

# HULK™



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**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.

**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

# **THE HULK™:**

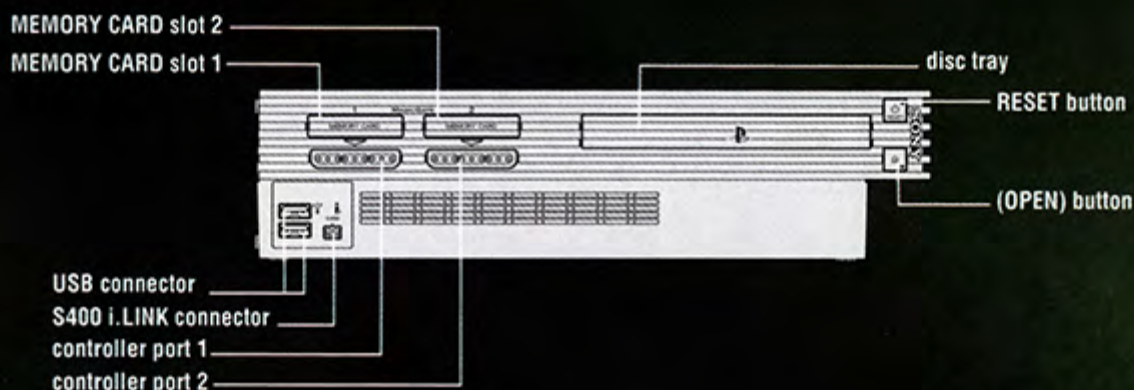
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# GETTING STARTED



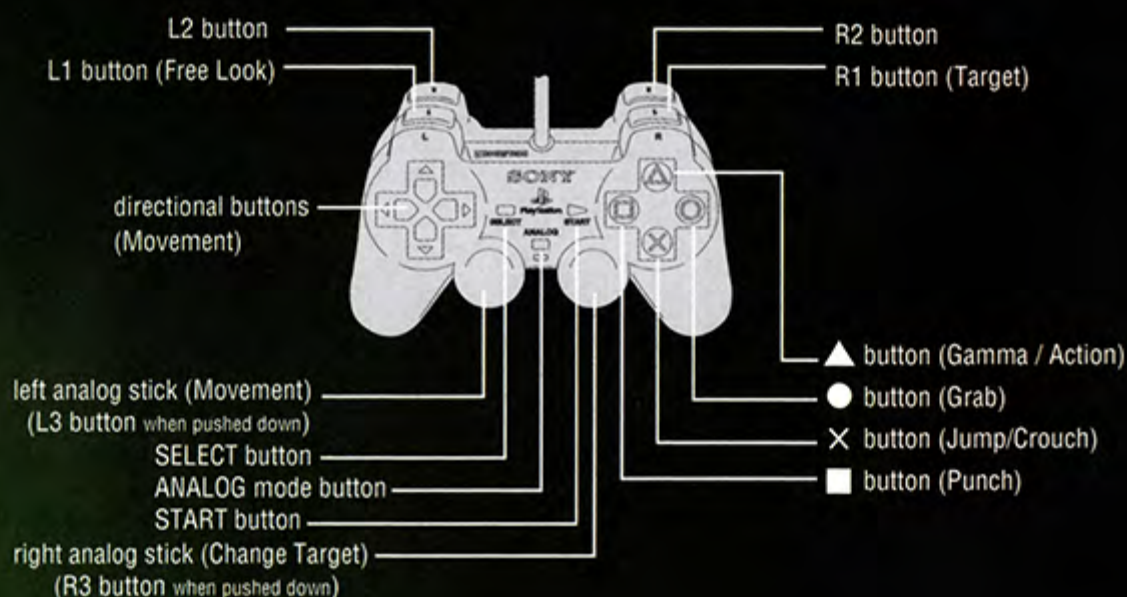
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place THE HULK™ 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 the on-screen instructions and refer to this manual for information on using THE HULK™.

## **Memory Card (8MB) (for PlayStation®2)**

THE HULK™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2) and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

**Important:** Do not switch off the MAIN POWER switch or remove or insert a memory card (8MB) (for PlayStation®2) or Controllers while saving or loading games. Doing so could damage the game data.

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### **Punch**

This is your character's basic attack button. Both Banner and THE HULK™ can perform combination attacks by pressing this button multiple times in sequence.

### **Gamma**

For THE HULK™, this button triggers THE HULK™'s power attacks. Most of these attacks are designed to harm multiple enemies, but by using this button in combination with the punch button, special combo attacks can be accessed. For Banner, this button is used to manipulate the environment.

### **Free Look**

Pressing the free look button places the camera in first-person mode. Use this function to view areas of the environment not seen in the regular camera. Beware though, as your character cannot move or perform other actions while in this mode.

### **Targeting**

The player can target enemies and objects by holding down the target button. While the target button is held down, a highlighter will be visible on-screen, marking the currently targeted enemy. While in this mode, the Change Target (right analog) stick can be used to select a new target.

### **Jump/Crouch**

For The Hulk, this button triggers a jump that is used to avoid threats and set up powerful aerial attacks. For Banner, this button is used to crouch stealthily through the environment and perform evasive dive rolls.

# THE HULK™ CONTROLS

## COMBAT

- \* = Left Hook
- , □ = Right Hook
- , □, □ = Backhand
- , □ delay □ = Gut Punch
- , □ delay □, □ = Right Jab
- , □ delay □, □, □ = Overhead Smash
- + △ = Shockwave Slam
- △ = Sonic Clap
- , △ = 2-Handed Upper
- , □, △ = Punt Kick
- , □, △, □ = Hammer Fist
- ← △ (While Targeting) = Rising Upper
- = Dash
- → □ = Dashing Punch

## JUMP ATTACKS

- ⊗, □ = Gamma Crusher
- ⊗, △ = Gamma Stomp

## HEAVY OBJECTS

- = Pick Up Object
- = Throw Object
- = Smash
- △ = Swing

\* □ △ = Chargeable  
Hold the button down for a stronger attack. The max charge performs a special move.

## GRAPPLES (Press ○ to Grab)

### Small Enemies (From Grapple)

- = Toss
- = Combo Throw
- △ = Gamma Slam
- ⊗ ○ = Jumping Throw

### Large Enemies (From Grapple)

- = Toss
- △ = Backbreaker
- = Slam
- = Double Slam

## CLUBS

- = Pick Up Club
- = Throw Club
- = Downward Swing
- , □ = Upward Swipe
- , □, △ = Baseball Swing
- □ (While Targeting) = Battering Ram
- △ = Overhead Smash

## RAGE ATTACKS

Must be in Rage Mode.

These devastating attacks deplete your rage meter completely.

- △ + ○ = Super Sonic Clap
- + △ = Super Overhead Smash

# BRUCE BANNER CONTROLS

## STEALTH AND EVASIVE MOVES

- ⊗ = Crouch
- ➡ ⊗ (While Running) = Dive roll
- ➡ ➡ = Dive roll

## WORLD INTERACTION

Press the △ button to manipulate interactive objects within the world.

## CRATES

- ➡ (Into Crate) Clamber
- △ (Facing Crate) Grab / Release Crate
- ⬅ (Grabbed) Pull Crate
- ➡ (Grabbed) Push Crate

## COMBAT

- Left Hook
- , □ Right Hook
- , □, □ Uppercut
- Grab Enemy

## THE FATE OF DR. BANNER...



Press START button

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 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**

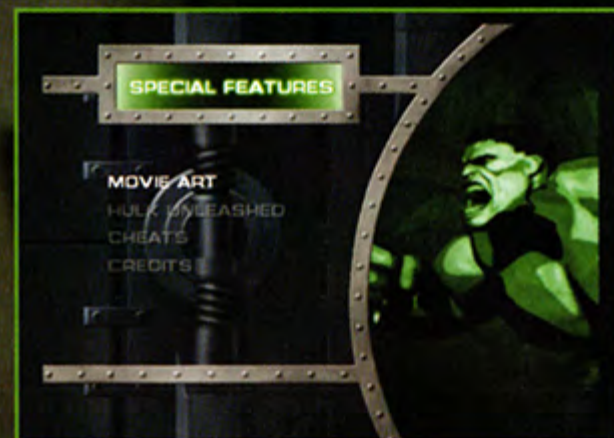
Take a behind-the-scenes look at the making of the movie and the game.

- **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.



- **△ + □ 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.
- **△ + ○ 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.

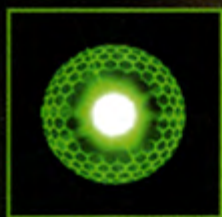
**Restart Level:** Start the level over.

**Quit:** Exit the game.

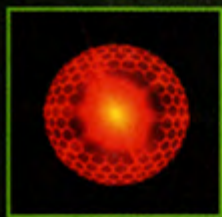
## COLLECTIBLES



**Continue** 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** These collectibles give your character additional health points.



**Rage** These collectibles add points to the rage meter.

# LIKE THE GAME SO FAR?

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## CUSTOMER SUPPORT

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THE OFFICIAL NOVELIZATION OF THE FILM!

# HULK

By Peter David  
Based on the Motion Picture Screenplay Written  
by James Schamus

**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**



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**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.



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# NOTES

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**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.

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