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FAQ updates:

Version 0.1--03/13/01: First attempt.

Version 0.2--03/18/01: Played STAGES 1 & 2 in Medium difficulty. Added more info, passwords and credits.

Version 0.3--03/20/01: Played STAGES 3,4,5 in Medium Difficulty. New passwords and info.

Version 0.4--03/21/01: Discovered new info, including correction for STAGE 2, Level 2 and a SECRET AREA for STAGE 3, Level 2.

Version 0.5--03/25/01: Played the game in Hard difficulty. New Passwords, corrections and info. Added advice to section 3 and final review in section 9.

Version 0.6--04/06/01: Added more passwords and corrections.

3. BEGINNING FACTS.

If you don't have the instruction manual to this game, here are some things you'll need to know before you start:

a) Moves. For basic moves, please refer to the CONTROL PAD SETUP in the OPTIONS MENU. Here is a list of Special moves that are not listed there:

- Shoulder Charge--Run, then press Kick*
- Sonic Clap--Special Move+Kick
- Floor Smash--Special Move+Jump
- Vortex Spin--Special Move+Punch
- Use Emergency Team--Special Move+Block
- In-Game Option--Start

*You can get up to five hits with the Shoulder Charge, but if an flying machine come towards you or an opponent like Ajax or Ironclad charge at you at the same time, you get only one hit, stop short and possibly get damage.

The Hulk has three jumping styles:

Short Jump--press Jump, then directional button. This is used when you are very close to an object and want to jump on top of it.

Long Jump--press Jump plus directional button at the same time. This is used when you want to jump from platform to platform.

Running Jump--Run, then press Jump and directional button. This is when the distance between two platforms are longer. The longer you hold down the Jump button, the higher you go. Also, You can punch, kick and change direction in mid-air.

b) Object Pick-Ups. This is what you are getting when you find these secret places:

Life Boost--Shape like a Atom in a Blue Ball. Restores Partial Health
Gamma Boost--A Green Ball with 2 Rings. Charge Gamma Energy Level.
Super Gamma--3 Blue Bars with 2 Rings. Max out Gamma Energy.
Double Damage--Red Ball with 2 Rings. Twice the damage inflicted.
Pieces of the Time Machine--4 Boxes that are collected for the final stage.

Emergency Team--Neon Hand. Use this to summon one of the 4 members of the Pantheon Emergency Team. They will assist in their own ways:

Ajax-Charges in the direction the Hulk is facing.
Atalanta-Provides air support.
Hector-Stuns all enemies on screen for a short while.
Ulysses-Protects Hulk.

Please use the In-Game Option to decide who to summon before using the Emergency Team Move. You can only hold up to three Emergency Team icons.

c) Advice. If you are planning to play in Medium or Hard difficulties, here are some advice to help you:

1) Try to rely on regular moves such as Kick and Shoulder Charge, instead of using the Gamma Energy moves, like Ground Smash, all the time. They won't deplete your Gamma Bar and there might not be many Gamma Boost icons in the area. Save your energy till you face the bosses or more than 4 enemies at once.

2) Don't try to grab the Super Gamma or Double Damage icons when you first see them. Wait until the enemies are in your sight and coming after you before taking it. That way, you can use it's power to its fullest intent.

3) Try not to use the Emergency Team icon unless you already holding three of them and there is another one lying around near by. Like the first advice, don't use them unless the enemy is upon you.

4) If you are low in health and there are no Life Boost icons around, go to an isolated area, where there are no enemies, and wait for your health meter to slowly recharge itself.

5) Most of all, be patient. Don't try to rush the game or you'll lose alot of energy and the game itself.

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4. STAGE 1: THE MOUNT

(Here, in the next 4 stages, I will reveal passwords in the Easy, Medium, and Hard difficulties. The first set I found on the internet, which usually contains no Gamma energy or any special items for the Hulk to start with. The next set that have the stars (*) besides them is what I got when I played the game which does contain some objects and energy. You can use them or make your own.)

a) Level 1: The Landing Bay--You must find 6 elevator buttons before you can leave the area.

When the game starts, have the Hulk go over towards the right to the open little room. You can use the Shoulder Charge to take down the glass walls and possibly the robot. There is a red/yellow/black button on the wall. You must punch it in order to shut down the force field on the left side.

When the button becomes black, leave the room and go up. In the center of the back wall, between the two lifts, there is a different looking button. Hit that and it causes the lift on the right to go up a bit. You can use the Uppercut to take out the robots, but be careful because of the lag time.

Kicking them is better than simply punching them because you push them away and they get destroyed faster. When you fight and destroy them, they leave objects such as Life and Gamma boosts to pick up. Ignore the flying saucers if you see them for now. You can also get the objects on top of the big monitor located in the middle of the room. Bring two metal boxes, place them one on top of the other, near the monitor and use them as steps. After that, go up the stairs on the left, run past or jump over the land mines and head over the next elevator button. Punch it and run down through the aisle of laser fire. It's best to be jumping while running through there. When you get at the bottom, don't worry about the red button with the green arrow on the right side. That controls the direction of the laser fire. Instead, hit the yellow/black button to open the door on the left. Run past it and go up the corridor. Turn left and run past the mines to the end. Ignore the flying saucers unless they got a fix on you, then use the Sonic Clap. Hit the yellow/black button to deactivate the force field. Jump over the railing, go down and left. Hit the third elevator button, then go up and hit the yellow/black button in the middle of more laser fire. That opens the double doors up further. Go through there, hit another door button ahead, then go up towards the glass walls, where there are two robots there.

Smash both and hit the fourth elevator button. Go down to where the black button is and make a left. You should be in a room where there are both a fifth elevator button and a yellow/black button. Hit both and leave. Go all the way down through the laser fire. Turn right and go through the room with the land mines. Go through the door and back up through the first laser fire. Keep going back to the second elevator button and there should be a new opening next to it. Go through it and hit the last elevator button on the back of the room. SECRET AREA #1: Before you leave, position the Hulk in the center of the yellow/black lined square on the floor and use the Floor Smash. It should create a hole underneath and reveal pick-ups objects there, Super Gamma included. NOTE: in the Medium and Hard difficulties, there are robots in the hole. Leave the room and head right. Jump off the ledge and take the small elevator up. When you reach the top, go right towards the big door and go through it.

b) Level 2: Pantheon Battle Ground--you must fight the first 3 members of the Pantheon in order to advance.

When you go up towards the left, stop when you see the flying saucer. Follow and use the Sonic Clap on it. Go up to the back where there are 5 yellow/black buttons beside the force field door. Hit them all (the middle one you have to jump, then punch). Go down and left till you see another flying saucer. If it close, punch it a few times. Otherwise, use the same tactic as before. Then go up and hit the last button on the left of the door. With the force field down, go through, dodge the laser fire and pick up Gamma Boost (if you can). Turn left, run through mines to the glass wall and smash it. Ahead of it is where you face Hector. He uses a mace to attack you and his version of vortex spin with it. Simple punches and kicks will take him down. NOTE: In the Medium and Hard difficulties, when Hector's (and Ulysses') health is low, Atalanta comes and attacks. She'll shoot fire, then leave. You can't fight her because she's too high, but if she gets low enough, you can jump and kick her. She'll leave immediately when that happens. You can smash the computer monitors around there to reveal pick-up objects (Super Gamma included). Run through the door on the right and either jump from pillar to pillar or run through the acid lake (it gives minimum damage). Go up the platform and face Ulysses. He uses a

shoulder charge move with his sword and shield and shoots laser from a distance. He's quicker than Hector, so run around and use Shoulder Charge a lot. When he's low on energy, kick him a few times. After defeating him, the wall in the back will open, revealing objects and a button. Hit the button to open the elevator, then go through the acid lake and back to the area where you fought Hector. In the back, there should be a lift. Get on it and it will take you to the top. When you get off, Atalanta will be there. She is mostly in the air, shooting fire arrows and at times do a flying kick towards you. When she's not attacking, she flies up, out of range and sight. When she's at ground level, use the Shoulder Charge. At a distance, either use the Sonic Clap or jump up and kick her. She's very hard to hit, so be patient and use the pick-up objects hidden in the machines. SECRET AREA #1: During or after the battle, there is a yellow/black button on the left wall. Jump up and punch it. Go down to Hector's area. There, in the center surrounded by pillars is a square hole with pick-up objects (Super Gamma included). Go back up the elevator and go through the exit in the back.

c) Level 3: Ecosystem--Defeat Ajax in order to get all Pantheon members for help and to finish this stage.

The floating ball-shaped robots are harmless, unless you get close to them. Just throw wooden blocks at it and pick up objects. Ajax is at the other side of the area. He has a good reach, mimics the Hulk's Shoulder Charge, and blocks a lot. You must strike after he takes a swing at you to give damage. Then keep your distance and use Shoulder Charge and Vortex Spin. They work best. SECRET AREA #1: Start at the right of the ridge, go up and left. Pass the 2 tall trees that block your view of the Hulk. Hit the back wall near the second tree where the floor is flatten. There is a secret room and pick up objects. Don't worry about the yellow/black button on the back right side of the area. The Ecosystem rains when you hit the button and serves no other purpose. Inside the waterfall have also pick-up objects. After defeating Ajax, either go to the left, where the double doors are and touch Agamemnon, or go to SECRET AREA #2: Go to the left of the waterfall. Keep going left, pass a tree towards a bush. Go through it, towards the TV screen. When you land, move left quickly because you're standing on a land mine. There are 2 pick-up objects and mines. Go left and into an opening in the back. Then you will be transported to a bonus area. There you have to jump from one cliff to another in order to get pick-up objects in 90 seconds. NOTE: in Medium and Hard Difficulties, the time is shorter. 2 Emergency Teams and score point items included. You can go to SECRET AREA #1, then go straight to SECRET AREA #2 without even facing Ajax.

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5. STAGE 2: THE SCOTTISH CASTLE Password: 603EE0C530
Difficulty Easy: 70000F630A *A04EE0D330*
Medium: 60080FFB85 10C80B7C7C *2006A76E10*
Hard: 80100F8401 *40880EF2C0*

a) Level 1: Main Entrance--You must defeat the Mystic Monks in order to pass.

A few things about the Mystic Monks. They keep a distance and throw laser blasts. Sometimes they can bump into you, but do little damage. You can use any special attacks on them or simply corner and punch or kick them. A word of warning: the black monks dissipate when they die, but the purple ones simply melt into a puddle, only to rise again a bit later. Be aware of

that. SECRET AREA #1: At the start of the game, have the Hulk walk down till he can't go any farther. If you look on the left side of the wall closely, you'll see an extended wall coming from there. Position the Hulk near there and hit the left wall. You should create an opening where you'll find a Mystic Monk and a few pick-up objects (Emergency Team icon included).

Collect them, go to the gate and hit the button on the left side to open it. When you go through, you'll see 3 or more Mystic Monks and 4 glowing red squares. These squares are where the extra Mystic Monks come from. Use the Floor Smash a few times to destroy each of them or wait for Piecemeal to shoot at them. Don't bother to jump up to the surrounding walkway ledge where Piecemeal is at. You can't reach it (crazy, isn't it?). SECRET AREA #2: Use the Floor Smash to hit the center of the area where a big green dot is. It'll create a hole full with objects. You can use the hole to lure the Monks into it and trap them there. The open door on the left has Life Boost while the open door on the right has Super Gamma. SECRET AREA #3: On the right side of the wall, behind the last pillar holding the wooden walkway, next to the breakable stained glass wall, there is an hidden room. You must smash through the wall leading to it. Objects including a piece of the Time Machine are in there. Leave, go to the back gate and wait till it opens. You're done here.

b) Level 2: Underground Dungeon--Search and release the prisoners held by Piecemeal.

Jump from platform to platform to reach the other side. You can run the Lava Lake too, if you must, but be careful. It causes more damage than the Acid Lake in STAGE 1, Level 2. Go through the hallway with the stained glass windows till you reach the room. Smash the glowing red square in the center to prevent the Monks from coming. SECRET AREA #1: Take one of the stone blocks and place it on the back wall under the black cross. Jump on top of it, then jump and punch the wall. It will reveal a room with Pick-Up Objects (Super Gamma and Double Damage included). After collecting, take the 3 stones and place them on top of three of the four squares on the floor. Leave the forth square located on the lower right side expose. Have the Hulk stand on that one. and the gate on the right should open. Run through the gate before it closes and stop at the ledge. You are now in the second Lava Lake room. This one has two openings, one on the back and one on the far right. Right now jump across or run VERY quickly towards the one on the right. When you get through, use the Sonic Clap on the Mystic Monks and the Floor Smash on the glowing red square up ahead. Don't go through the back opening located behind the glowing red square, but instead, keep going right. There you'll find a prison with 5 square buttons on the floor near it. First, hit the top left button, then the middle, then the top right one. The cell doors will open, releasing the prisoners and one Mystic Monk. Go to the top/back cell for the Life Boost, then go to the bottom cell. There is a button on the lower right side of the cell. Hit that and it will open the gate located in the back where the Emergency Team Icon is held in. After that, there are two ways to end this:

1) Go left to the back opening that you passed where you smashed the second glowing red square. Go through and you'll reach a third Lava Lake. Go across to a platform where there is a Double Damage icon and get it. Jump from there to the steps on the right. When you walk up, Piecemeal will be waiting. He attacks you with his tail and his version of the vortex spin. Use Shoulder Charges and Punches on him. If you are trap in a corner, use the Vortex Spin. Hit him till his health is gone and runs away. Follow him to the exit.

-or-

2) Keep going left till you reach the second Lava Lake and go through the opening in the back. Keep going till you reach the stairs. When you go up

to the top, you will be transported to a room where another piece of the Time Machine is at. Keep running towards the TV screen till you come to a stained glass window. Smash it and jump down. SECRET AREA #2: Go left to the opening before the first Lava Lake room. From there starting left, go to the second stained glass window. Jump and smash it. It will reveal a Gamma Boost. But when you reach for it, you will be transported to another Bonus Area. Different location, but same object. Get as many items in 90 seconds (or 60 in Medium, 30 in Hard).

There is also a third option by combining the first two, like get the Time Machine piece, then go back and fight Piecemeal. It's up to you.

c) Level 3: Piecemeal Main Hall--Seek and defeat Piecemeal once and for all.

When the game starts, go left pass the wooden block to a button. Hit it and the gate on the left will open. Go through and keep going till you find an opening nook block by a wooden barrier and guarded by a Mystic Monk. Smash both then hit the button and grab the Gamma Boost. Go back to the center opening and hit the third button to open the right gate. Go through and up.

On the way, there is a forth button sticking out of the right wall. Hit that and it will open the middle gate located in the center where you began (you must hit the second and forth button for that to happen). SECRET AREA #1: Keep going till you find an opening on the left covered by a wooden barrier. Smash the right wall opposite that and get Pick-Up objects. You can keep going to the end of the hallway and get a Life Boost and a Super Gamma found in one of the wooden boxes. Smash the barrier and go through. Piecemeal will be waiting on the right side of the big center room. Wait till he comes to you and strikes, then use the Vortex Spin on him. That works best. SECRET AREA #2: Smash the wall located on the back right side of the center room. That will reveal a small room with Pick-up Objects (Emergency Team icon included). You can smash the wooden barrier in the back to get the Super Gamma in the wooden box. Most of the of these breakable boxes contain a Pick-Up Object. SECRET AREA #3: From the center room, smash the wooden barrier on the left and go into another hallway. Go down to the front. Smash the wall on the left side till you hit the one that reveals a small room with objects. Go back to the center room and head towards the opening down in the middle. Go through till you reach Agamemnon and touch him.

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6. STAGE 3: TRAUMA AND LAZARUS Password: B08E0F0802
Difficulty Easy: A0000A352F *8033343DC4*
Medium: 90080ACDAA 10C82E5E54 *4063398197*
Hard: B0100A5626 *50A2371A1F*

a) Level 1: Ice Flow--follow the trail leading to Trauma.

Two things: One, you can use the same tactics that you used on the robots in STAGE 1, Level 1 to take on Trauma's troops, but watch out for their grenades. Two, try not to use the Sonic Clap or the Floor Smash because it will cause heavy ice to fall on you. You could receive damage and also get knock off into the water or in the line of fire. Don't worry about falling in the lake, though. You'll lose a little energy and be taken back at certain starting points. Just follow where the trail takes you and go through the obstacle course. There are no secret areas here, since most objects are at plain site and no mini bosses to take on.

b) Level 2: Freon Cave--Rescue Atalanta and defeat Trauma.

When you start out, four Trauma's troops come at you, with Trauma shooting at you from the background. Use Vortex Spin to take out the Troops, or Ground Smash, but watch out for falling ice. Have Hector or Ulysses help you in this. Then start attacking Trauma. He'll throw laser balls at you, but stand his ground. After a while he'll use his own version of Ground Smash to disappear. Watch out for that because it causes damage. If you reduce Trauma's health by hitting him, it will remain that way till you reach him at the end, unless you die or fall in the water once. Then his health is restored if that happens. Start jumping from platform to platform and go to where there is a big confined area with falling ice. Attack the Troop and punch the button at the back. That will give a big step on the right to get out. SECRET AREA #1: When you get out of the area, two Troops will attack you. Take them out, then do a Ground Smash in the center. A hole with objects including Super Gamma. After that, there are more platforms to jump to. You can take the "high road" or the "low road". To take the high road, make a running jump from where you are to the small platform high in the air located in the front near the TV screen. When you jump to safe ground, beat up more troops. SECRET AREA #2: Smash the wall on the back after that. Small room with pick up objects. Carefully, drop off on the right side and start jumping through the moving platform. You meet Trauma again. Hit him till he disappears (he won't use Ground Smash for that this time). Go down the step and run across the bridge. SECRET AREA #3: On the first flight of stairs, hit the side of the wall. Room with objects. Go up the stairs, beating the Troops along the way. Be careful not to fall, because there are no guard rails of any kind. When you reach the top, you find Trauma again and Atalanta, who is encased in ice. Use Shoulder Charge to break the ice she's trapped in. Trauma has his laser blast, shoulder charge and ground smash, only this time when he uses the smash, the floor in his area gets shorter, making it less room for the Hulk to move around and more chances for him to fall off. Either defeat him and free her or release her first and she'll assist you in fighting him. She will fire close to where you are standing for a little while, then go away. Then use Shoulder Charge and Vortex Spin on him if he is not already defeated.

c) Level 3: Ozone Cannon--Destroy Lazarus and his weapon, before it's too late.

Ride the big ice raft like before, jumping, ducking, taking out Troops and picking up objects along the way. When it stops, get off and go on another ice raft. This time, you can control the direction of the ice raft by positioning the Hulk to face a certain direction. If he faces left, the raft goes left. Try to keep the Hulk center and avoid the floating mines. Get hit by them more than once and the raft sinks. SECRET AREA #1: Direct the ice raft to the right. Pass through one of the two openings and go all the way back to the ice ledge. Jump off and hit the wall in the back. Two Trauma's Troops and objects wait for you. Get them, go back to the raft and go forward. Jump over two bridges and duck under one when you get to them. After that, there are four ice walls ahead that you have to maneuver around.

One from the left, with objects, Two from the right and one more from the left. After passing the forth one, go left till you see solid ground. Move the raft to the left, then up to the forth ice wall to secure it. Jump to the forth wall, then jump on top of it. Go to edge on the right. Make a running jump to the third wall ahead. Repeat this move two more times to go to the second and first wall, where the objects are. Emergency Team icon is included. Collect them, then jump back the way you came to the raft. Go to solid ground on the left and jump up the falling platforms in the waterfall

till you reach the top on the left. After beating up a Trauma's Troop, drop off the ledge on the left. When you land, the countdown begins. You have 60 seconds to destroy the Ozone Cannon, or it's "game over" (45 in Medium, 30 in Hard). Lazarus is there to slow you down. His special moves are multi-punch and a kind of Ground Smash which leaves a trail of fire to the target, so watch out for that. Sometimes the fire trail can go up in the air, grab the Hulk, and pull him towards Lazarus. Quickly use Shoulder Charge and kick him when you're close to him. Use the Vortex Spin on him and the machine at the same time if you can. The Cannon is shaped like a "U" and there are three sections of the cannon, left, middle, right, you must destroy. Hit every part of each section so that it will show dent marks. Keep hitting till smoke rises on top from every square on each section. When that happens, smash that section till it explodes. You must get all 3 sections to explode. Use Ajax and Atalanta to help you crush the machine, defeat Lazarus, and leave this stage.

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7. STAGE 4: THE U-FOES! Password: 000026B698
Difficulty Easy: C000010759 *10F1337568**100B3B2801*
Medium: B008019FD4 80D82E206E *F0D7981F73*
Hard: D010012850

a) Level 1: Destroyed Ecosystem--The U-Foes have invaded the Mount.
Your mission: stop them.

You're in the same area as in STAGE 1, Level 3, except for two things. One, the place looks like a bomb hit it. Two, it's occupied now by a couple flying saucer-like robots. They throw grenades and seeking missiles. Just simply use Shoulder Charge to take them all out, to preserve Gamma Energy. All of them must be destroyed in order for the double doors on the left to open. SECRET AREA #1: Go to the lake and stop on top of the little water fall. Carefully drop forward and you should land on the ledge, where you find a Gamma Boost behind you in the waterfall, a Life Boost on the right and a Double Damage icon on the left. Be careful of land mines and don't jump too far or you'll fall off. Go left, then back into the little room and you'll be transported back on top.

NOTE: Like the one in STAGE 1, Level 3, the button on the right side serves no purpose. Also, I found out that if you hit both sides of the door frames, instead of being dented or smashed, they show two black boxes with unknown symbols on each of them. It serves no purpose and it might be a glitch.

b) Level 2: Destroyed Landing Bay--Face Ironclad and X-ray.

Same area you start out in STAGE 1, Level 1. Right away, Ironclad comes after you. He has a charging uppercut and his version of the Ground Smash. Take him down using the Vortex Spin. Hit the button on the bottom right cubby hole, like before to take down the force field. Go left and up the stairs. SECRET AREA #1: Break down the double doors in the back using the Shoulder Charge more than once. Be careful of the explosions when the doors finally open. Go in and use the Ground Smash in the center of the yellow lined square on the floor. Warning: the button on the back left side activates the force field in the hole you just made. There are no pick-up objects in the hole, but you can trap Ironclad in it and hit the button. That'll finish him for sure. Leave, go left and down through the aisle of laser fire. Go left, through the door and meet X-Ray. Like Atalanta, X-Ray uses quick air attacks on you. He'll go down, attack, then fly out of range and sight, then go back down again to attack. He shoots laser bolts and

does a flying vortex spin from time to time. Your special moves have no effect on him. The only way to hurt him is by throwing metal boxes at him. Just hit him with an throwing object a few times and he'll go down. If you ran out of metal boxes, there is a way to get some from Ironclad's area. Take one from there and throw it through the laser fire aisle. Take another one throw it from the same area. The second one should hit the first one, causing it to go all the way through the aisle. You can throw as many as you like that way. You can use the Pantheon members to help, if you have any Emergency Team icons left. There is a button located on the back left room on the upper ramp, but it serves no purpose. Go through the opening on the left. Go up the alleyway, dodging laser fire and hit the button to open the double doors ahead. Go through them, towards the other metal pillar with another button (it does nothing either). Jump down the big hole behind it.

c) Level 3: Agamemnon's Inner Sanctum--Fight Vector.

This is a new area. Looks like a roman palace. There are two man-made lakes on the left and right sides of the room. There is a stairway leading to the upper floor. There are 4 flying robots, two on both ends of the second floor, two hovering over the two lakes. When the game starts, Vector will be standing over the right side of the upper floor. SECRET AREA #1: Go right and walk alongside the stairs to the back. When you get there, smash the wall on the left, under the stairs. Little room with objects, Super Gamma included. SECRET AREA #2: Go pass the stairs to the left side of the room. Walk up through the lake on the left side to the back wall, under the second floor. Smash the wall on the right side. Little room with objects, Super Gamma included. There is also a Super Gamma on the left side of the upper floor, located on the lower left side corner. Vector is not that hard to beat, but he has three powerful moves to watch out for. One, he shoots out a long red beam in one direction. You can go around him and attack him in a different direction when he does that. Two, he has the ability to throw blocks at you telekinetically. When he does that move, there is a force field around him, so you can't hurt him. Three, and this is the cheapest move, he becomes a human torpedo and flies toward you a la Superman or Raiden. If he hits you, he'll push you back, giving you damage.

He'll quickly stop and fly at you again. If he traps you in a corner or wall, he'll repeat this move SUPER QUICK, that you'll die in a matter of seconds. Try to get out of his path when he does this move or use Vortex Spin to stop it. Use Shoulder Charge when his back is facing you and Vortex Spin at him up close to defeat him for sure. Ulysses is a big help in this, if you can summon him. After that, meet Agamemnon and touch him.

NOTE: There is a double door in the back of the room, but it's just for show. Also, there is a forth member of the U-Foes, Vapor. For some reason, she does not appear in this stage at all. Maybe they didn't figure out what to do with her on this game and omitted her.

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8. STAGE 5: FUTURE IMPERFECT Password: 40074DFF12

Difficulty Easy:*C0B6429230*

Medium: F01005616D 00D02702BA *70D82D11C0**9017646F33*

Hard: 101005F9E8 *90D004E97D*

a) Level 1: The Maestro--One simple rule, take him out or die trying!

The Hulk has been transported into some kind of museum in a alternate future. There are statues of the Pantheon members and Hulk's enemies shown. First, there are no Pantheon members to contact, so the Emergency Team

icons are useless. Second, there are no secret areas here, so no extra objects to take. The Hulk is on his own. Go to the doors on the lower right side and they will automatically open. There the Maestro will "greet" you ("Dr. Banner, I presume."). He's the Hulk of the future, so he has the same special moves as him. He only use the Vortex Spin and Shoulder Charge.

Also, he carries a big Gamma gun that causes heavy damage when fired. Not only that, if you hit him a couple of times, the statues of Piecemeal, Ironclad, Trauma, and Lazarus come to life. They have the same moves as their counterparts. The best thing to do is hit Maestro till one or two statues appear, then quickly attack them. Don't attack Maestro until the statues are destroyed, otherwise the rest will come and gang up on you (In the Hard Difficulty it won't matter, because all of them come alive at once after hitting him a few times). Hit the statues till they freeze, then kick them. They will explode, revealing a piece of the Time Machine or pick-up object, if you already got a piece. Hitting Maestro and the statues with Shoulder Charges and Vortex Spins work best. Use Sonic Clap and Ground Smash only from a distance and if the enemies are within range. The Time Machine itself is in the next room on the right. There is a blue square on the floor. When the Hulk goes on it, he's teleported to a different location. Without any of the Time Machine pieces, it just sends him to the center of the museum. Good thing to use, if you want to get away from the bad guys and take a breather. On the back wall of the Time Machine room, there is a control panel showing the flashing picture of a Time Machine piece. Go up to it and pause the game. High light the Time Machine piece the control panel is showing and un-pause. You can tell if you pick the right piece when the picture stops flashing. Underneath the picture are three buttons. Hit the buttons in the right combination so that the piece image on the screen becomes orange. The next time you step on the blue square floor, you'll will be transported in one of the three rooms located high above the area. There, you'll find pick-up objects and another Time Machine control panel. Do the same on it as before, then go forward, drop down to the main area and go to the blue square floor again. Repeat this till you use all 4 pieces of the machine. Maestro has the last piece, so hit him till he freezes, then get it. When all 4 pieces are used, a button will be revealed on the right back wall next to the control panel in the Time Machine room. The machine is ready. Push Maestro to the blue square floor. If he moves again, hit him till he freezes once more. Once he's on the top of the blue floor, hit the button. He'll disappear and so will the Hulk.

----Hulk's ending----

[Maestro appears in the desert, standing next to a giant, missile-shaped device. He looks up and sees the countdown to zero and hears the alarm.]

Announcer: "Hulk sends Maestro back in time to ground zero."

Maestro: "Banner!"

[Maestro falls to his knees, then collapse to the floor.]

Announcer: "The Hulk's birthplace...is now Maestro's ARMAGEDDON!"

[The device explodes, sending a yellow/green shockwave. If you look at the bottom left corner, you'll see a person getting hit by the aftershock and flying into a ditch. Guess who that is?]

THE END

Credits (to the tune of "Ain't no sin" by Des Tong).

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PROJECT MANAGERS
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THANKS TO
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Julian Thomas
Tony Heap
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NOTICE!

all the animations shown here in the titles were out-takes.

THE END

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9. GRATITUDE AND CLOSING

Special thanks to:

- Sega, Eidos Interactive and Marvel Entertainment Group for making this game.
- Stephen Davidson's short FAQ for research.
- The following people and websites who have posted my FAQ and its updates:
 - Al Amaloo at GameAdvice.com
 - Jeff "CJayC" Veasey at GameFAQs.com
 - Dave A. at [Cheat Code Central](http://CheatCodeCentral.com)
 - Christian Wirth at psxcodez.com
 - Allen at [Cheat Planet](http://CheatPlanet.com)

These are the people who I gave this guide to. If you see this on any website that IS NOT listed here, please tell me.

-You, the reader, for looking at this and sending me passwords.

I hope this guide help you in some way. If you have any questions, comments, or discussions about this FAQ, please don't hesitate to write to me at the address shown. Watch out for my reviews of other games on Sega Saturn, Atari 2600, and video arcades on this and other websites. In closing, I leave you with this:

a) Final review.

I must admit, I enjoyed playing this game. It was fun discovering the secret areas (not all, I had help), learning the jump move a bit better, defeating Maestro and his cronies, finishing the game and seeing the credits. Several years ago, I wrote a review for the Sega Saturn version of this game on GAMEFAQS and gave it a 4. It made me wonder why I gave it such a low score, since I now really like playing this game.

That is, till I played it in Medium and Hard Difficulties.

Then, it all came rushing back to me. The distorted perspective graphics, faulty controls, bad collision detection, no memory save, and, worse of all, misuse of a major famous character. In the comics, he can leap over a mountain in a single bound, yet have problems jumping from platform to platform. He had to hit buttons to open doors, instead of simply smashing through them (he did charge through one door in this game, but he needs to do more of that). After reading this guide and/or playing this game, you figure out how lame the programmers made the Hulk. They would have said that this is the LIVE ACTION TV version of him, but I don't think that's a good idea.

Even if they improve on the graphics and controls, trying to finish the game in Hard difficulty is next to impossible. Not only the enemies are tough to take down, but also there are less pick-up objects in this level as well. If I didn't use my Gameshark code card, the Hulk would be destroyed in a matter of seconds, being ganged up by flying machines and bombarded by grenades and missiles a lot. Added by lame controls makes this game worse, frustrating and irritating.

I wish I can say that this guide is complete. I found all the secret areas, except the ones in STAGE 3, Level 1 and STAGE 5, which for obvious reasons, didn't have any to begin with. There are still unanswered questions in this game, mostly from STAGE 4. Like, what are those symbols in Level 1 mean? What do the two buttons in Level 2 do? What's behind the door in Level 3? And, where's Vapor? I thought that they all might be a connection. Reveal the symbols, hit the buttons and the door will open into a bonus area, where you face Vapor, but it didn't happen. I also noticed that the Emergency Team icons the Hulk has are smaller in STAGES 4 and 5 than in the previous stages. What's up with that? Either the programmers didn't complete STAGE 4 with the objects in question or thought that the game was hard enough and just left it as it is, which is just as well.

In the meantime, I'm raising my grade for this game to 4.5, because I enjoyed it a bit more.

b) For people who like The Incredible Hulk The Pantheon Saga: There is an audio music version on the console CD that you can play. Just don't play Track 1 because it's the game load. Here's the track list.

TRACK	DESCRIPTION	TIME
02	The Landing Bay	4:02

03	Pantheon Battle Ground	3:18
04	Ecosystem	3:47
05	Main Entrance to the Scottish Castle	3:58
06	Underground Dungeon	3:44
07	Piecemeal Main Hall	3:30
08	Ice Flow	3:33
09	Freon Cave	4:08
10	Ozone Cannon	2:53
11	Destroyed Landing Bay	3:54
12	Destroyed Ecosystem	3:56
13	Agamemnon's Inner Sanctum	2:57
14	Future Imperfect: The Maestro	3:45

c) Hulk in the media.

The Pantheon Saga was not the first video game starring the Incredible Hulk.

His first appearance was in around 1984, in a game called QUESTPROBE ADVENTURES. It was designed by Scott Adams in Adventure International and it was made for certain computers such as Apple, Atari and Commodore. It starred an alien named the Chief Examiner. He kidnapped the Hulk in order to put him through some physical and metal tests, so he could get information on his powers and abilities. This is your basic early PC game, called interactive fiction, in which you have to type in commands and action words in certain ways in order to advance. There was suppose to be 12 games starring other Marvel Superheroes after this, but they made only three before Adventure went bankrupt. You can check out this and other Scott Adams games at these addresses:

<http://www.msadams.com>

---and---

http://www.c64gg.com/Adams_Scott_DL.html

If you want to play these games to see what they are like, check out these sites:

<http://interactionfiction.about.com/games/interaction/library/zplet.blgameindex.htm>

---or---

<http://www.freearcade.com> under "text adventure".

Then in 1994, US Gold made a game called THE INCREDIBLE HULK for Super Nintendo, Sega Genesis and Game Gear systems. In this one, The Leader plans to take over the world, and sends out Rhino, Absorbing Man and Abomination to slow the Hulk down. Hulk can change into Bruce Banner by using pick up objects in order to get into secret areas the Hulk can't fit through. This is your typical beat 'em up platform game which suffers mostly from bad controls and terrible use of the characters. You might find this game in the used section in certain stores.

Then, around 1997, Hulk appeared in a Capcom game called MARVEL SUPER HEROES: WAR OF THE GEMS. This was made for the Super Nintendo System and included other heroes like Captain America, Iron Man, Spider-Man and Wolverine. They must stop Thanos from collecting the Infinity Gems and ruling the world. He sends out Dr. Doom, Magus and a bunch of evil clones that look like other Marvel heroes to make their task difficult. Like the 1994 game, this was a platform game. Later, Capcom put the heroes and villains in another game simply called, MARVEL SUPER HEROES. The concept's the same except this is more like Street Fighter 2 fighting game, having the Hulk face not only Dr. Doom and Thanos, but also Spider-Man, Wolverine and other heroes. It spawned off other fighting games the Hulk appeared in, such as MARVEL SUPER HEROES VS. STREET FIGHTER, MARVEL VS. CAPCOM 1 and 2, because it was so popular. You can still play them at arcades or buy them

in stores.

Before the Hulk appeared in video games, he starred in 4 TV shows, starting way back in 1966. It was produced by Grantray-Lawrence and it had the Hulk, along with Captain America, Iron Man, Thor, and Sub-Mariner together as a weekday syndicated series called MARVEL SUPER-HEROES. Each show had 13 episodes with three 6-minute chapters in each of them. The Hulk stories were taken directly from early Hulk and Tales to Astonish comics. They used a process called Xerography, in which artwork were transferred from comics onto animation cels. But it was poorly done due to the cheap look and limited animation. Despite it lasted only a year, it had success and a cult following, mostly because of the exact comic adaptation. It showed no credits, so I don't know who provided voices for Hulk, Banner, etc. Now it's on syndication and a video tape featuring two episodes is out.

Then in 1977, Universal pictures decided to make a live-action Hulk show. It starred Bill Bixby as David Banner and Lou Ferrigno as the Hulk. Because of a very limited budget, they didn't have super-villains or special effects that would match those in the comic books. So they rewrote the whole Hulk saga. This time, David is a scientist, researching as to why people became super strong in certain circumstances, i.e. a mother lifting a car to save her son. Before this, he tried to save his wife trapped inside a burning car, but didn't have the strength to save her. He discovered that high Gamma radiated sunspots gave the abnormal structure. With that, he went into the Radiology lab and bombarded himself with Gamma radiation. But the dials weren't labeled correctly, so he got more than he bargained for. He didn't realized this until he hurt himself changing a tire. Then the transformation began and the creature was born. After that, he and his assistant worked for a cure, but because of an indirect action from a nosey reporter, played by Jack Colvin, the lab exploded, killing the assistant and causing David to fake his own death. The TV Hulk was not as strong as the comic counterpart and didn't talk, but he had rapid healing powers to make up for it. The series was similar to the show, THE FUGITIVE. David goes from town to town, searching for a cure, helping people, and avoiding the police and Jack McGee, the reporter. The stories were personal, down-to-Earth dramas and the series was successful because of it. It ended in 1985. The show returned, starting in 1993, this time as three TV-movies.

The first two introduced two other Marvel superheroes, Thor and Daredevil.

The third one finally ended the series once and for all, as the Hulk truly died in an exploding plane, and Banner saying, "I am free." You can find the episodes and TV-movies on tape and in reruns.

In 1982, Marvel Production decided to make another Hulk cartoon series, after his successful appearance in SPIDER-MAN AND HIS AMAZING FRIENDS. At first, it was called SPIDER-MAN/HULK HOUR, before it became just THE INCREDIBLE HULK. The animation was a big improvement over the 1966 show, but because of strong censorship, the stories were weak, silly and even childish. One example is when the Hulk change back to Banner, his clothes "magically" appear on him, good as new, with no explanation as to how it happens. Lame villains, such as Waldo and the Spymaster didn't help either.

The show only lasted for a year with 13 episodes. Some of them are on tape.

Next, the Hulk appeared in two episodes of MARVEL ACTION HOUR (1995). One was in Iron Man, the other in Fantastic Four. Marvel and New World Animation decided to make a third show. It was shown on UPN network and this time, it had well-known actors such as Matt Frewer, Mark Hamill, Luke Perry, John Vermon and Lou Ferrigno to provide voices for the characters. Not only was the animation great, but so were the stories. The themes contained parts from the comic and from the live-action show. Some Marvel

heroes, such as Thor, Iron Man, Thing and Ghost Rider made appearances to make this show better. The first season was a hit, but for some reason the second season's tone was changed. The She-Hulk became a main character and the show was renamed, HULK AND SHE-HULK. The show had a lighter tone, almost campy. Like She-Hulk visiting her high school reunion, Leader attacking a fashion show and Gargoyle falling in love with She-Hulk. Banner could also change into both green Hulk and grey Hulk, but the story as to how and why never really surfaced, like Banner being abused as a child. Too bad, it would made great drama. The show ended in 1998, with only 21 episodes. One of them, "The return of the Beast" is on video tape.

There is talk about a movie version of the Hulk, but whether it will be released during this writer's lifetime remains to be seen. I don't know anything about it nor I'll report anything at this time because it might be rumors. Check out any or all Hulk's websites if you want to learn more about it.

"I shall allow no man to belittle my soul by making me hate him."--Booker T. Washington

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