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PRESENTS

MARVEL
COMICS

THE INCREDIBLE

THUNDERBOLT™



SEGA
GENESIS
16 BIT CARTRIDGE



EPILEPSY WARNING

Warning: Read Before Using your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



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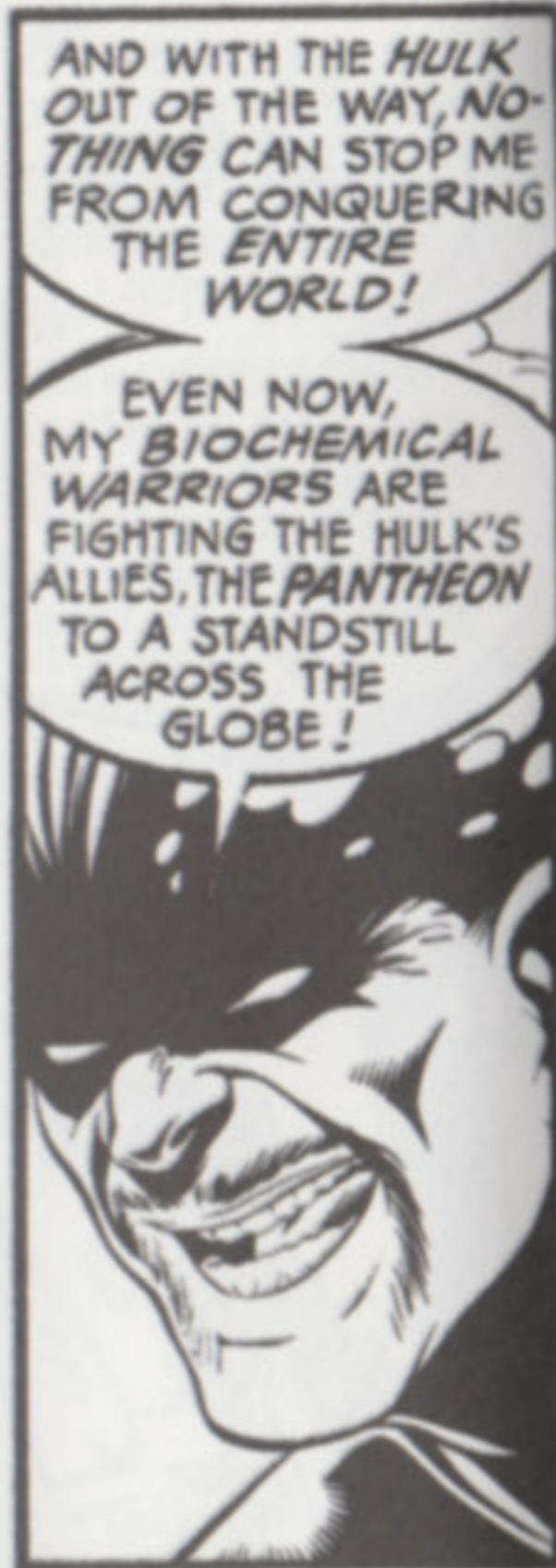
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INTRODUCTION

Dr. 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 a mutated, huge, green monster with super-human strength, he is – **'The Incredible Hulk™'**...

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 taskforce, 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 the 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 THE GAME

1. Follow the instructions in your Genesis™ System Instruction Manual to set up your Genesis System. Plug in Control Pad 1.
2. Make sure the console power switch is OFF.
3. Insert The Incredible Hulk cartridge with its label facing towards you.
4. Turn the power switch ON. The Sega screen appears. Note: If nothing appears on screen, turn the switch OFF. Make sure your cartridge is inserted correctly and check that all cables are properly connected. Then try again.

IMPORTANT: Always make sure your Genesis System is turned OFF before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1. The Main Menu will now appear. Highlight Start and press the Start Button. You are ready to begin the fight against the Leader as The Incredible Hulk.



OPTIONS SCREEN

To access this menu, highlight 'Options' and press Start. You can change the difficulty setting (Easy, Normal, Arcade) or listen to Music and Sound FX. To return to the Main Menu, move to the exit icon and press any button.

Energy States

The player exists in one of 4 energy states: Bruce 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 capsule 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 (C button) to collect the Gamma energy.

There are 2 types of Gamma capsules - 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.

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.

HULK'S MOVES

Walk	Left/Right on D-Pad
Jump	B button
Crouch	Down on D-Pad
Punch	A button
Slap	Up + A button
Uppercut	Down + A button
Pick-up/Drop Object	C button
Pick-up Object + Throw	Close Proximity, then C button, then A button
Grab Enemy	Close Proximity
Grab Enemy + Drop	Close Proximity to grab, then C button
Grab Enemy + Throw	Close Proximity to grab, then B button
Headbutt	Close Proximity to grab, then A button
Transform	Start Button, then C button

SUPER-HULK MOVES

Ceiling Smash	Close Proximity to grab, then Up, then B button
Sonic Clap	A/B/C buttons together
Foot Mash	Down/Up/Down + A button
Double Punch	A button

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

Walk	Left/Right on D-pad
Jump	B button
Crawl	Down + Left/Right on D-pad
Pick-Up Object	C button
Use Weapon	A button

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. The Abomination will challenge you at key points in every section and must be defeated before continuing. This formidable foe matches the Hulk in strength and durability and may only be defeated by using advanced moves or going Hulk-Out.

At the end of a level you will have a limited amount of time to defeat the boss. You may increase this time by picking up time coins which

are scattered throughout the game. Each time coin gives you an additional 10 seconds.

Also, there are three continue coins hidden in the game, which allow you to continue fighting. Extra lives are scattered throughout the game, usually in bonus rooms or places only accessible in Hulk-Out mode.

LEVEL 1 CITY & CONSTRUCTION SITE

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

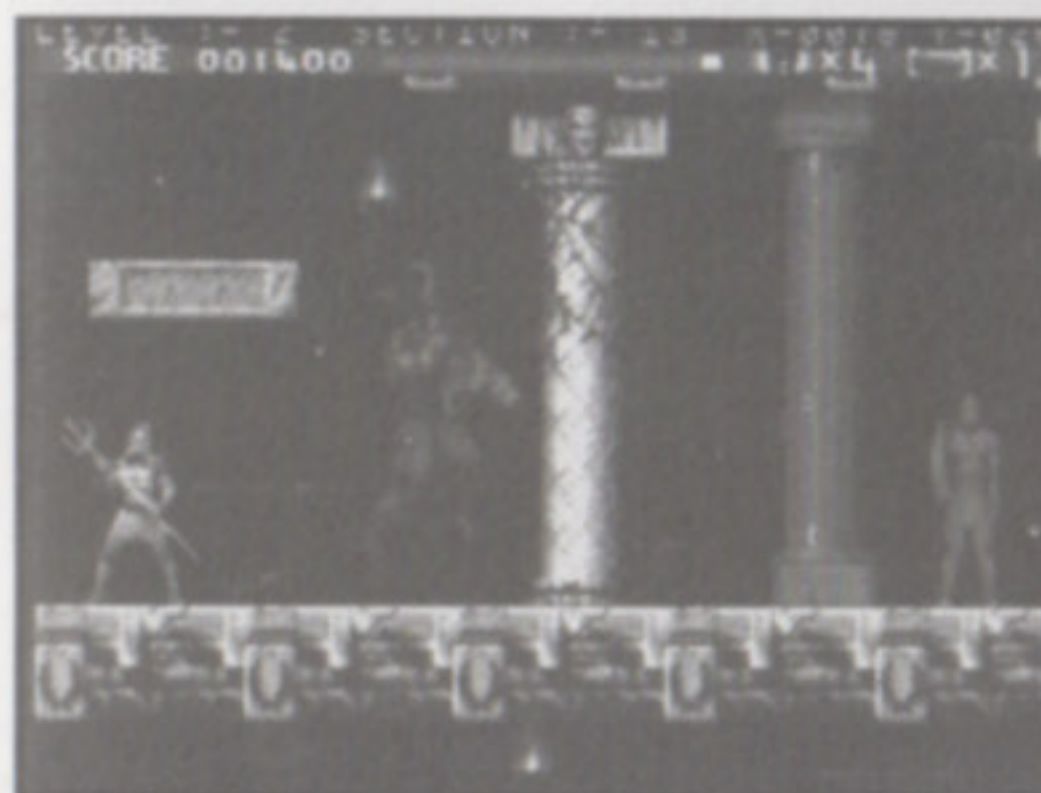
Rhino is waiting for you at the end of the Construction level. He will charge at you fiercely, but the right blows should easily defeat him.

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 disappears, the whole lair shakes violently and you can use falling 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.

Other objects: Large pieces of broken pillars can be picked up and thrown.

LEVEL 3

LEADER'S FORTRESS

Defeat Tyrannus and you reach the Leader's fortress to fight the evil genius in person.

The high-tech hide-away 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.



The high-tech hide-away 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.

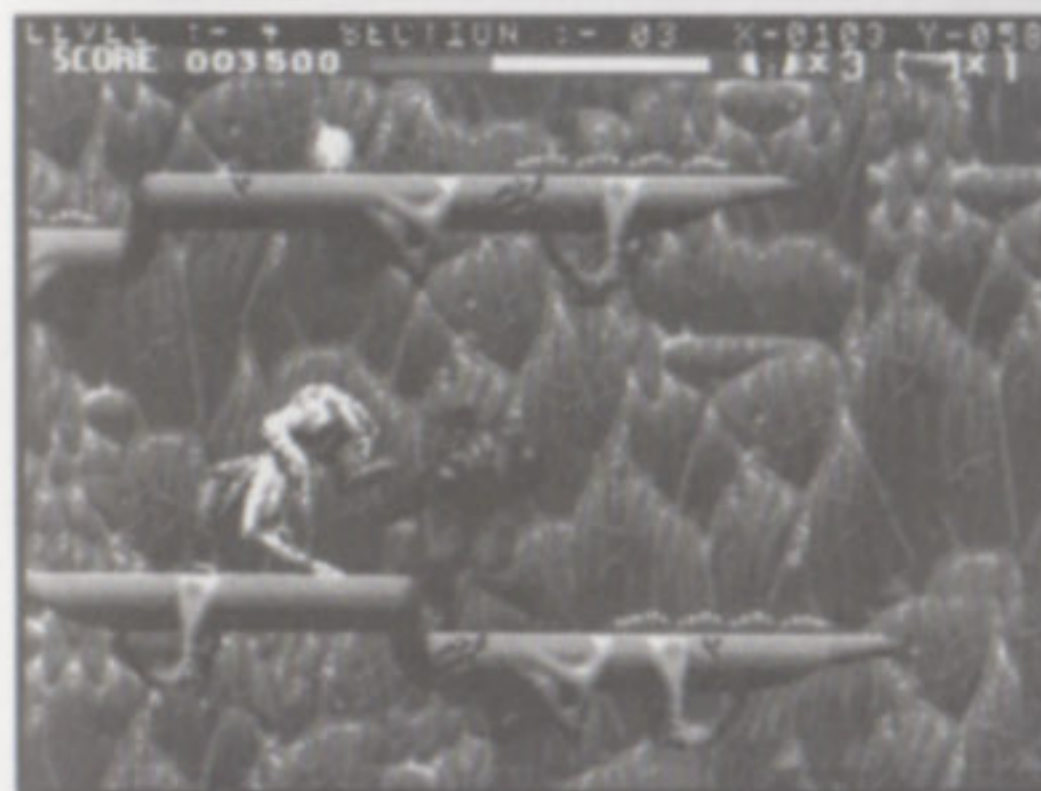
The Boss: Absorbing Man

Absorbing Man guards a long passageway leading to the Leader's interior. To reach the top of this shaft, you must trigger switches on 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, not brute strength, to defeat this villain.

Gamma Containers: Metal barrels - crush 'em!

LEVEL 4

THE LEADER'S INTERIOR



After destroying Absorbing Man, you finally face the 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 Hulk as the screen turns white. 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.

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. 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!).

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.

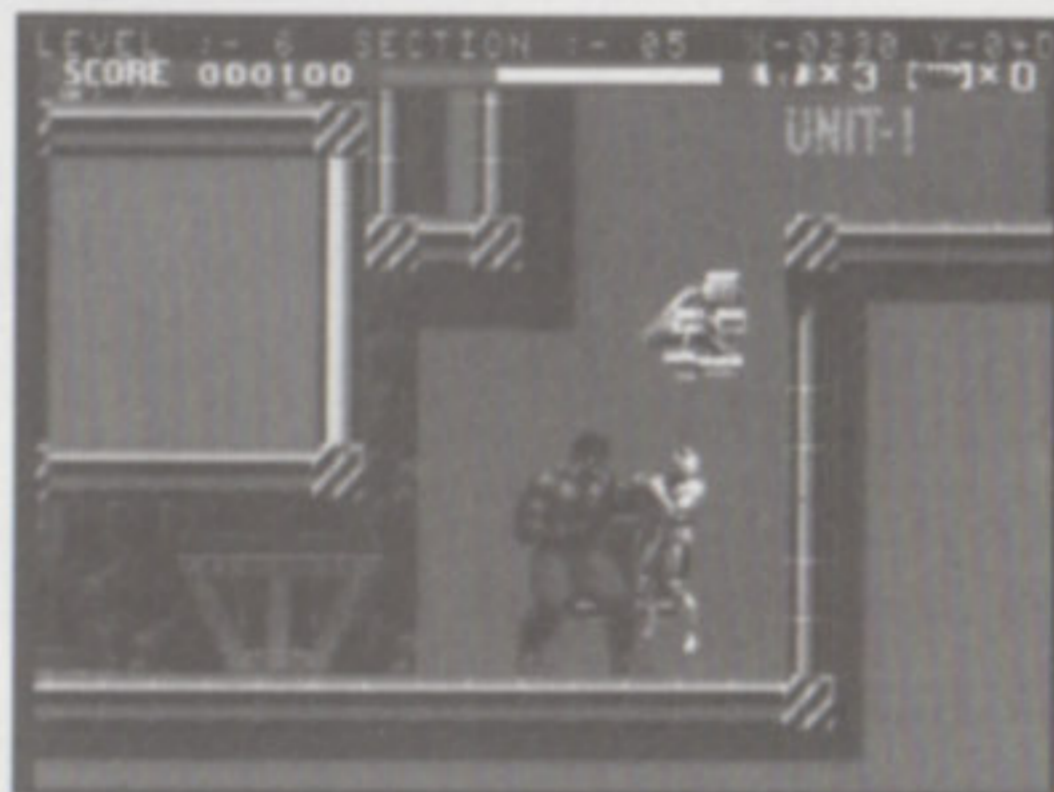
Other objects: Spiky tusks spring from the ground to impale you.

LEVEL 5 FINAL CONFRONTATION

This is it - the 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



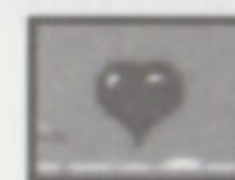
Mega Gamma



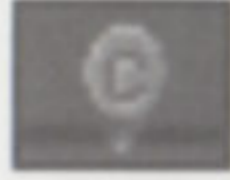
Transformation
Capsules



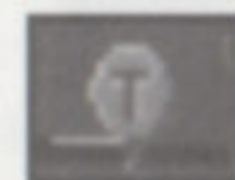
Gun



Extra Life



Continue Coins



Time Coins

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: Demi-godlike
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 1/2 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.



Leader

Real Name: Samuel Sterns
Height: 5 feet 10 inches
Weight: 140 lbs.
Eyes: Green
Hair: Black
Other Features: Green skin, misshapen head 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 sentience, 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 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.



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:	Demi-godlike
Agility:	Normal
Durability:	Demi-godlike
Fighting Skills:	Basic hand-to-hand combat techniques.
Superhuman powers:	Superhuman strength, stamina and durability.

Source of Power: Exposure to Gamma radiation.

HANDLING THE CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively on the Sega Genesis Game System.
- 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 break during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection TVs:

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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and



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Mega Play Magazine



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