GAME BOY® ADVANCE

AGB-AHLE-USA

THE INCREDIBLE HULK™

INSTRUCTION BOOKLET

UNIVERSAL INTERACTIVE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE
Violence

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THE INCREDIBLE HULK™

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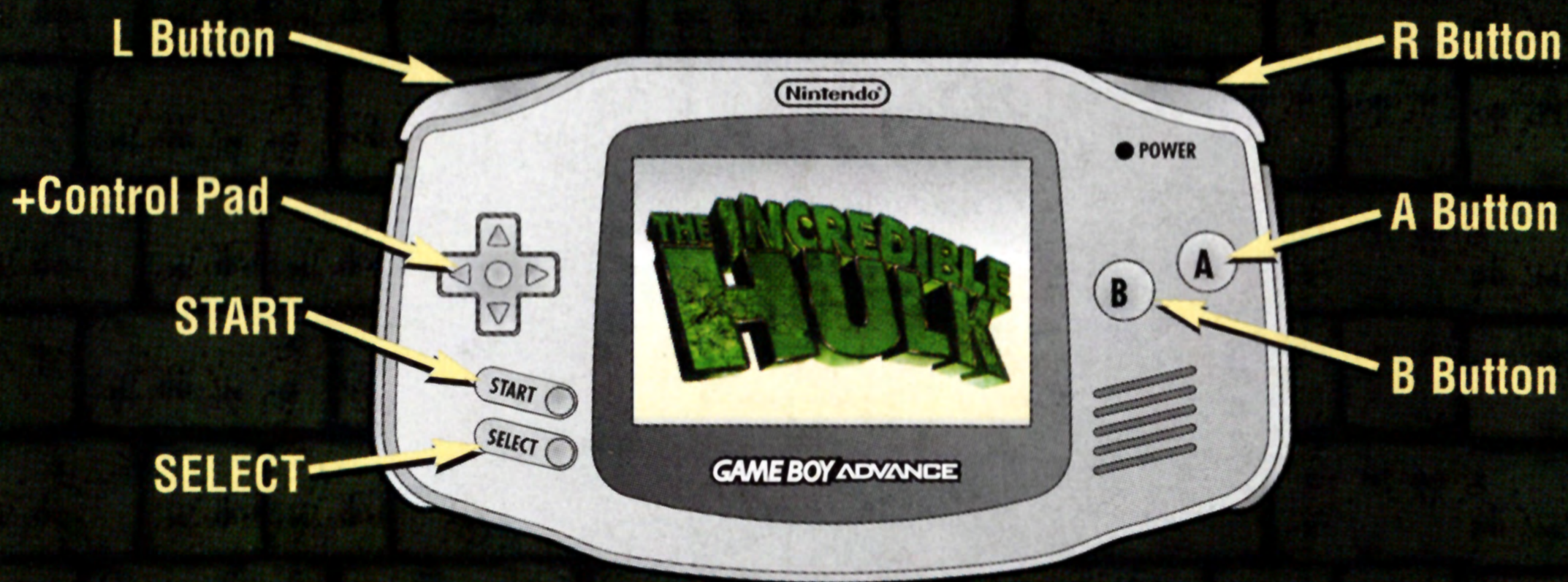
GETTING STARTED



Insert *The Incredible Hulk* Game Pak in the Nintendo Game Boy® Advance and turn the system on. Select a language. Press **START** on the title screen to begin the game. The Main Menu will give you four choices: Load Game, New Game, Options, and Multiplayer. Select **New Game** to begin playing *The Incredible Hulk*. If you have a previously saved game, choose **Load Game**. Choose **Options** to toggle music and sound effects, and to change the control system.

MENU CONTROLS

Start Game/Pause	START
Highlight Menu Selection	+Control Pad Up, Down, Left, Right
Confirm Selection	A Button
Return to Previous Selection	B Button

CHARACTER CONTROLS

+Control Pad	Move Player Character
A Button	Punch
Standing by object	Pick-up
Holding object	Throw
B Button	Jump
Press / release A Button	Jump Attack
L Button	Barge
R Button	Rage Attack
Tap the R Button	Thunderclap
Double Tap the R Button	Smash
Jump + Tap the R Button	Jump Smash
START	Pause / Resume

INTRODUCTION

Caught in the heart of a nuclear explosion, a victim of gamma radiation gone wild, Doctor Bruce Banner now finds himself transformed in times of stress into one thousand pounds of unfettered fury—the most powerful creature ever to walk the earth—the Incredible Hulk™!

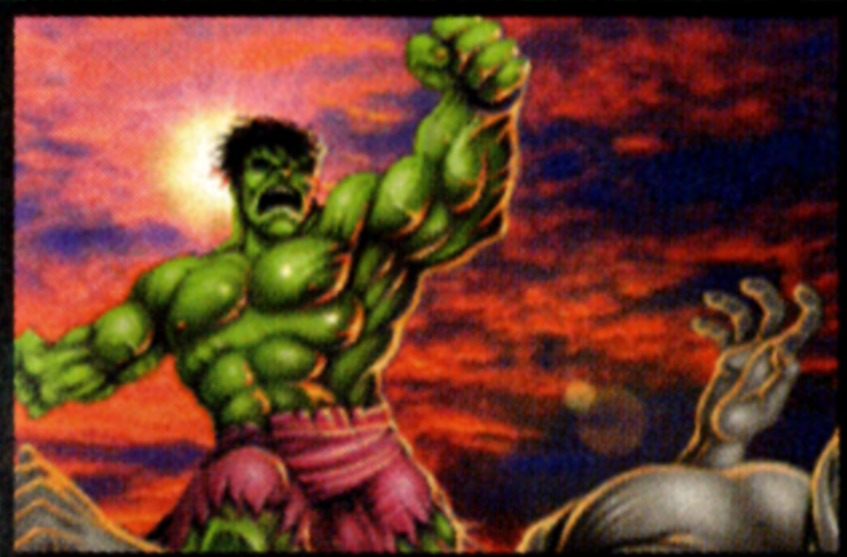
But this green-skinned Goliath finds himself facing a multitude of foes all out to deny him the solitude he so desperately craves. He not only battles the forces of the U.S. Army, commanded by General "Thunderbolt" Ross™, but also strange and powerful adversaries such as the Executioner™, Tyrannus™, and the sinister Leader's™ Humanoids.

Now YOU must guide the Hulk™, smashing your way through military compounds, barren deserts, subterranean cities, underground caves, and even earth's distant future in order to escape from the never-ending conflict...until finally, you face off with the most lethal creation of gamma radiation, the evil Abomination™!

CAST OF CHARACTERS

THE HULK™

Supervising the trial of an experimental gamma bomb, Dr. Robert Bruce Banner selflessly rushed to the rescue of an ignorant teenager who had wandered onto the testing field. Banner was struck full-force by the bomb blast and irradiated by the deadly gamma energy. Now under moments of extreme stress Banner turns into seven feet and one thousand pounds of rage and fury—the most powerful creature ever to walk the earth—the Incredible Hulk™!



GENERAL THADDEUS "THUNDERBOLT" ROSS™

This highly decorated veteran is the commanding officer of Gamma Base, the U.S. Army's top-secret weapons development facility. A gruff old war-horse with little time or sympathy for the scientists under his command (whom he refers to as milksops). He distrusts anyone who doesn't come from a similar military background. Obsessed with capturing the Hulk™, General Ross will use anything at his disposal—including weapons created by Bruce Banner—to achieve his goal.

RICK JONES

Dared by friends to drive into the desert surrounding Gamma Base, Rick is unaware of the imminent detonation of Banner's G-bomb. He is saved by Banner, who takes the brunt of the ensuing explosion and the resulting blast of gamma radiation. As the only other person aware of Banner's terrifying secret, Rick feels obligated to help him whenever possible, and is the one person the Hulk™ can call a friend.

BETTY ROSS

Betty, the daughter of General "Thunderbolt" Ross™, is in love with Bruce Banner. She lives within the confines of Gamma Base with her father, who is infuriated that his daughter is in love with a man he considers spineless. Although unaware of Banner's condition, Betty is the one person who can calm the Hulk™'s fury as Banner's memories momentarily shine through the Hulk™'s clouded mind.

THE LEADER™

Once a simple worker within Gamma Base, the Leader™ was responsible for moving gamma-irradiated waste between the laboratories and the base's reprocessing facility. An accident exposed him to incredible doses of gamma rays, transformed him into a genius, expanded his cranium, and turned his skin green. Now the Leader™ is intent on conquering the world by creating a race of almost-indestructible Humanoids to carry out his evil will. He sees the Hulk™ as a tool to help him achieve his goal.

TYRANNUS™

Banished from the surface of the earth by the wizard Merlin several hundred years ago, Tyrannus™ discovered the fabled fountain of youth. Now a despot of a highly advanced subterranean people, he seeks to return to the surface with his hordes to conquer the world. Only the threat of armed retaliation from the U.S. has given him cause for concern. In order to protect himself from military retribution, he plans to kidnap Betty Ross.

THE EXECUTIONER™

An immortal exiled from the fabled realms of Asgard, the Executioner™ is leading a vast, technologically advanced army against a fortress city some time in the distant future. Extremely powerful and incredibly arrogant, he believes in the inevitability of his own victory. Known to his own troops as the Evil One, the Executioner™ cannot stand the thought of anyone possessing power equal to his own.

THE ABOMINATION™

An enemy spy has uncovered Banner's hidden cave, and the wealth of technological advances that lie within; attempting to steal the secrets of Banner's gamma ray machine, the spy is bombarded by the largest dose of gamma radiation ever conceived, which changes him into a powerhouse of lethal strength—the Abomination™. His goal: to destroy the Hulk™ and become the mightiest mortal on the face of the planet!

THE HULK™'S MOVES

Movement

You can move the Hulk™ in eight directions using the +Control Pad. The configuration of the +Control Pad can be changed in the Options Menu from horizontal to diagonal movement. Diagonal is the default.

Punches

The Hulk™ has a number of punch attacks, including the straight right-handed jab, a push attack, and the backhanded slap. The A Button activates each of these.

Jumps

To make the Hulk™ jump in the direction he is facing, press the B Button.

Jump Attack

The Hulk™ can attack enemies that are assaulting him from the air. Just press jump (B Button) and attack (A Button) quickly.

Rage Attacks

Rage attacks are based on the player's Rage Gauge, the Green Meter at the bottom left of the screen. When the Rage button (R Button) is pressed, the relevant rage attack is performed based on the level of the Rage Gauge. After the attack, the gauge is reduced slightly. Rage attacks are as follows:

Two-handed thunderclap Creates a shock wave around the Hulk™, smashing enemies away

Overhead smash Equivalent to twice the damage caused by a standard punch attack

Jump smash A more violent form of the extended vertical leap; the landing creates a more devastating shock wave that will smash anything at the point of impact

Rage Abilities

At the start of each level, the Hulk™ will only have the Barge ability (L Button). As the Hulk™ progresses through the level, he will achieve the later Rage attacks according to the amount of destruction he causes.

Each time the Hulk™ achieves a SuperSmash or a Rampage, he gets one step closer to activating the next Rage attack. The Stars at the bottom **RIGHT** of the screen highlight each step. You will earn one star for a Super Smash, and two stars for a Rampage. A highlighted Fist icon shows each activated Rage attack.

Remember: Even if the Fist icon is active, it doesn't necessarily mean that the Hulk™ can perform the move. Check out the Rage meter to make sure that the Hulk™'s rage is at a high enough level to perform the move.

Hint: The Hulk™'s rage increases the more damage he does, and also when he gets damaged himself.

Missile Attacks

If you want the Hulk™ to pick up an object facing him, press the A Button. To throw the object, press the A Button again.

Power-ups

Rage and Health power-ups can be found throughout the Hulk™ inside destructible objects, such as soda machines and buildings.

The Hulk™'s Health

The Hulk™ image at the bottom left of the screen represents the Hulk™'s health, which regenerates automatically. The Hulk™ can be knocked unconscious if he sustains enough damage.

The Pause Menu

The Pause screen can be activated at any time during the game by pressing SELECT, which brings you back to the title screen. Options allow you to resume play and toggle music and sound on or off. You can also Quit the game from the Pause Menu.

Saving and Loading Game Data

Choose a New Game from the Main Menu. Then choose a slot that will be used to automatically save as you progress through the game. You can choose to write over previously saved games. You can also load saved games from the Main Menu by choosing Load Game and selecting the appropriate saved game from the available slots.

HULKMATCH

Between two and four players can use a Game Boy® Advance Game Link® Cable to compete simultaneously within the same environment. The goal of the game is to be the last player left alive by defeating the others in missile-based combat. The game will end when a player reaches the predetermined number of kills or is the last man standing.

Menu

After the Server player selects Multiplayer from the Main Menu, he will be shown the Multiplayer Menu.

The player can select from the following options:

Level Select from a variety of arenas.

Kills You can set the total kills needed to win the match to either 0 (the last man standing wins), 5, or 10.

Start Starts the player entry screen.

The game is started when Start is highlighted on screen and the A Button is pressed.

Energy

The Hulk™ will have a preset level of energy at the start of the game. This will diminish as the player character is hit. Some objects will cause more damage than others.

Player Joining

Once the first player has started the game, additional players can then join the Hulk™ server. All Game Boy® Advance Game Link® Cables must be connected BEFORE turning the Game Boy® Advance system(s) on. All systems must be on before starting the game.

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Notes

HULK™

SMASHING INTO STORES THIS JUNE!

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