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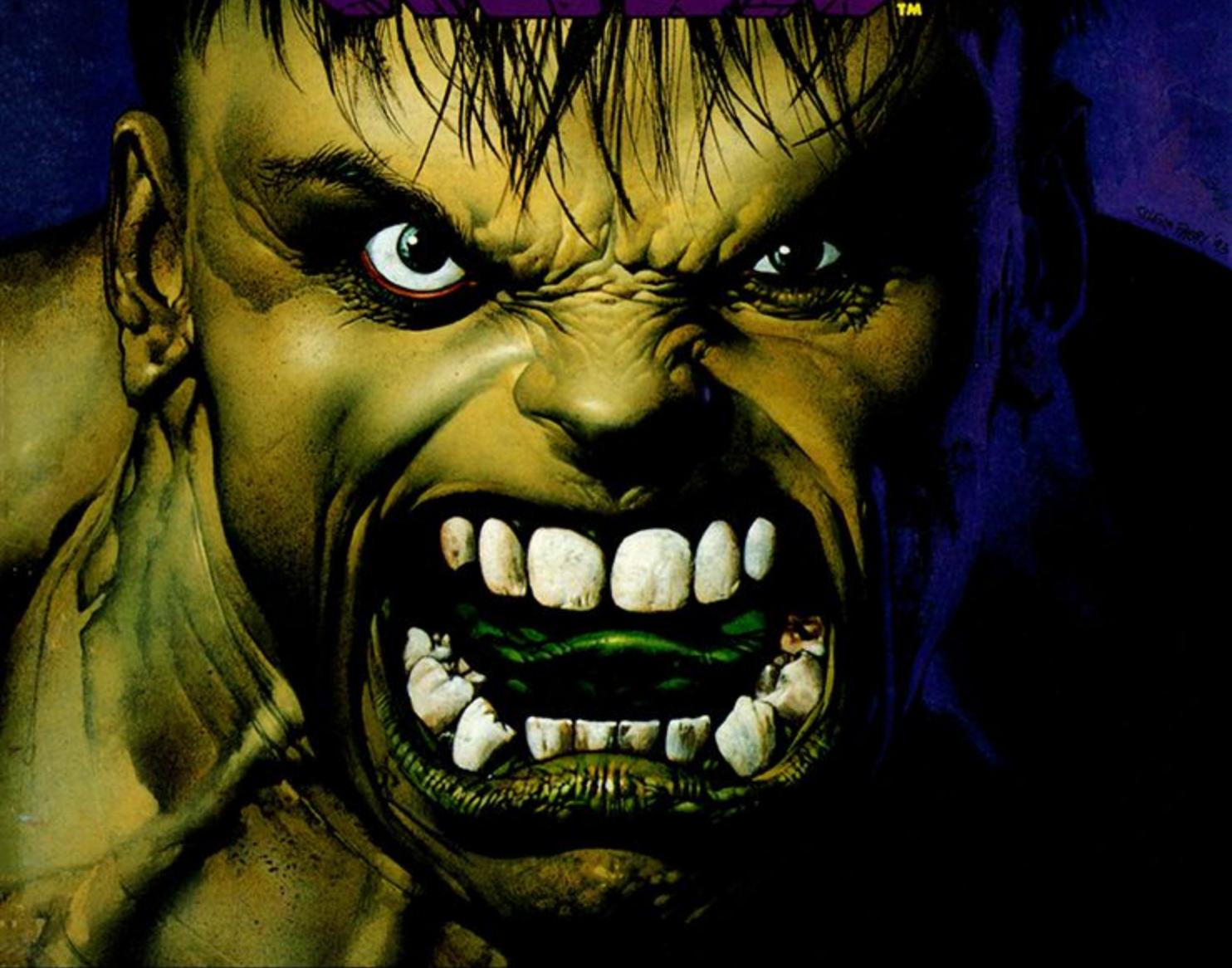
U.S. GOLD

PRESENTS

MARVEL  
COMICS

THE INCREDIBLE

HULK™



INSTRUCTION MANUAL

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# THE INCREDIBLE HULK™

Dr. Robert Bruce Banner™, a top nuclear physicist, was caught in the blast from an atomic explosion while trying to save his close friend Rick Jones™. Having been exposed to a massive dose of gamma radiation, Dr. Banner's body chemistry was inextricably altered. Now whenever he gets angry, he mutates and becomes a huge, green monster with super-human strength – 'The Incredible Hulk™'...

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# REVENGE OF THE LEADER

STAN LEE PRESENTS: THE **HULK** IN:

AT LONG LAST, I HAVE THE **HULK** RIGHT WHERE I WANT HIM!

IN MOMENTS, THE *ONE BEING* WHO HAS RUINED MY EVERY FIENDISHLY CLEVER SCHEME WILL BE DESTROYED, THANKS TO MY GENIUS--

**REVENGE OF THE LEADER!**

**HULK 717**

ONJ9 TF

--THE GENIUS OF THE GAMMA-IRRADIATED BRAIN OF THE LEADER!

CHRIS COOPER WRITER    SCOTT BENEFIEL PENCILER    JASON RODRIGUEZ INKER    JON BABCOCK LETTERER    TIFFANY & WILSON COLORISTS

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# REVENGE OF THE LEADER<sup>CONT.</sup>



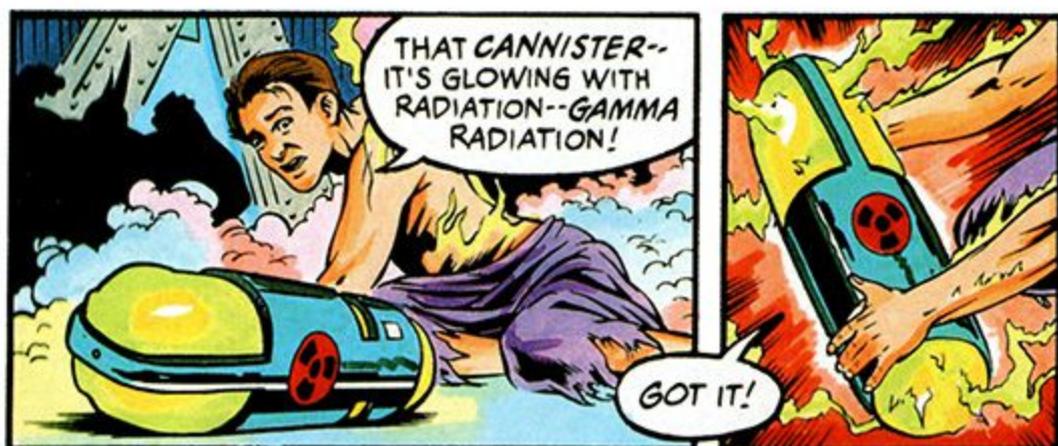
# REVENGE OF THE LEADER CONT.



# REVENGE OF THE LEADER CONT.



# REVENGE OF THE LEADER CONT.



# REVENGE OF THE LEADER CONT.



# SCENARIO

One of Hulk's greatest foes, the Leader™, has decided that Earth should be conquered and ruled only by someone of his superior intellect.

He has constructed a huge fortress deep within a savage forest and from this base he is building a vast army to march against the nations. This army, however, is not made up of humans, as he distrusts their loyalty. Instead he has manufactured a battalion of robots, which shoot first and don't bother to ask questions. Even more fearsome are the genetically engineered mutants assigned to patrol and protect the nerve center of his fortress.

With such a formidable task force, the Leader knows that only the sheer power of the Hulk can stop him. Even with his great intellect, he cannot ignore the Hulk's brute strength, as previous encounters have seen Leader running for his life.

With this in mind, the Leader has enlisted the help of four of Hulk's arch rivals - Rhino™, Absorbing Man™, Abomination™ and Tyrannus™ - With their help, the Leader is confident that he will finally be rid of his enemy and free to conquer the world...



# STARTING UP YOUR SYSTEM

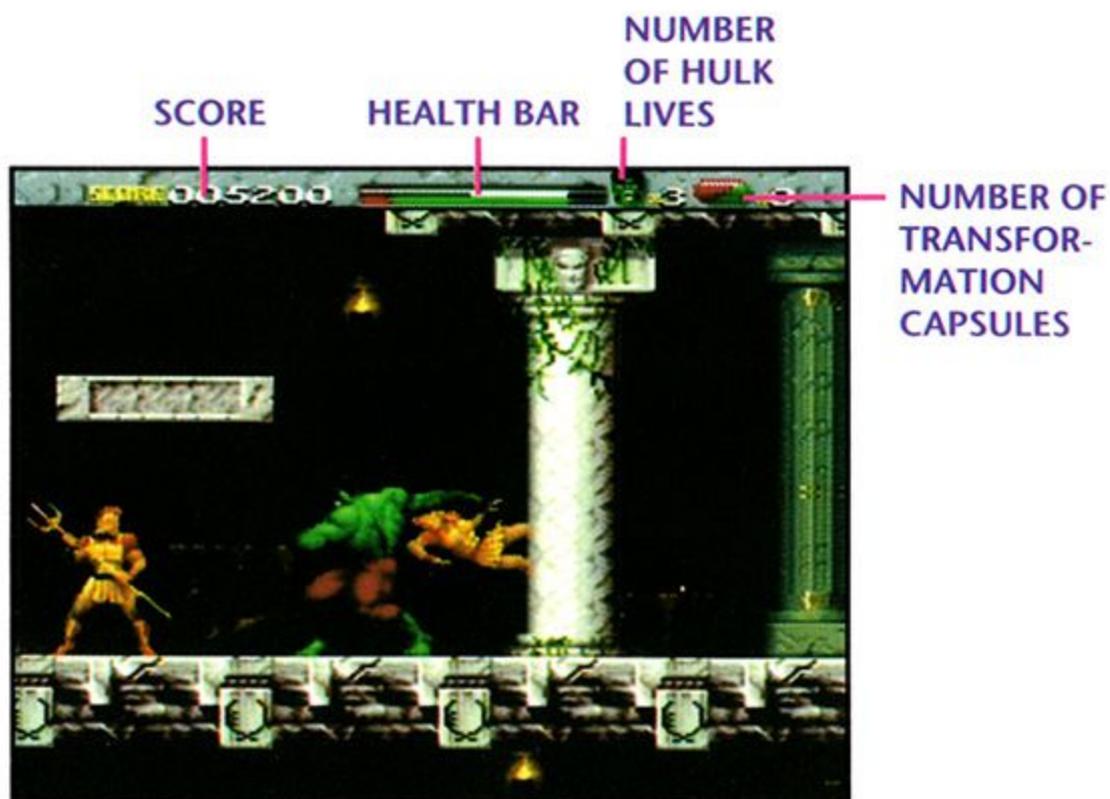
1. Make sure your Super Nintendo Entertainment System is OFF.
2. Plug a Controller into the port labeled 1 on your system.
3. Insert The Incredible Hulk Game Pak into your Super Nintendo Entertainment System. Press firmly to lock the Game Pak in place.  
**WARNING:** *Never try to insert or remove a Game Pak when the power is ON.*
4. Turn the power switch ON. After the cinematics are completed, the Title screen will appear. Now you can press Start to begin the game.

# THROOM



# OPTIONS SCREEN

To access this menu, highlight 'Options' and press Start. You can change the difficulty setting (Easy, Normal, Hard) or change your sound type between stereo and mono. To return to the Main Menu press Start.



# ENERGY STATES

The player exists in one of 4 energy states; Dr. Banner, Hulk , Super-Hulk or Hulk-Out.

- Super-Hulk:** You start the game in Super-Hulk mode. Getting hit reduces your Gamma level and when it drops below 40% you are reduced to regular Hulk mode.
- Hulk:** In this energy state you only have a basic set of moves. When your Gamma level rises above 40% you are transformed into Super-Hulk mode. If it falls below 5% you turn back into Bruce Banner.
- Bruce Banner:** In this state you cannot fight, although you can enter areas of the map not accessible to the Hulk. To turn back into Hulk you must collect enough Gamma capsules to restore your Gamma level above 5%.
- Hulk-Out:** If you pick up a Mega Gamma as the Hulk your Gamma level exceeds 70% and you transform into Hulk-Out mode, becoming even more destructive and powerful and acquiring special abilities.



# ***GAMMA***

To maintain Hulk status you need energy surges from Gamma capsules, found in containers scattered around each level. You must destroy these containers to reveal the capsules and walk over them, using the pick-up button (Button A) to collect the Gamma energy.

There are 2 types of Gamma - Normal and Mega. Normal Gammas will increase your energy level to a maximum of 70% (or restore Hulk status if you have been transformed into Bruce Banner). Picking up a Mega Gamma is the only way to take the Hulk into Hulk-Out mode.

# KRA



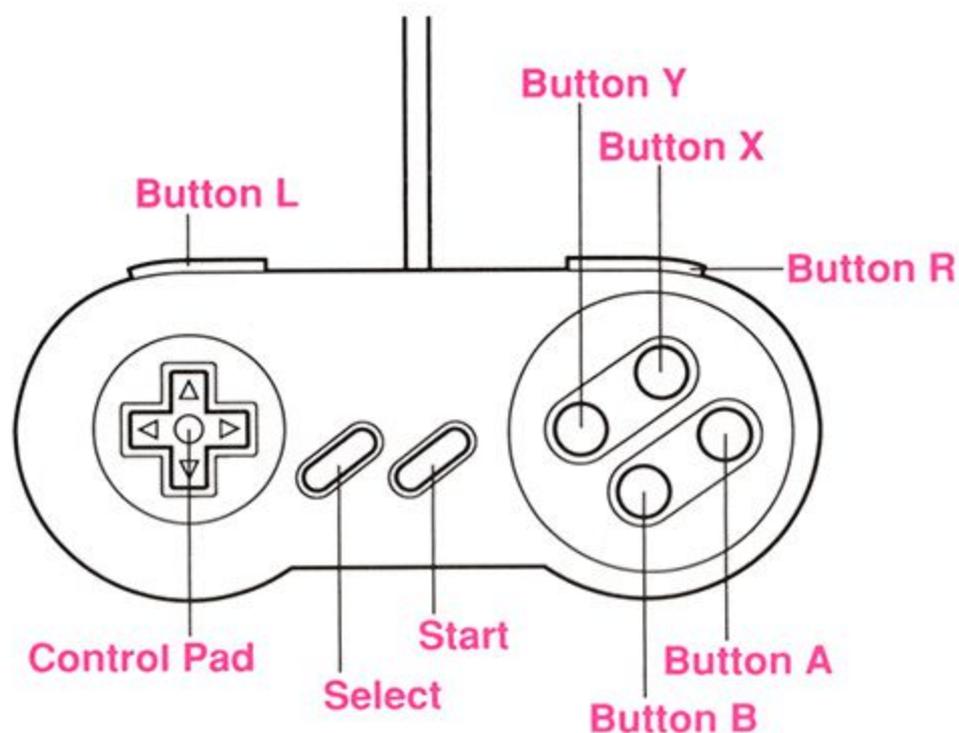
# **TRANSFORMATION**

You can also pick up Transformation Capsules, hidden throughout each level. These enable you to transform at will from Hulk to Bruce Banner without losing energy, so that you can explore areas not accessible to Hulk.

**WASH**



# CHARACTER MOVES



## Hulk's Moves

<i>Walk</i>	Left/Right on Control Pad
<i>Jump</i>	Button B
<i>Crouch</i>	Down on Control Pad
<i>Punch</i>	Button Y
<i>Slap</i>	Up + Button Y
<i>Uppercut</i>	Down + Button Y
<i>Pick-up Object</i>	Button A



# CHARACTER MOVES CONT.

*Pick-up Object + Throw*      Close Proximity to grab then Button A + Direction (Left or Right), then Button Y

*Grab Enemy*      Close Proximity

*Grab Enemy + Drop*      Close Proximity to grab + Button X

*Grab Enemy + Throw*      Close Proximity to grab + Button A

*Headbutt*      Close Proximity to grab + Button Y

*Drop an Object*      Button X

*Transform*      Select Button

## Super-Hulk Moves

*Ceiling Smash*      Close Proximity to grab + Up + Button A at the same time

*Sonic Clap*      Buttons X & A together

*Foot Mash*      Down/Up/Down rapidly / Button X

*Level Restart*      Pause / Y + X



## Hulk-Out Moves

When the Hulk is transformed into Hulk-Out mode he becomes a savage, uncontrollable beast with immense power. No man has witnessed the Hulk in this awesome form and lived to tell the tale, so you will have to figure out how to control him for yourself.

## Bruce Banner's Moves

<i>Walk</i>	Left/Right on Control Pad
<i>Jump</i>	Button B
<i>Crawl</i>	Down then Left/Right on Control Pad
<i>Pick-Up Object</i>	Button A
<i>Use Weapon</i>	Button Y



# LEVEL DESCRIPTIONS

En route to the Leader's lair you will encounter five different sections, each with its own distinguishing characteristics and cast of villains. Abomination will challenge you at key points in every section and you will have to defeat him to continue. This formidable foe matches the Hulk in strength and durability and may only be defeated by using advanced moves or going Hulk-Out.

Extra lives and extra credits are well hidden throughout the game, usually in bonus rooms or places only accessible in Hulk-Out mode.



# LEVEL DESCRIPTIONS CONT.

## Level 1: City & Construction Site

At the start of the Hulk's adventure you find yourself in the middle of a city overrun by Leader's troops.

**Bad guys:**

Robots armed with guns and bazookas

**Cement-mixer men** - construction guys who'll fire cement at you.

**The Boss:**

**Rhino**

Rhino is waiting for you at the end of the Construction level. He will charge at you fiercely, but the right blows should easily defeat him.

**Gamma Containers:**

Wooden crates

**Other objects:**

Phone booths and jeeps to be picked up and thrown



## Level 2: Tyrannus' Labyrinth

Leaping out of the city Hulk lands in a deserted forest glade. Suddenly the ground gives way and you tumble into the mystical labyrinth of Tyrannus.

**Bad Guys:** Deadly Romans wielding tridents and swords. These guys have magically evolved from stone statues to blast you with powerful bolts of energy.

**The Boss:** *Tyrannus*  
Deep within the labyrinth Tyrannus waits to enchant and destroy you with his magical powers. He'll fly around and bombard you with thunderbolts. When Tyrannus fires bolts at you, the whole lair shakes violently. You can use fallen marble blocks to create platforms and throw at the magician when he re-appears.

**Gamma Containers:** Mystical Grecian urns. When a wave of electric force crawls over the urns, smash them to reveal Gamma capsules.



# LEVEL DESCRIPTIONS CONT.

## **Other objects:**

Broken pieces of pillar can be picked up and thrown.



## **Level 3: The Leader's Fortress**

Defeat Tyrannus and you reach the Leader's Fortress to fight the evil genius in person. The hi-tech hideaway lies deep within a sinuous cave atop a snowy peak, protected by a radical defense system that would deter any intruder. But The Incredible Hulk is not just any intruder.

### **Bad Guys:**

**Robots** - but this time they are deadlier

Hover Guns - float around the fortress firing laser bolts

### **The Boss:**

**Absorbing Man**

Absorbing Man guards a long passageway leading to the Leader's Interior. To reach the top of this shaft, you must trigger switches on



# LEVEL DESCRIPTIONS CONT.

the walls that make floors appear, but Absorbing Man will transform into the different substances of the wall and use his ball and chain to stop you. It will take brains and not brute strength to defeat this villain.

**Gamma Containers:** Radiation Barrels – Crush 'em



## Level 4: The Leader's Interior

Destroy Absorbing Man and you finally face Leader. But as you stride towards him he reaches to the wall and throws an ominous-looking switch. Blue rays leap from the floor and freeze the Hulk as the screen turns black. The scene gradually fades back into view to reveal that you have been teleported deep into the heart of the villain's lair, where his evil warriors are assembled.



# LEVEL DESCRIPTIONS CONT.

You must battle through this bizarre bio-mechanical factory against a troop of strange assailants and then navigate the tortuous maze to find the maniac at the heart of the complex. However, before you can get at the fiendish genius behind this devilish plot, Hulk must first destroy the chemical brain controlling the horrific production-line of death.

## **Bad Guys:**

**Lizards** - vicious, prowling reptiles of all sizes with lethal slashing claws and a spit of deadly acid

**Slugs** - ugly beasts that slither along the ground and bite at your legs, sapping your energy level

## **The Boss:**

### **The Brain**

A chemical brain that acts as a biological computer for the entire fortress. As you approach The Brain it releases an onslaught of smaller brains that attack you. The main brain sparks with electricity and the scourge of Abomination appears to challenge you again. Crush these adversaries and then demolish The Brain with a killer blow to its 'Achilles' heel' (of course we're not going to tell you where it is!).



# LEVEL DESCRIPTIONS CONT.

**Gamma Containers:** Kidneys - bouncing humanoid organs - very difficult to hit because they're so small, they need a good thumping before the contents are relinquished.

**Other objects:** Spiky tusks spring from the ground to impale you.



## Level 5: Final Confrontation

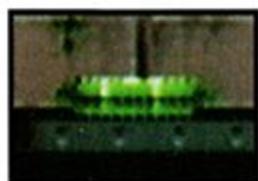
This is it - Leader awaits. But first you must break down his last line of defense. Sounds easy? Think again!

Make it to the inner sanctum for the ultimate showdown with the Leader. Will you finally get your hands on the wicked fiend or has he got more tricks up his sleeve?

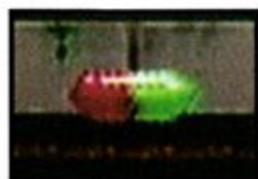
There's only one way to find out - take control of The Incredible Hulk and begin your quest ...



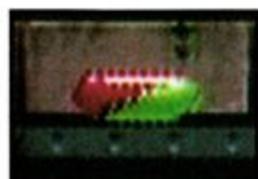
# COLLECTIBLES



GAMMA CAPSULES



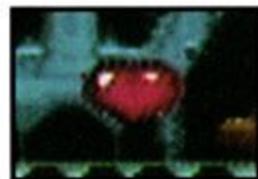
MEGA GAMMA



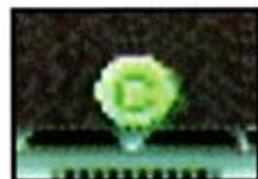
TRANSFORMATION CAPSULES



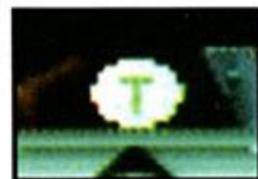
GUN



EXTRA LIFE



CONTINUE COIN



TIME COIN



# CHARACTER PROFILES



## Hulk

*Real Name:* Dr. Robert Bruce Banner

*Height:* 7 feet 6 inches

*Weight:* 1,150 lbs.

*Eyes:* Green

*Hair:* Green

*Intelligence:* Genius

*Strength:* Superhuman

*Speed:* Enhanced human

*Stamina:* Meta-human

*Durability:* Superhuman

*Agility:* Normal

*Reflexes:* Athlete

*Fighting Skills:* Good hand-to-hand combatant.

*Superhuman Powers:* Superhuman strength, stamina and durability.

*Limitations:* Reverts to Bruce Banner persona at intervals.

*Source of Power:* Exposure to gamma radiation.





## **Dr. Robert Bruce Banner**

*Other Identity:* **Hulk**

*Height:* **5 feet 9<sup>1</sup>/<sub>2</sub> inches**

*Weight:* **128 lbs.**

*Eyes:* **Brown**

*Hair:* **Brown**

*Intelligence:* **Genius**

*Strength:* **Normal**

*Speed:* **Normal**

*Stamina:* **Normal**

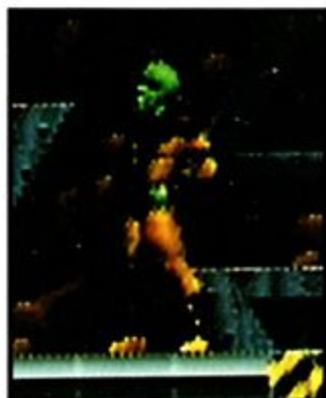
*Agility:* **Normal**

*Reflexes:* **Normal**

*Fighting Skills:* **None**

*Special Skills:* **Extensive knowledge of physics**





## The Leader

*Real Name:* Samuel Sterns

*Height:* 5 feet 10 inches

*Weight:* 140 lbs.

*Eyes:* Green

*Hair:* Black

*Other Features:* Green Skin, Misshapen head covered with enlarged brain.

*Intelligence:* Extraordinary Genius

*Strength:* Normal

*Speed:* Normal

*Fighting Skills:* A little knowledge of hand-to-hand combat.

*Special Skills:* Knowledge of genetics, physics and robotics.

*Source of Power:* Accidental exposure to gamma-irradiated waste.





## Tyrannus

*Real Name:* Tyrannus

*Height:* 6 feet 2 inches

*Weight:* 225 lbs.

*Eyes:* Light Brown

*Hair:* Blonde

*Intelligence:* Genius

*Strength:* Athlete

*Speed:* Athlete

*Agility:* Athlete

*Reflexes:* Athlete

*Fighting Skills:* Excellent hand-to-hand combatant, trained in swordsmanship and combat skills.

*Special Skills:* Knowledge of sorcery, mind control of others, telepathy, superhuman longevity and youth.

*Special Limitations:* Dependent on 'Fountain of Youth' in Subterranea to maintain his youth and immortality.

*Source of powers:* 'Fountain of Youth' in Subterranea.





## Rhino

*Real Name:* Unknown

*Height:* 6 feet 5 inches

*Weight:* 710 lbs.

*Eyes:* Brown

*Hair:* Brown

*Strength:* Superhuman

*Speed:* Superhuman

*Agility:* Normal

*Reflexes:* Normal

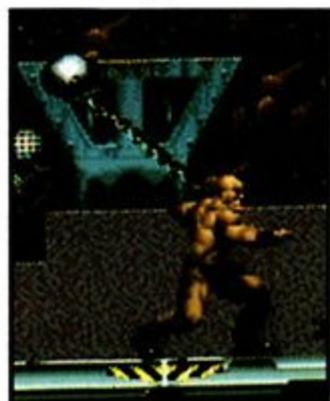
*Fighting Skills:* Good hand-to-hand combatant

*Source of Power:* Mutagenic chemical and radiation treatment, including Gamma-ray bombardment

*Costume Specifications:* Thick polymer mat, similar to rhinoceros hide, which is highly resistant to damage and temperature extremes.

Two horns made of the same material project from the head of the costume.





## Absorbing Man

*Real Name:* Carl 'Crusher' Creel

*Height:* 6 feet 4 inches

*Weight:* 365 lbs

*Eyes:* Blue

*Hair:* Bald

*Intelligence:* Normal

*Strength:* Variable

*Speed:* Variable

*Agility:* Variable

*Reflexes:* Variable

*Fighting Skills:* Excellent hand-to-hand combatant

*Superhuman Powers:* Ability to assume the physical properties of anything he touches, while retaining his human semblance, mobility and power of speech. This meta-morphic duplication extends to both animate and inanimate objects and to various forms of energy. He can also absorb specific properties of objects (e.g. the spikes



# CHARACTER PROFILES

of a mace). If his body is damaged in a non-human state he can re-assemble himself over a period of time and return to human form.

*Special Limitations:* There are undefined limits to the amount of power that he can absorb.

*Source of Power:* Magic

*Personal Weaponry:* A prison ball and chain he was wearing at the time of his original mutation, which magically transforms with his body.

THWAAAP!





## Abomination

*Real Name:* Emil Blonsky

*Height:* 6 feet 8 inches

*Weight:* 980 lbs

*Eyes:* Green

*Hair:* None

*Other Features:* Green skin, two toes on each foot, webbed ears, rigged brow, melted-looking skin.

*Intelligence:* Normal

*Strength:* Superhuman

*Speed:* Normal

*Stamina:* Superhuman

*Agility:* Normal

*Durability:* Superhuman

*Fighting Skills:* Basic hand-to-hand combat techniques.

*Superhuman powers:* Superhuman strength, stamina and durability.

*Source of Power:* Exposure to Gamma radiation.



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