
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00150
MARVEL COMICS
THE INCREDIBLE HULK
THE PANTHEON SAGA
EIDOS INTERACTIVE

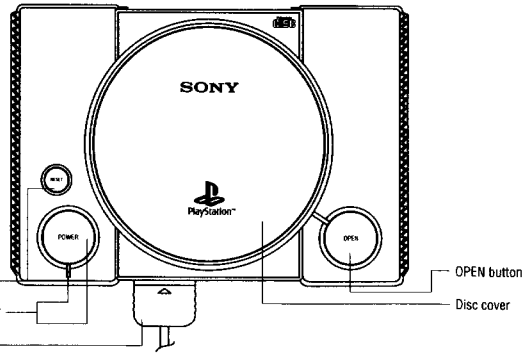
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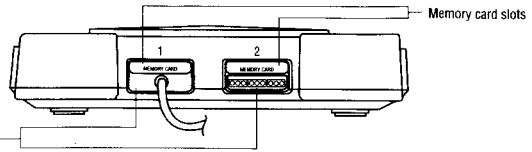
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Start Up

Console

Top View

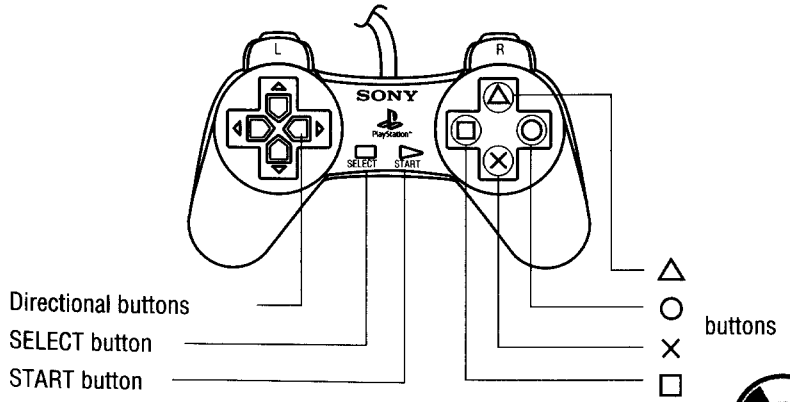


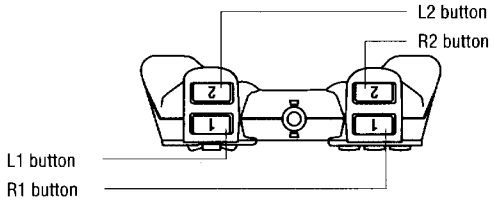


1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the *INCREDIBLE HULK: THE PANTHEON SAGA* disc and close the CD cover.
3. Insert a game controller and turn the PlayStation game console on. Follow the on-screen instructions to start a game.

Note: It is advised that you do not insert or remove peripherals or memory cards once the power has been switched on.

Controlling The HULK





Character Moves

You can change the controls, however the default controls are as follows:

Walk	Left / Right / Up / Down on the Directional Button
Run	Hold L1 + Left / Right / Up / Down
Jump	▲
Punch	❑
Defense/Block	R2
Kick	❍
Crouch	×
Uppercut	R1
Grab & hold Object or Enemy	Press towards object + ×
Place Object on Floor	Press ×
Throw Object or Enemy	❑
Shoulder Barge	Run + ❍

Special Moves:

Sonic Clap	Hold L2 and press ▲
Floor Hammer	Hold L2 and press ×
Vortex Spin	Hold L2 and press ❍

Note: The Gamma meter needs to be increased by picking up Gamma Energy before any Special moves can be performed. (See page 11)

In-Game Options

Press START to pause, then SELECT to display the In-Game options and access to theEmergency Team. Press Up and Down to move through the menu options. Press Left or Right to alter the Volumes for SFX and CD music. To return to the game from the In-Game options, press the SELECT button, then the START button.

Quitting A Game

To return to the main menu, hold down the select button and then press the start button for 2 seconds.

Introduction

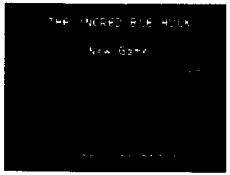
Dr. Robert Bruce Banner, a top nuclear physicist, was caught in the blast from an exploding Gamma Bomb while trying to save his close friend Rick Jones. Having been exposed to a massive dose of Gamma radiation, Dr. Banner's genetic structure was inextricably altered, transforming him into a huge, green monster with super-human strength – a monster that has come to be known as "The Incredible HULK".

The Story So Far



The HULK has been taken prisoner by members of The Pantheon - a team of Super Heroes sent on special tactical missions. Their leader, Agamemnon, has determined that the HULK must be shown that his powers can be used for the benefit of mankind.

SET UP



This is the main menu. You may select between New Game, Password, Options, and Hall of Fame.

New Game

Selecting this feature will start a new game from the beginning of the story.

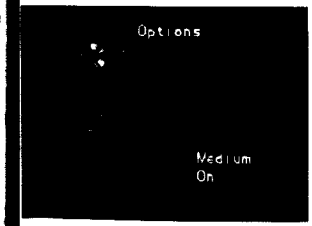
Password



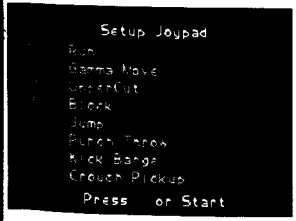
There are 3 stages in each Level, except for Future Imperfect. A password is awarded after completing each level. Selecting this feature will allow you to enter a password that will allow you to start at the beginning stage of the subsequent level to the one you have completed.

Move the Controller left or right to select the placement and Up or Down to cycle through the codes. Press X to accept the code.
Note: *Memory cards are not supported.*

Options

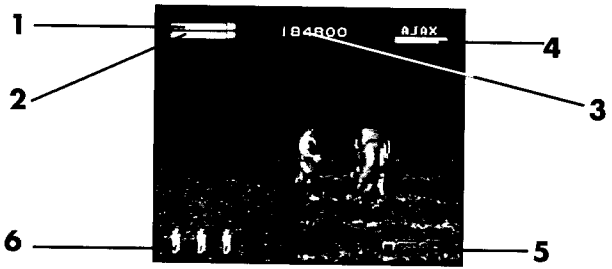


In the options menu, you can change the default settings for the game. Press UP or DOWN to move through the menu options. Press LEFT or RIGHT to change the volume for SFX and Music. You may also change the controller settings by highlighting the option CONTROLLER and pressing LEFT/RIGHT to access the different controller configurations. Select the difficulty for the game by choosing **Easy**, **Medium** or **Hard**.



The **Auto Run** feature enables the HULK to begin running automatically when the Controller is held in the same direction for 2 seconds. The default is **ON** but you can make the HULK run from standstill by holding L1 and pressing and holding the Directional Button for the direction you want HULK to run.
Select X or **START** to return to the Main Menu.

What do those things on the screen mean?



1. Life Meter

As the HULK battles an enemy, he will sustain damage. Keep an eye ou for Life Boost power-ups located throughout the game to remain lean mean and green. Also, depending on the difficulty setting, your healt automatically increases over time.

2. Gamma Meter

This indicates how much extra power the HULK has stored for Special Moves. As long as the HULK has stored energy, you can perform any Special Move. Save energy to battle larger enemies. Different types of special move use up more Gamma energy than others. The amount of Gamma energy used is also dependent on the difficulty setting.

3. Score

Tallies your progress.

4. Enemy Life Meter

Remaining energy for the area Boss.

5. Inter-Dimensional Transit Components



These are collected as the HULK makes his way through the game. Any pieces that are not collected will have to be fought for in the final encounter! Maestro holds the final piece and will only drop it if he is defeated by the HULK!

6. Calling Cards

Used to summon a Pantheon Member when the HULK needs help.

PICK UPS



Life Boost - Partially restores life force. If you have full health life boosts will not be picked up.



Gamma Boost - Surges the HULK'S stored Gamma energy level. As with the Life boost, you cannot pick up additional boosters until you have less than maximum power.



Super Gamma - This will max out the HULK's Gamma level, allowing you to perform unlimited special moves for a short while. When collected, your Gamma meter will flash.



Double Damage - Doubles the damage the HULK can inflict upon enemies.



Emergency Team - The most powerful feature in the game. If you are lucky, you will find these as you progress through the game. Each calling card will summon the assistance of one of the four different members of The Pantheon that the HULK may call upon in various circumstances. Each calling card has a limited time of use. *Hint: Acting as smart bombs they may be able to help you reach areas not previously accessible.*

Emergency Team Members



Ajax - He comes falling from the sky and charges in the direction that the HULK is facing when called.



Atalanta - She will fly around providing effective air support by shooting her flaming arrows at all enemies near the HULK.



Ulysses - He will appear on-screen and rapidly run in circles around The HULK providing protection and destructive assistance.



Hector - Stuns all enemies on-screen with his Mace. The HULK will then have a limited time to destroy them before they re-animate. They will also re-animate if touched by the HULK.

LEVEL GUIDE
Level 1—The Mount



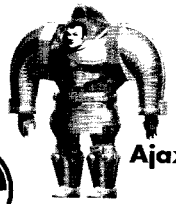
As Paris and Ulysses play chicken with the doors to The Mount, they crash and set the HULK free. Now, the automatic defenses have activated and it is your job to defeat them and find Agamemnon.

The Mount consists of three specific areas.

- The Landing Bay
- Pantheon Battle Ground
- Ecosystem

The objective here is to locate the 6 elevator switches and exit the landi bay

The Mount is defended by:



Ajax



Hector



Atalanta



Eco Droids

Level 2—The Scottish Castle



Piecemeal has taken hostages and must be stopped. Your job is to free these hostages and defeat Piecemeal.
The castle consists of 3 stages:

- Main Entrance
- Underground Dungeon
- Piecemeal Main Hall

The Castle is defended by:

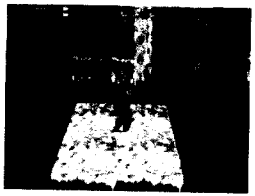


Mystic Monks

Piecemeal



Level 3–Trauma and Lazarus



This dirty duo have managed to kidnap Atalanta and transport her to their secret frozen wasteland hideaway in the Antarctic. Lazarus has erected an Ozone Cannon in an ice cave. Your mission is to destroy the cannon and rescue Atalanta. Beware the Ozone Cannon will be active when the HULK gets there and he will only have a limited time to destroy it before the ozone is completely gone!!

Level 3 consists of the following 3 stages:

- Ice Flow
- Freon Cave
- Ozone Cannon

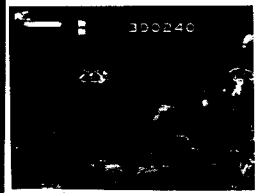
The ice worlds are protected by:







Level 4 – The U-FOES!

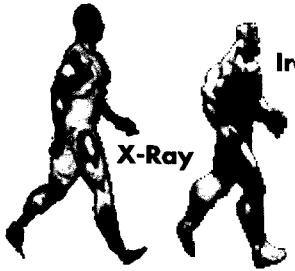


A team of enemies known as the U-FOES have broken into The Mount looking for Agamemnon. They have left utter destruction in their wake. Your mission is to track them down and defeat them once and for all.

Level 4 consists of the following 3 stages:

- Destroyed Ecosystem
- Destroyed Landing Bay
- Agamemnon's Inner Sanctum

The invaders you will face include:







Future Imperfect
The Maestro



After defeating The U-FOES, the HULK is suddenly transported to the future - an alternate reality.
The HULK has been brought here by Rick Jones to help fight an evil, brutal ruler known as The Maestro. As it turns out, The Maestro actually IS the HULK. This is the most difficult enemy since he knows your every move and has your strength and abilities. Your objective is to ensure the Time Machine is fully functional and eliminate the scourge of The Maestro forever. In order for the Time Machine to be activated, you must collect all four Inter-dimensional Transit Components. Components not collected during the game can be obtained by defeating The Maestro's guardians. The Inter-dimensional Transit Components have to be placed in the correct terminals in order to activate the Time Machine.
To place a component in a terminal press START and SELECT to display the in-game options menu. You will notice that the Emergency Team members are now replaced by the transit components. You are unable to use the Emergency Team members as you are in the Future Imperfect. To select, move the highlight along to the required component then press SELECT then START to place the component in the terminal. The panels on each of the terminals must be pressed in the correct sequence to set the component. The Time Machine must be used to gain access to the areas where the terminals are situated and hence make it fully operational.

And now, how to defeat The Maestro ?