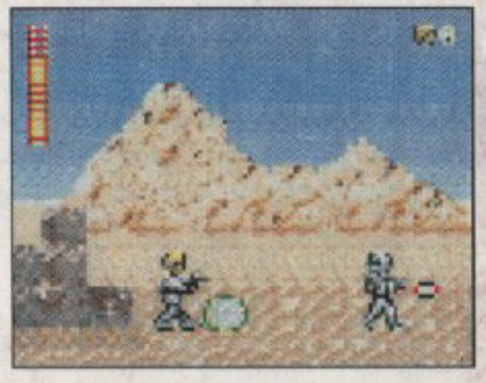
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PRESENTS

STAR WARS®

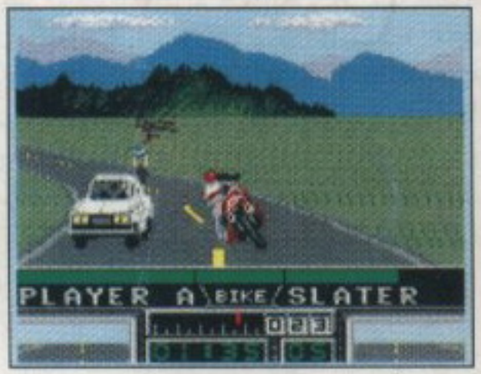


Star in the movie! Join Rebel forces and fight against the Darkside of the Empire.

Available for Sega™ Game Gear™

ROAD RASH™

On a 1000cc Diablo, speed through the tight curves while avoiding the oncoming traffic and your opponent's left hook.



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SEGA™

1 PLAYER

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Printed in Japan

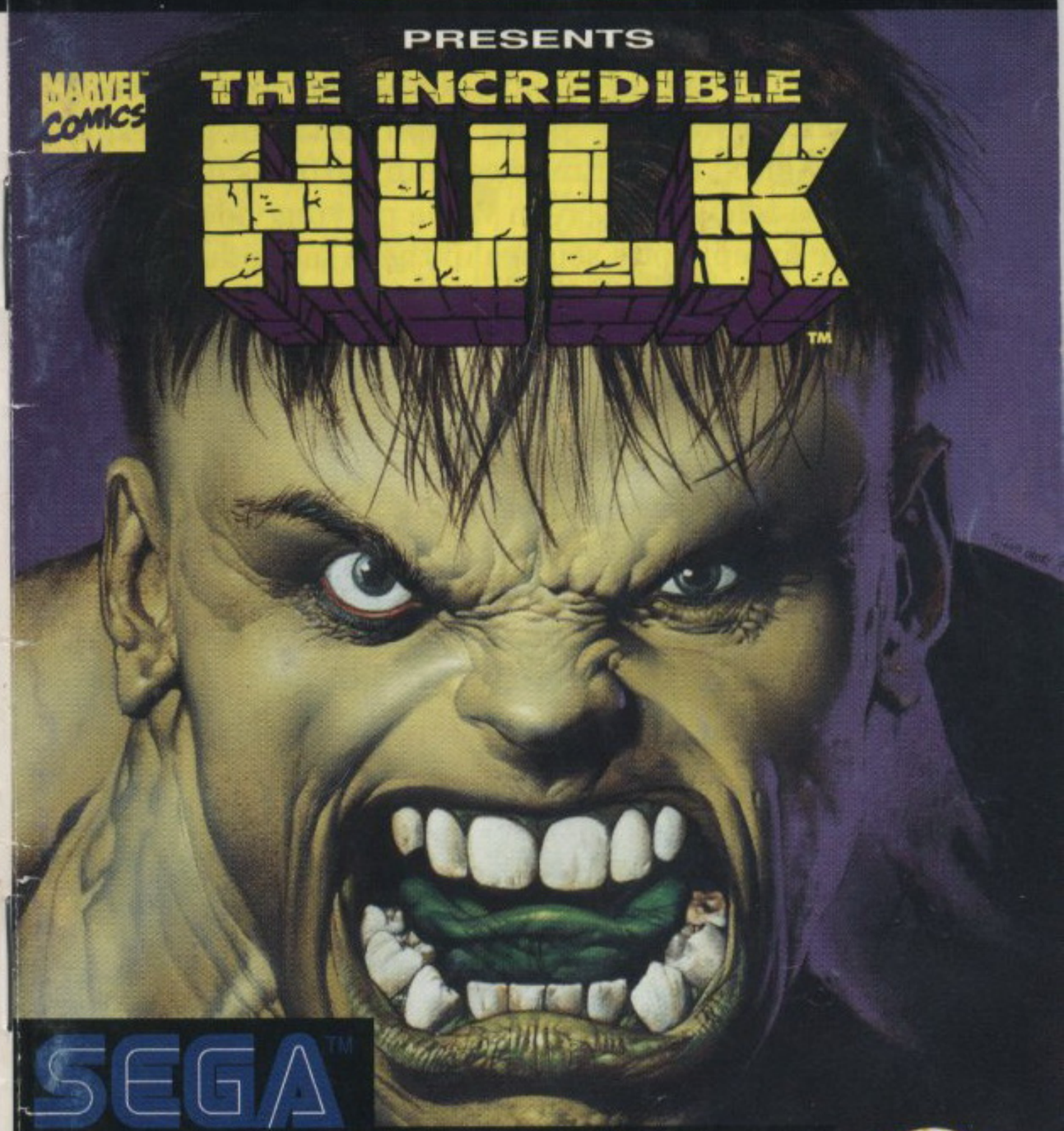
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MARVEL COMICS

THE INCREDIBLE HULK™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA™ SEAL OF QUALITY

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 you 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 the are compatible with the SEGA™ GAME GEAR™ System.



THOUGH THOSE SAME GAMMA RAYS CAUSED AN *ACCIDENT* YEARS AGO--

--AN ACCIDENT THAT TRANSFORMED MEEK *DR. BRUCE BANNER* INTO THE *HULK*, THE *STRONGEST* BEING THAT HAS EVER LIVED--

I NOW HAVE THE MEANS TO *RE-VERSE* THAT PROCESS AND MAKE THE HULK A FRAIL *HUMAN* AGAIN-- THANKS TO MY *TRANSFORMATRON!*

AND WITH THE *HULK* OUT OF THE WAY, *NO-THING* CAN STOP ME FROM CONQUERING THE *ENTIRE WORLD!*

EVEN NOW, MY *BIOCHEMICAL WARRIORS* ARE FIGHTING THE HULK'S ALLIES, THE *PANTHEON* TO A STANDSTILL ACROSS THE GLOBE!

NOW GO, *RHINO*, *TYRANNUS*, *ABSORBING MAN*--

GO AND *DESTROY THE HULK!*

ARE YOU WATCHING, *LEADER?* CAN YOU HEAR ME?

IT'LL TAKE MORE THAN A COUPLE OF *CLOCK-WORK GOONS* TO STOP--

--ME...

A *TELEPOR-TATION* BEAM?

THIS IS WHERE THE *FUN* BEGINS!

BRKAM

I'D SAY WE SHOULD REASON THIS OUT, *ABSORBING MAN*, BUT THEN I'D MISS THAT EXPRESSION OF *SHEER TERROR*.

WAITAMINUTE-- WHAT'S THAT HUMMING *GIZMO* BEHIND HIM?

ZZTROAAH

I HAD TO ASK.

Oh, NO! I'M *BRUCE BANNER* AGAIN--IN *HUMAN FORM*!

THAT *CANNISTER*-- IT'S GLOWING WITH RADIATION--*GAMMA* RADIATION!

GOT IT!

IT'S NOT *SPINACH*...

...BUT IT DID THE TRICK!

NICE TRY, GENTLEMEN. YOU'VE EARNED SOME *APPLAUSE*!

KOOM

THIS ISN'T OVER YET, HULK. IN FACT...





INTRODUCTION

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 a mutated, huge, green monster with super-human strength – '**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....

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 into Bruce Banner.

Bruce Banner - In this state you cannot defend yourself unless you find a gun. 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, acquiring special abilities to become even more powerful and destructive.

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 (down on D-Button) 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.

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.

STARTING UP

Set up your Sega Game Gear System as described in its instruction manual. Make sure the power switch is OFF. Then insert The Incredible Hulk cartridge in the Game Gear Unit. Turn the power switch ON. In a few moments the Title screen will appear.



Hulk's Moves

Walk	Left/Right on D-Button
Jump	Button 2
Crouch	Down on D-Button
Punch	Button 1
Slap	Up + Button 1
Uppercut	Down + Button 1
Pick-up Object	Down on D-Button
Grab Enemy	Close Proximity to Grab.
Grab Enemy + Throw	Close Proximity to Grab then D button (Left or Right),then Button 2
Headbutt	Close Proximity to Grab then Button 1
Transform	Start Button then Button 1 & 2

Super-Hulk Moves

Sonic Clap	Hold Buttons 1 & 2 together then press D button (Left or Right) rapidly
Double Punch	Button 1

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 state 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-Button
Jump	Button 2
Crawl	Down + Left/Right on D-Button
Pick-Up Object	Down on D-Button
Use Weapon	Button 1

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.

Extra lives are well hidden throughout the game, usually in bonus rooms or places only accessible in Hulk-Out mode. You have unlimited continues.

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

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: Canisters

LEVEL 2
TYRANNUS' LABYRINTH

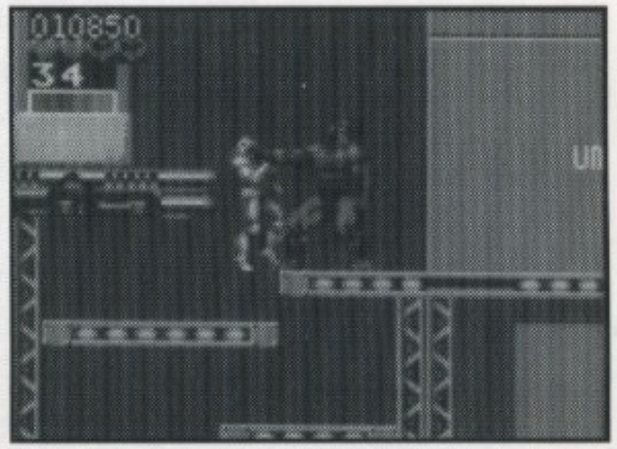
Leaping out of the city Hulk lands in a deserted forest glade. Suddenly the ground gives way and you tumble into the mystical labyrinth of Tyrannus.

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.

Other objects: Broken pieces of pillar 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 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

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

LEVEL 4
THE LEADER'S INTERIOR

After destroying Absorbing Man and 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 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 robots 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.

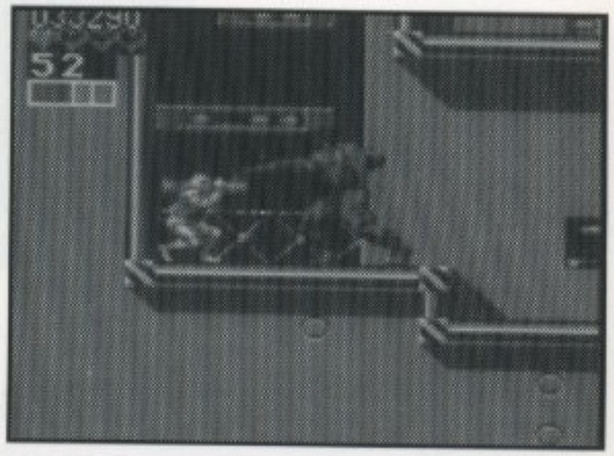
Bad Guys:
Lizards - vicious, prowling reptiles of all sizes with lethal slashing claws and a spit of deadly acid.
Slugs - ugly beasts that slither along the ground and bite at your legs, sapping your energy level.

The Boss: Abomination

Gamma Containers: Kidneys

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 ....

COLLECTABLES


Gamma Capsules


Mega Gamma


Transformation Capsules


Gun


Extra Life

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 91/2 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.



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:	Extrodinary 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 THIS CARTRIDGE

- This cartridge is intended exclusively for the Sega™ Game Gear™ 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 recess during extended play, to rest yourself and the Sega cartridge.

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