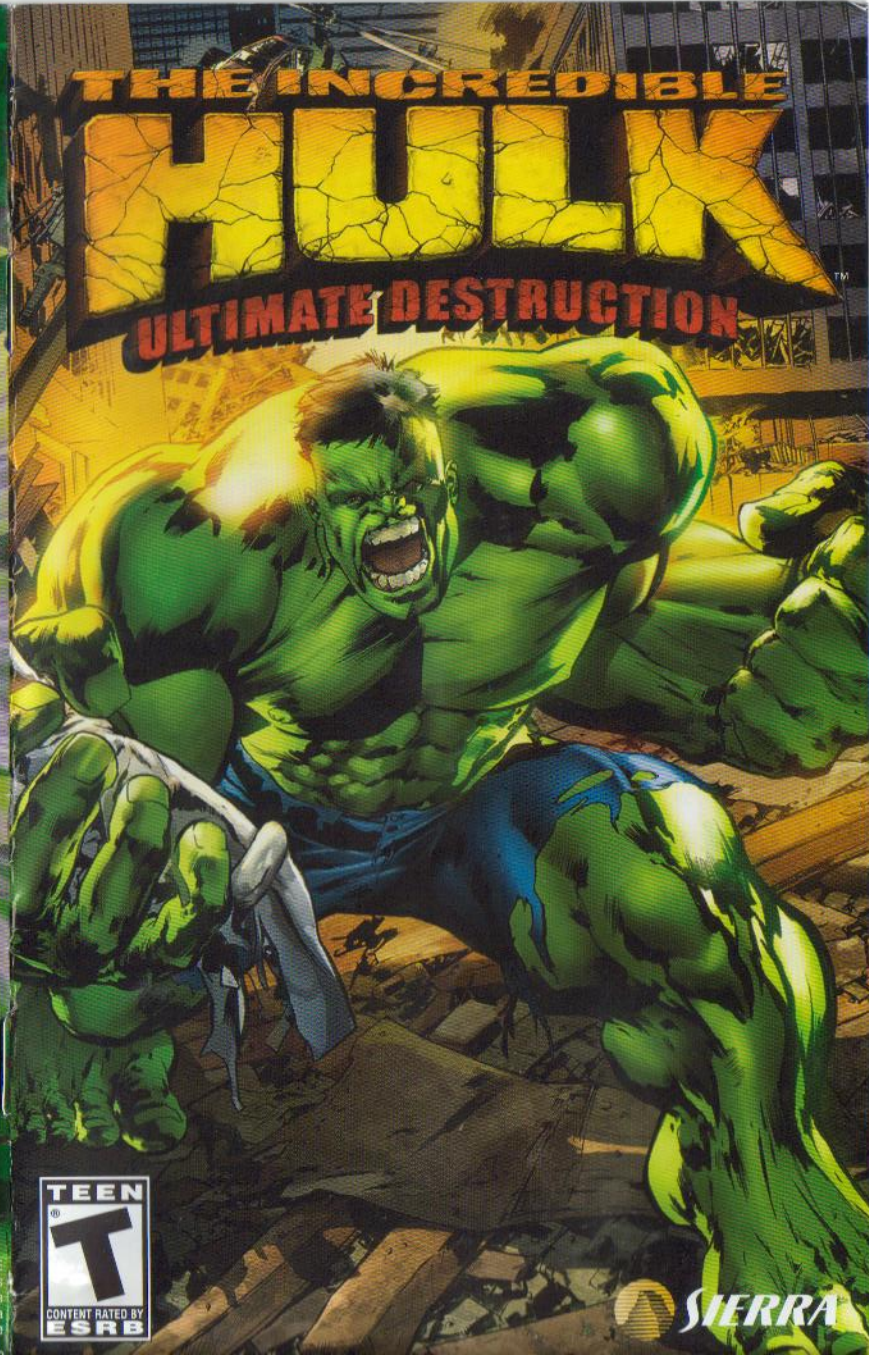
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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
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- 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.



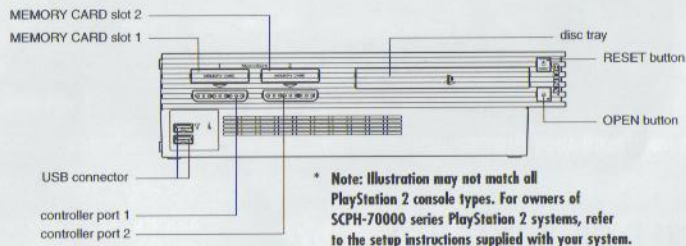
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GETTING STARTED

Using the PlayStation®2 System



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the THE INCREDIBLE HULK: Ultimate Destruction disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

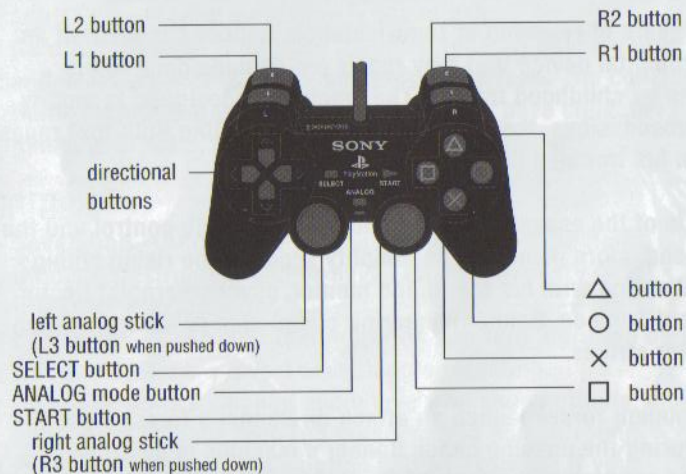
Memory Card (8MB)(for PlayStation®2)

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.



STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MOVEMENT

- ☐ Movement
- ☐ **L + R1** Running
- ☐ **X** Jumping
- ☐ **O** facing wall Climb/Grab Wall
- ☐ **L + R1** into wall Wall Running
- ☐ **L** toward wall + **X** Jump up wall
- ☐ **L** away from wall + **X** Jump away from wall
- Press and Hold ☐ **X** Charge during jump and release on landing for chained jumping

BASIC ATTACKS

- ☐ Punch
- ☐ **triangle** Special Attack
- ☐ **circle** Air Strike (must be in air)
- ☐ **square** These are the basic attack combos that are available to the Hulk. You can execute these by tapping the buttons in the sequence shown. Additional moves can be unlocked through the course of gameplay.
- ☐ **triangle** **circle** **square** Hint: Experiment with move combinations other than those listed here in order to discover secret moves!

GRAPPLES (Soldiers/Mechs)

- ☐ **O** Grab/Throw Soldier
- ☐ **triangle** Grapple Attack
- ☐ **square**, **circle**, **triangle** Combo Punch

GRAPPLES (Helicopters/Planes/Large Mechs)

- ☐ Punch
- ☐ **X** Jump Off

CAMERA CONTROLS

- ☐ **R** Camera override
- ☐ **R3** Reset camera
- ☐ **L1 + R** Change targeted enemy

OTHER COMMANDS

- ☐ **O** Pick up object/Throw or drop held object
- ☐ **START** Pause
- ☐ **SELECT** Taunt

Hint: Most moves can be charged for extra power! Charge a move by holding down the button for a moment before releasing it.

☐ Many additional moves are available in the game but must be unlocked during game play.

THE SEARCH FOR A CURE...

Bruce Banner is at the threshold of a cure for his terrible affliction.

After years of research in semi-isolation, Banner has created an experimental device that may repair the damage done to his psyche by childhood trauma. The machine is designed to modify his subconscious, thereby subduing the Incredible Hulk that rages within his troubled mind.

Time is of the essence: Banner knows he is losing control and that a second, more menacing personality seems to be rising within him. Working with his friend and mentor, psychotherapist Doctor Leonard Samson, Banner is nearing completion of his work when disaster strikes.

Government forces launch an attack on Banner's forest hideout and during the ensuing chaos Banner's machine is destroyed. Banner escapes in the form of the Hulk but now that his machine is destroyed he may have nowhere to go.

Together with his friend and therapist, Doctor Leonard Samson, Banner begins to recreate the machine with which he hopes to subdue the beast. The Hulk now becomes Banner's greatest asset, as the Green Goliath alone is capable of retrieving vital machine components before time runs out. Using hypnotic suggestion, Samson induces an artificial state of rage within Banner, thus transforming him into the Hulk on demand.

Banner and Samson are in a race against time as the military's escalating presence in the area threatens to interfere with their plans and the sinister voice in Banner's mind grows more insistent...

MAIN MENU

STORY MODE

- **New Game** – Start the game from the beginning.
- **Load Game** – Load a previously saved game.
- **Continue Game** – Continues the most recently saved game and provides access to the **computer interface**. The computer in Banner's hideout contains all the hints you have collected in the game, your stats, and the move acquisition menu.

OPTIONS

- **Save/Load** – Allows you to manage The Incredible Hulk: Ultimate Destruction games saved on your memory card (8MB)(for PlayStation®2).
- **Controller** – Controller Configuration and turn Vibration on/off.
- **Camera Options** – Invert axes, toggle targeting.
- **Sound Options** – Change audio levels on sound effects, music and dialog. Choose between mono, stereo and surround.
- **Progressive Scan** – This option will be available if your television and system support it.

EXTRAS

- **Stats** – View your stats.
- **Art Gallery** – View bonus art galleries.
- **Movie Gallery** – View bonus movies.
- **Cheats** – Toggle cheats, code input.
- **Credits** – Check out the credits for the game.

PAUSE SCREEN

- **Continue** – Return to the game in progress.
- **Map** – Provides a full-screen map of the Hulk's surroundings.
- **Mission Objectives** – Shows the objectives for the current mission.
- **Options** – Takes you to the options menu.
- **Move Gallery** – Lists your available moves.
- **Abort Mission** – Return to free roaming gameplay.
- **Restart Mission** – Start the current mission over.
- **Exit to Main Menu** – Quits current mission and returns to Main Menu.

CAST OF CHARACTERS



BRUCE BANNER

A prominent physicist and a genius, Bruce Banner was subjected to a lethal dose of gamma radiation. Instead of dying, Bruce Banner found that whenever he grows angry or stressed, he would transform into the Hulk. Alarmed by a dark presence that seems to be growing within his mind, Banner is working together with his friend and mentor Doc Samson to try and rid himself of the Hulk once and for all.



THE HULK

The Hulk is the alter-ego of Bruce Banner and a manifestation of his suppressed anger. There are no limits to the destructive power of the Hulk. He is capable of leaping over buildings and scattering groups of enemies as if they were mere toys. The Hulk uses a series of specialty moves and unmatched strength to unleash a maelstrom of destruction on anything that gets in his way.



DOC SAMSON

Samson's first contact with the Hulk was when he psychoanalyzed the captured Bruce Banner. In an experiment Samson siphoned superhuman powers from the Hulk during the Hulk's controlled exposure to gamma radiation. Samson is a capable scientist and Banner's friend and mentor. Samson is a qualified psychiatrist, accomplished scientist and one of the oldest friends of Bruce Banner.



EMIL BLONSKY

Emil Blonsky is Special Director of "The Division" — a shadowy government agency that studies and deals with mutant threats. Blonsky hates mutants, considering them to be abominations, and relentlessly pursues both Bruce Banner and the Hulk. In his position, Blonsky uses the military as pawns against Banner while studying the Hulk's biology for his own sinister ends.



GENERAL ROSS

The determined General Ross is in command of all official military operations involved in tracking Banner and neutralizing the Hulk. Operating from Desert Base, he has a wealth of men and the latest high-tech equipment at his disposal. Ross has had time to prepare and regroup since his last encounter with the Hulk and is obsessed with capturing him.

HOW TO PLAY

Playing as the Hulk, you must avoid or eliminate any opposition in your quest to build the machine that will cure you. Each mission you complete will bring you one step closer to your goal. After each mission you will have the choice to go and accept the next mission right away, explore the world, or undertake **challenge missions** for extra **smash points**. You will need to deal with the military forces led by your old nemesis General Ross, as well as some new enemies who have yet to reveal themselves.

Objectives

The Hulk must accomplish some challenging objectives in order to complete his missions. These objectives will be marked with colored icons on the mini map, and similarly colored indicators at corresponding locations in the world. These in-game indicators are:

- A red fist for things the Hulk is supposed to smash.
- A yellow hand for things the Hulk is supposed to pick up.
- A blue shield for things the Hulk is supposed to protect.
- A golden arrow to mark a place where the Hulk is supposed to put something down.
- A green house indicates the Hulk's base where he can **buy moves**.



Hypnotic Sequences

In order to exercise some control over the Hulk, Dr. Samson is using implanted hypnotic suggestions. Pay attention to these dream-like sequences since they will provide clues on how the Hulk can accomplish his missions.

MOVEMENT

Running

Holding down **RT** while moving the left analog stick **L** will make the Hulk run.

Jumping

Tapping **X** will cause the Hulk to do a small hop. Holding down **X** briefly before releasing it allows the Hulk to charge his jumps, giving them more range and speed. Holding **X** during a jump and releasing it just as the Hulk lands performs a Chained Jump, allowing the Hulk to cross large distances with great speed.

Wall Running

The Hulk can run up and along walls by running or jumping into any vertical or near-vertical surface at speed.

Climbing

Press **O** by a wall to make the Hulk grab it. Use the left analog stick **L** to move along the surface. Detach using **X** or **O**.

COMBAT

Attacks

Use **□** to do a basic punch. Hold down **□** briefly before releasing it to apply more force to the punch. Different attack combinations can be accomplished by pressing different combinations of the **□** and **△** buttons. Try pressing these buttons in different combinations to discover some of the Hulk's **special moves**.

Grabbing & Throwing Objects

Use **○** to pick up many objects throughout the world. Objects like lampposts make great clubs. The Hulk can even pick up and throw large objects like cars or tanks. Throwing large objects is a quick way of dispatching enemies at range. Throw or drop objects by pressing **○**. Hold **○** before throwing to apply more power to the throw. Slam carried objects into nearby enemies with **□**.

Grappling Enemies

Grapple enemies close to the Hulk by facing them and pressing **○**.

Weaponization

In addition to swinging or throwing objects at his enemies, the Hulk's incredible strength allows him to turn objects in his environment into weapons or armor. Vehicles for example can be torn in half to form steel gloves, or pounded flat to make a shield with which the Hulk can deflect attacks. If an object can be weaponized, pressing **A** on your controller will do so. Weaponizations must be purchased with **smash points** earned during gameplay.

CRITICAL MASS

When the Hulk takes damage or destroys things, he becomes enraged. As the Hulk becomes angrier, his health increases until he reaches **critical mass**. This unique anger-fueled state unlocks specialty moves and increases the Hulk's health and damage.

Critical Mass Moves

Only when the Hulk has achieved **critical mass** is he able to employ his most powerful and destructive moves – the devastator moves. Use of these moves will deplete the Hulk's power, potentially causing him to drop out of critical mass.

Adrenaline Surge

If the Hulk's power gets very low, he will get a burst of energy similar to **critical mass**. In this state the Hulk can also use **Critical Mass Moves**, but doing so will not deplete the Hulk's power.

SMASH POINTS

Accomplishing objectives, destruction of personal property, and defeating enemies will all earn the Hulk **smash points**. These points can then be used to buy new moves at Banner's hideout at the Church.

Buying Moves

When the Hulk has sufficient **smash points** to buy a move, go to Banner's hideout at the Church to find the list of the new moves you can purchase. Each chapter that you complete makes additional moves available to buy. Some moves have dependencies, and will not become available until after you have purchased the moves they are based on.

COLLECTIBLES



Hints

These will be scattered throughout the game. When the Hulk runs through one he will be prompted to pick it up. They provide you with smash points and valuable gameplay tips.



Power-Ups

These small colored spheres are dropped by defeated enemies or hidden throughout the world. Collecting them gives the Hulk increased power or smash points. They come in several sizes, the larger ones providing the bigger rewards.



Comic Books

There are sixty comic book collectibles hidden throughout the game world. Each of these has the cover art from a different issue of THE INCREDIBLE HULK™. Finding these comic books will unlock a variety of cool and unique rewards.

CAMERAS

Override the chase camera with the right analog stick **R**. Pushing in the right analog stick **RS** resets the camera to directly behind the Hulk.

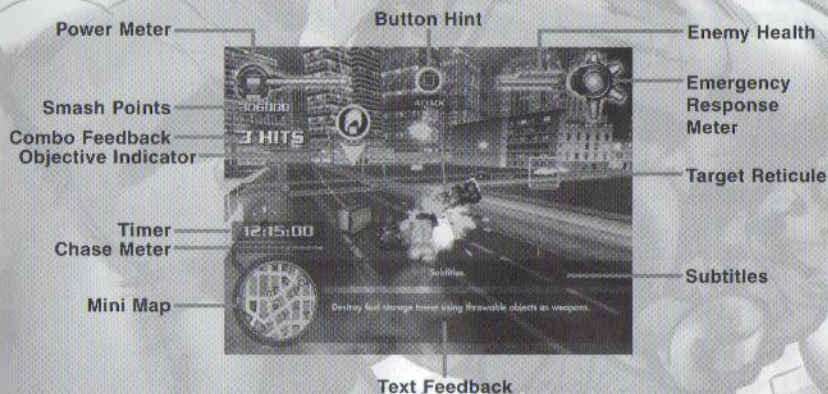
Targeting

Use **L1** to target the enemy that is the greatest threat to the Hulk. The Hulk's attacks will be directed at a targeted enemy. Change targets by moving the right analog stick **R** in the direction of another target. To go back to the highest priority enemy, disengage and re-engage targeting.

Targeting behavior can be switched between hold and toggle in the camera options menu.



HUD



Power Meter – Shows the Hulk's remaining power. If it reaches zero the Hulk has been defeated. If a second bar extends, it represents **critical mass**.

Smash Points – Shows the number of smash points the Hulk currently has.

Combo Feedback – Shows how many successful attacks the Hulk has managed in sequence. The higher the number, the greater your smash point bonus.

Objective Indicator – The Hulk's objectives will have indicators floating over them to tell you what you should do with them. The color and location of the indicator will correspond to that of the marker on the mini-map. (For a list of indicator types see pg. 7)

Timer – Indicates the time remaining in time-sensitive objectives.

Chase Meter – When the Hulk must stop an enemy from reaching a certain point, the distance between the enemy and his destination is shown on this meter.

Mini Map – Shows the area around the Hulk. Icons on this map indicate mission objectives as well as the locations of certain enemies.

Button Hint – Lets you know about actions you can perform immediately. Pressing the indicated button will execute the action displayed below it.

Text Feedback – Describes new mission objectives and informs you of what state they are in.

Enemy Health – Shows the health of objectives like bosses or things you are supposed to protect. The color of the bar will be red for things you should smash and blue for things you must protect. Each PIP above the main bar indicates an additional bar of health.

Emergency Response Meter – During free roaming gameplay, as the Hulk causes destruction the spokes of this meter will extend. When the center of the meter lights up a military strike team will be dispatched to deal with the Hulk.

Target Reticule – Shows what object is currently targeted and its health.

Subtitles – If you have enabled subtitles in the sound menu, they will be displayed in this region.