



Introduction

So you think you're one bad mamma-jamma, huh? Think you can flatten an entire city at the click of a button, yup? Don't be so bold, 'cause it doesn't matter if you're the Incredible Hulk or the Incredible Plum, you'll come to a dead-end eventually. Oh, so you don't think you will, eh? Well your arrogance is starting to... transform... us... Grrrrr! IGN smash! IGN smash your face! Arrrrghhh!!!

Face it, bub, you'll need the help of the elite group of superheroes known as the Underpaid! Er... uh... IGN Guides. Still waiting for Mr. Show to air again? You're protesting with us here in the Intro. Can't carry in a bag of groceries, much less a pick-up truck? Check out the Basics. Looking to pummel the world? Browse our handy Walkthrough. Looking for general tips to conquer the Challenges in the game? Take a gander at our Challenges section. Let your inner-nerd flow by collecting the Comics with us by reading that section. In the words of Sir Paul McCartney, "Do you want to know a secret?" Check out our Secrets section, or be left in the dust! Don't forget to check out [IGN Comics](#) after completing the game to revel in the fruits of artistic fruit baskets... or something of that nature.



In this The Incredible Hulk: Ultimate Destruction strategy guide, you'll find:

- **Basic** tips and strategy.
- Complete The Incredible Hulk: Ultimate Destruction **walkthrough**
- All **challenges** and strategy for beating them.
- List of **hidden comics** with maps to help you find 'em.

Because when a damsel-in-distress is... well, in distress, you can rest assured that we're here to help!

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Basics

Charged!

One of the many ways to get around tough and trying areas is to charge up your jumps. You can reach many a high platform by simply holding the jump button down and releasing it once the Hulk is glowing to leap straight into the air at a fairly nice distance, at that. By doing this, you can reach several otherwise inaccessible areas. You can also charge your attacks to penetrate tough defenses.

Rock Climbing Lessons

Another one of the key maneuvers in the Ultimate Destruction is the wall climbing techniques. There are two different ways to climb walls: the productive way, and the "let's get the fudgesicle out of here" way. The former can be applied by grabbing onto a wall that you're standing near, and the latter can be performed by simply running into a wall.

Hulk Throws!

Arguably the coolest thing about Ultimate Destruction is the ability to pick up just about anything on the battlefield and toss it at the nearby enemy. As you will discover early in the game, however, you will need to toss said items much farther at certain times. You can achieve this by holding down the Throw button longer.

Jump Markers

One of the more important features in the game is jump markers. These puppies will allow you to travel from Point A to Point B in a jiffy. Use these things whenever you're in a rush to reach a certain area when you're far away from it.

Steel Fists

One of the more popular features in the game is the ability to create massive brass knuckles by lifting up a smaller vehicle (like a car or a truck) and breaking it in two. By doing this, you will hold the pieces of the vehicle in each of your fists, and you can use these Steel Fists to pound through the toughest of exteriors in combat.

Power-Ups

Power-Ups range from a few different types, although the most common amongst these are the health power-ups. The Hulk will take damage throughout the course of battle, so you will need to collect these tiny green orbs in order to stay alive.



Smash Points

Once you've exited the simulation round, you will notice that with each kill you achieve, you will receive Smash Points. Smash Points work as currency in the game; the more you smash, the more you can afford to purchase at the Buy Menu. So destroy buildings, vehicles, human beings, whatever!

Comic Books

Holy blundering popsicle sticks, Batman! As you go through the game, you will unearth the biggest mystery of all: the Comic Book covers. By grabbing these Comic Books, you will unlock codes, movie sequences, and many other goodies. There are 60 in all, and you can find them by visiting our Comics section!

Challenge and Story Missions

There are two types of missions in the game: Story Missions, which are required to complete the game, and Challenge Missions, which are completely optional although they will give you extra Smash Points and other goodies.

Buy Menu

You will stumble across the Buy Menu once the going gets tough. Why? Cause the tough get going. You will obtain Smash Points (see above) by destroying things, and you can spend said Smash Points at the Buy Menu. You will have a large selection of new moves and techniques to purchase.

Fastest Way of Transportation

The easiest (and fastest) way to get around the game when racing from Point A to Point B without collecting anything is to charge a jump, and charge another while in mid-air. Release the button at the exact moment that the Hulk's feet touch the ground to launch up into the air once again. Keep repeating this to get around the areas in a jiffy.

Critical Mass

The Incredible Hulk's super power special super-duper move is the Critical Mass. By tapping the try attack buttons together when these words come up on the screen, you can easily destroy everything in sight (and some things that are not). You will clear the entire screen with an earthquake. Be sure to use this during tedious missions.

ERS Meter

During regular gameplay, whether you're just goofing off or looking for Comic Books, you will "unlock" the ERS Meter. This literal bad object will call upon the army once you have destroyed enough stuff at once. It's fairly easy to blow off steam; just sit atop a roof and wait for the yellow columns to disappear.

Recharging Health

Speaking of getting yourself into too much trouble, you can always stop what you're doing and take cover on a comfy rooftop. After sitting still for a decent amount of time, your health will slowly begin to regenerate.

Walkthrough

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Simulation

At the start of the game, you will be introduced to the basic moves and abilities of the Incredible Hulk. Take a look around and have fun as you learn how to destroy cars by picking them up and throwing them, or dashing around the junkyard area, smacking broken-down vehicles out of your way as you come into contact with them. Once you have mastered the main basics, you will be given the option of roaming along to three different mission pick-ups.



The first mission icon that we will run for is the Jump Mission, the first that is shown during the cut-scene. Make a run for it straight ahead and touch the icon and press the confirm button to start. You will have to collect all of the floating blue icons by holding in the jump button to charge your jump. The longer you hold the jump button, the higher you will jump. After collecting all of the icons, jump down and run towards the green icon. This is a Comic Book.



After collecting the first Comic Book, dash to the next mission icon (the wall climbing mission). You will have to dart up the wall by pressing the grab button near a wall, and collect all of the objects along the way. Next up, you will have to rush up the wall by running into it. Rather than hitting your skull, you will simply run up the wall. Once on the rooftop after collecting the goods, grab a rocket launcher and snap it in two.



You will now have to aim your rocket launcher and shoot down three helicopters that are trying to put a stop to your havoc-filled evening. After destroying the three choppers, rush to the center of the stage to grab your second Comic Book. Run to the final tutorial and grab a vehicle nearby. Use the targeting button to lock onto a helicopter, and throw the vehicle at said helicopter.



As you will soon discover, the longer you hold down the throwing button, the farther your debris will fly into the distance. After performing the Super Throw, you will be asked to toggle targets after staying locked on. You can do this by moving the right analog stick. After doing this, you will unlock another Comic Book. Collect it at the center of the stage, and pick up a car. Rip it in two to create some Steel Fists.



While toting the Steel Fists, try beating up on some puny, pathetic humans. Throw them away with the Throw button and exit the simulation through the tunnel at the end of the stage.

Surrounded

You will find yourself surrounded by a group of military men. Use the running technique to plow through the lot of them and receive Smash Points. For more on Smash Points (as well as Power Ups), visit the Basics section. After defeating all of them, move on to the next area and play some Hulk bowling by mowing down the line of soldiers. After doing you, you will provoke a tank to come out of the woodwork and attempt to erase you.



Grab a vehicle and create some Steel Fists out of it, and walk up to the tank. Charge up your attack to penetrate the tough defenses, and smash up the tank. Use combos on the second tank, and grab a vehicle to toss at the helicopter that's flying overhead. You will find yourself cornered once again by a vast number of tanks and even more nasty military men with rocket launcher. Plow through them with your running techniques and watch the cut-scene.



Make your way through the mountainside and defeat all of the military men that are in your way. There are quite a few, but lessen their numbers and jump out of the stage. Watch the long cut-scenes.



The City

You will awaken your inner beast outside of the church. You will notice a Jump Marker up ahead, which is a quick warp to the nearest city. Use it, and once you land you will watch a cut-scene. You'll be on a rooftop with a question mark. Your mission objective is to destroy the police resistance, so let's go give it to the poh-poh, shall we?



Follow the green blip on your map to reach the police resistance area. You will have to take care of a few loose police officers that are roaming the area, as well as a few cop cars. After a short while, the mission objective will be completed. Cross the bridges to reach the next mission icon. Accept the Lightning mission and you will have to destroy the three power stations.



You will find the first substation around the corner, and it's fairly unprotected. You've got a few cops out there, but smash through the line of cops and the wall to reach the reactor. Pound on it until it blows up. Run along from here to the next red blip on the map, and you will notice another substation that's barely covered. Tear through the police and beat up the reactor. The final substation is guarded by an electrical fence. Just jump over it and beat up the last reactor. You will notice a new Challenge Mission open up.

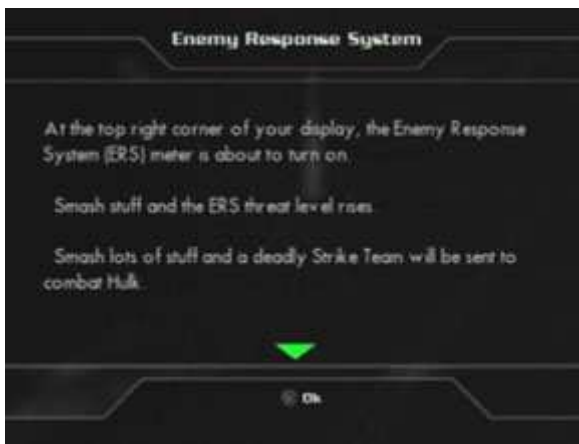


The Challenge Mission is a tag course where you race around the city. Complete it if you'd like, although we will need to run over to the actual mission soon enough: Need-To-Know. You will need to hurry to reach the rooftop of the Division Headquarters. Try avoiding traffic and such by using timed Jumps (see the last line of the Basics). Once you reach the rooftop, you will want to bust up those white objects to complete that objective. Finally, pick up the item with the arrow next to it and jog to the nearest Jump Marker. You may have unlocked more Jump Markers in this stage, as you can find many amongst the rooftops. You will unlock them for use by standing over them.



At this point, you will learn about the ERS Meter. In the upper right-hand corner of the screen, a meter will appear. This

meter will fill up whenever you smash things, and if you smash enough things, the government will ship down some nasty things for you to deal with, like one of those helicopters that we just encountered. While we're here, purchase some stuff with your Smash Points, and enter the city once again to find the next mission.



Protect and Serve is the next mission. You must defend the Bio-Research Center until the download has been completed. This is why you needed to purchase some new fancy moves. This one is pretty tough for an early mission, as you will have some tanks that are shooting you from multiple directions. We suggest creating some Steel Fists and giving it to the tanks. Keep defending the base and use your specialty moves whenever the tanks are crowded in one place. It's best to start off by chasing down the red blips on the radar rather than waiting for them to come to you.



With this complete, you will unlock the Fire Sale mission. You will need to find several different items in this profound fetch quest. Start out by running to the blip up ahead. Notice that the ERS Meter has disappeared for now. The object is protected by a large shield-bubble, so you must dart away and to the next nearest red blip. Destroy all of the generators atop these multiple rooftops to clear this section, and use the nearby Jump Marker to jump back to the hideout.



Jump back into the city at the Coliseum Terrace entrance, if you're unlocked it (near the mid-northern section of the city, as depicted below on the left). You will be right next to a red blip, so quickly destroy the tanks and the vehicles in the parking lot to work on the building itself. Pummel it until it collapses, and rush to grab the object inside of the structure. Take it to the church and dump it into the collection plate.



Return to the city and go for that shielded red blip once again. Grab a car along the way, and target the shield device underneath the cloak. You will notice that you can throw objects through the shield, despite being unable to go through it yourself. Jump out of the city and back to the church once you have obtained the final part, and drop it off to complete the mission.



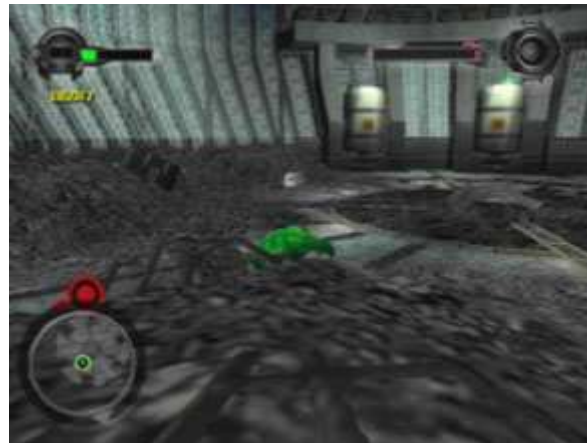
Now you can access newly decoded files, and you get a new mission, to boot!

The Abomination

Back at headquarters, you can choose to take on a new mission, Nemesis. Hop into the Jump Marker and blast off to a research lab to uncover a deadly hybrid: the Abomination! This guy is as tough as nails, and he wants to prove it to you by crushing your skull. After the cut-scene, get ready for a pretty rough boss fight that can go a little smoother if you've purchased some upgrades.



Start off by dodging his charging attacks and grabbing a few cans on the run. Dash up to him and beat him over the head with your object, and dart away from his attacks. Throwing these items also works well against this guy. Eventually, you will watch a cut-scene where the Abomination collects large flaming canisters and tosses them toward you. Get out of the way and watch out for his dashing grapples. He will slam you down to the ground if he manages to snag you. Collect the health that appears and keep your distance when attacking to topple this giant. Tossing those big barrels is your best bet for victory.



Once the fight ends, watch the cut-scene and get ready to purchase some new moves at the Buy Menu.

The Badlands

After the shenanigans, go to the Badlands. Eye in the Sky is the opening mission here. Proceed to the marker and select the mission, which revolves around destroying satellites. Rush to the eastern-most satellite and trample it atop the roof. Keep pummeling it until it explodes, and head to the next closest satellite dish through the valley. You will watch a cut-scene as you near the next two dishes. The final dish is tough to reach without taking a lot of hits, so collect some health and charge into the valley to reach it and quickly destroy it.



The next mission is Got Yourself a Convoy. You must destroy three sets of trucks before they reach their destination, which is a feat in itself due to the strong resistance. The first set is simple; it's just one truck guarded by tanks. Use the charged repeated jump to reach it without taking much damage. Instantly retreat to the spawn site afterwards and two trucks will spawn. Repeat the same process here, and dart off to collect some health before returning to fight off the final two trucks, since there will be robotic military suits chasing you around and all.



Headhunter is the third mission at the Badlands, and you must collect components from a Hulkbuster interface and return them to the church. Start out by going towards the security wall area and run under the archway below it to reach the security section. Ignore the military robots (Hulkbusters) and dart for the part. Grab the interface and get out of there! The Hulkbusters will give you a run for your money, often slapping the part out of your arms. Just pick it up and run for the nearest Jump Marker, ignoring all of the enemies and hopefully collecting health pellets along the way.

Prototype Hulkbuster

Head to the region where you fought the Abomination and destroy the new Hulkbuster prototype. This guy is the toughest enemy you have faced yet, as it will send dual lasers to zoom across the battlefield to attack you. These things will cut your health bar in half with a single swipe, so be careful! Jump over them with a timely charged jump, and pick up cars, trucks and the like to launch at the mammoth Hulkbuster. After a short while, he will leap into the air and call out a radio signal to bring some nasty regular Hulkbuster onto the scene. You can avoid this early by taking out the satellite dish.



As you can tell, this new type of Hulkbuster has quite a lot of health, and it goes down little by little. It's best to purchase some new moves if you're continually failing, although you should succeed as long as you're a veteran dodger. Only go in to melee duel with the nemesis if there is room in your health bar to take a hit, and he's on the brink of destruction. Remember, if your health gets too low, jump away from the battle and continually jump until your health has been restored to normal. You can target individual aspects of the prototype by toggling between targets, so take out his weaponry to avoid an early death.



With the Hulkbuster prototype destroyed, purchase some new moves at the church hideout before going to your next mission in the City to find a mission.

Summer in the City

Upon landing at the generic Jump Marker in the City, go to the Authority Issues mission marker. You must destroy the Chief Combat Warden and retrieve his memory module after the disaster. This revolves around destroying as many tanks as humanly possible, so just grab a car and sling it straight into the tank, and repeat the process until you destroy the right one. After destroying him, head to the HQ's rooftop via the map blip, and fight off all of the protective robots.



It's best to take the fight to the ground level and launch cars at the robots for fast and easy kills. Run off collecting health if need be. Otherwise, run to the rooftop that the Chief is atop and get ready to rumble! This guy presents more than a challenge, since he's pretty big and bulky and just plain strong. Take as much stuff at him as possible on the rooftop, and take it to the alleyways down below to avoid being hit by tanks.



Make a run for it if you get too weak, but otherwise, just look for large things to toss at him. When he retreats, it's a set-up, so take a bus up to the roof to launch at him and clear the roof of humans. He will continue recollecting his life bar with every shimmy to another rooftop, so hit him with tough objects (including the poles on these rooftops) before he gets out of sight. Of course, this is all for nigh, as you will have a final showdown with the mammoth beast in the center of the park... that's surrounded by the U.S. Army. And they want to kill you. Badly.



Start off by quickly getting away from all of these tanks. Go down one of the busier streets, and grab a bus or another vehicle type. Once the Chief lands, throw the bus at him and keep repeating this process. Constantly strafe around the Chief, throwing things at him until he's finally destroyed. The module is very weak, so be careful when handling it. Charge jump your way to the Jump Marker and lay the module down in front of the building to complete the mission.



Back in the city, your next mission will be Frantic Recovery. You will have to disable and retrieve a Division Transport Vehicle in one piece, meaning don't bust it up along the way! You will have to throw things at the vehicle to disable it, and grab the vehicle once the blip above the vehicle turns yellow. Afterwards, charge jump it all the way back to the Jump Marker and jump out of there to return to the hideout.



Mercy

Return to the now infamous boss locale for Mercy, the latest mission. You will need to collect some Uranium 235 from the Power Plant, so hop to it! Watch the cut-scene and get ready to battle Mercy. This is the weirdest boss yet, as she has the ability to evaporate and reappear in the complete opposite direction that she was in whenever you attempted to attack her. She also has a constructing special move that will leave the Hulk "handcuffed" to mid-air, leaving him vulnerable to attacks. Use the Air Ground Slam attack to



The trick to hitting her is to get at her right before she casts one of her freaky spells. It's nearly impossible to immediately throw a toxic barrel and hit her, since she has senses beyond your average human (or mutant, for that matter). Just dash up to her and pop upside the head with your fists to hit her and knock her lights out. After a while, watch the cut-scene and begin running in a circle around the outer-rim of the room to avoid getting hit with the toxic containers. Use the gigantic pillar to toss at her right before she grabs you to take down half of her health bar, and pummel away at the rest by repeating this process with the toxic containers.



Once the fight has ended, you will return to the hideout, where you can purchase new moves. Afterwards, go to the City.

Sweeping the City

Once you arrive, head to the mission marker and take the case. This mission, Clean Sweep, is based around taking gamma suppressing gas pods (after they've been disabled, obviously) and dumping them into the ocean. You know, to kill all of the seals and penguins and stuff, because you're real thoughtful. Jerk. Start off by running away from the Hulkbuster and head for the pagoda.



The premise is simply: pick up the spider-looking pod, carry it to the side of the city where you can see the ocean, and slam it to the ground. Rotate the left analog stick to toss it into the ocean and sink it forevermore. You must complete these objectives three full times, and it only gets more dangerous as you go along. Just be careful of the rocket launching vehicles, as well as the Hulkbusters. They can single-handedly make this mission a pain.



A Bird in the Hand is the next mission. You will have to secure some Uranium 235 once again, and a nearby helicopter is transporting some. Start by running towards the transport chopper as quickly as possible before the time limit expires, and grab a truck once you reach it. Chase the chopper down by doing charge jumps and launch the truck at the bombing planes that follow. Once you reach a rooftop cut-scene, a few Hulkbusters will be there to clean you up. Avoid or defeat them, chase down the helicopter, destroy it, and return the Uranium to the nearest Jump Marker. It's harder than it sounds, but hey, you've dealt with much tougher stuff thus far. Use air assaults to take care of the chopper.

Lockdown

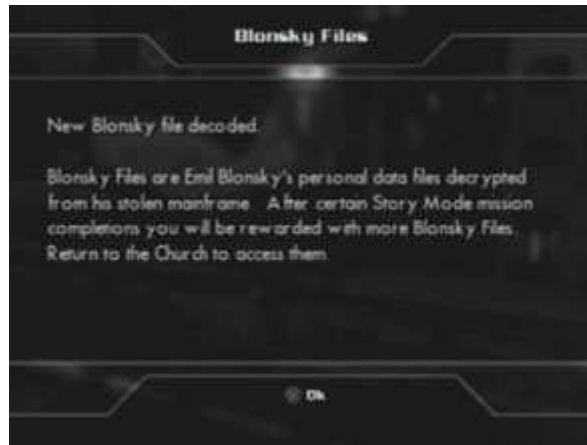
The next mission takes place in that dreary boss arena. Jump into the marker and you will learn that you must protect Doctor Samson as he travels through the dreadful city romp. Be sure to destroy every roadblock in his way. This mission is a pain in the buttocks region, as you could tell by the description. The first hazard you'll encounter is a roadblock on the bridge, followed by two terrible tanks afterwards. Plow through them by throwing vehicles at them, and carry one of the exploded tanks with you.



The upcoming battle is incredibly tough, and not just in a protecting Samson mindset. The Hulk will take enormous amounts of damage from the onslaught of tanks, helicopters, and what have you that it will be tough to pay any attention to Samson's car at all. Sometimes, Samson will simply plow through the tons of tanks and such. If so, just follow him rather than worry about the enemies he has left in the dust.



After the checkpoint, get ready for more of the usual stuff; rocket launching soldiers, tanks, and helicopters. Eventually, Samson will park in another alley and wait for you to clear the stage for him. Just remember that throwing vehicles tends to do a lot of damage. After this next wave, you're finished with the mission!



My Other Voice is located within the city, as well, so we might as well knock it out to advance the story. It's your basic smash 'em-up mission where you'll have to take out three key components in the military's defenses. Start out by collecting as many health orbs along the way to your destination. Once you watch the cut-scene, tear up the two large sets of cylinders to complete the task. With this out of the way, you will have to completely clear the enemy forces. This is fairly simple, since a few enemies drop health orbs upon being defeated, and you can use the enemies' corpses as

weapons against the other enemies.



The second objective is to tackle the Division intelligence facility, and clear out all of the Hulkbuster Destroyers afterwards. Don't bother with the Hulkbusters at first, since there's a never-ending supply of them. The big Hulkbusters are the troublesome ones that you must destroy so aim for one of them first. This guy's not nearly as tough as the boss fight earlier, since you have buses and cars to throw at him. After they're dead, deal with taking down the large building. Critical Mass helps a lot during the boss fight.



The third and final objective appears after causing chaos in the city: Destroy the Division Armory, and kill all of the Hulkbuster Destroyers in the process. Start out by rolling over towards the island to provoke both Hulkbuster Destroyers, and start to wear them down by running around the city streets and collect the vehicles to toss at them. We didn't bother to target their weaponry, although it's not a bad strategy. The building goes down with ease once you have defeated the big boys.



General Ross

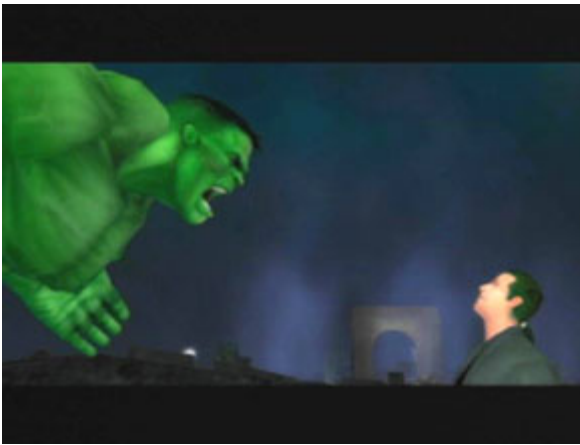
You need to purchase the Hammer Toss move to accept the next mission, so buy it if you do not already have this useful move in your arsenal, and go to the Turning Point mission. You must retrieve some classified material from a military test site and return it to the hideout, so get ready for major resistance from the start of the cut-scene. General Ross is a pain in the butt, as you can tell just by looking at him. There's a reason why you absolutely need the Hammer Toss for this mission: to defeat him.



This guy means business. He will shoot multiple rockets out of his shoulder weaponry, as well as laser cannons that can snap your life completely. You will want to focus on eliminating his weaponry before focusing on him entirely, and you can use any vehicle to do damage to this monstrosity. Watch out for the fire from the tanks, which can be just as big of a threat if you're running away from the battle with low health. Once his weaponry is out, you can whittle away at his health with tanks, cars, trucks, or anything else—it's getting those weapons out of his hands that's the hard part.



If that laser cannon is still giving you trouble, try hiding behind some of the rubble throughout the battlefield. Remember to launch light posts, trees, whatever spear-type weapons you can find, as they do quite a bit of damage. The closer he is to your tank that you sling at him the more damage it will do to him. After a while, the giant will crumble.



The Great Escape

After the movie sequence, it's time to start a new mission: Without Parole, an escape! Begin the mission by busting down the door after rampaging through a line of nasty rocket launching troops. "Support" them by ripping their bodies in two. Defeat the black Hulkbusters in each room by slinging items into them, and pummeling them with your fists.



By the time you reach a large room with a cut-scene, you will have to deal with a very fast and furious Hulkbuster that has two health bars. Take them down quickly by clearing your immediate radius of threat and launching some chemical barrels at him. Mmmm, tasty! If you get low on health, bounce around the room a little bit to regenerate your health. Use the two black Hulkbusters to toss into the silver menace, and complete the room sweep. Jump out via the Jump Marker to complete the mission.



The start of the next mission involves breaking out of the military base, and getting back to the church without anyone

trailing you. Start out by eliminating EVERYTHING in the immediate area. Use the cars to disable the choppers, the choppers to disable the tanks, and the tanks to squish the pathetic humans. Once everything has been destroyed and conquered, disable the force field with your fists. Use a boulder to hit the other force field to disable it.



Once on the outside, aim high for the helicopters to knock them out of the sky using the tanks from below (Hammer Toss). With them gone, you can hide up atop the rocks for shelter from the missile storm. Throw rocks at the force shield devices outside of the wall and crush the two inside. You will have to deal with hi-tech military planes in this next area, so destroy them before even attempting to venture any further.



After taking care of the planes, run through the lot to reach the next force field, this has a few locks on the other side of it. You can destroy one from the tunnel and the other two by jumping while atop the archway and launching items at them. Once you're free of your prison, you'll deal with the last gated area with one lock on bottom, on the "free" side, and one on top. This area is guarded by missile launching machines, so be careful. Run to the Jump Marker and jump out to succeed.



Paycheck's a Snitch

Jump to the Badlands and accept the Strange Cargo mission. This one is a long, grueling fetch-based mission. Begin by grabbing a fully intact military truck and charge jump it all the way to the blip on the radar. It's best to collect as much health along the way as possible. Once you see the yellow pod, weaponize the truck while atop the blip to disguise yourself within the truck. Now, move to the front entrance of the military base to sneak in. Go to the yellow blip.



Break out of the vehicle and charge jump up to the top of the communication deck to retrieve the item. You will now have to charge jump your way back to the Jump Marker and return it to the hideout. This is tough due to all of the choppers and Hulkbusters scattered throughout. Take down the two force field devices and escape! Set the item down in the yellow pod at the church to receive your checkpoint.



Return to the Badlands to continue this mission. Now you must jump to the yellow blip on the radar. Collect as many health orbs as you'd like along the way. The item is out in the open, meaning it's a trap. You will discover a few force field generators nearby, so bash them with the Hulkbusters that attack you so forcefully soon after the shield goes up. Do it quickly, before the Hulkbusters destroy you. With the shield down, retrieve the item and run it back to the Jump Marker. This completes the tedious fetch mission.



Freedom's Swansong revolves around defending the church in time for Samson to finish his potions and bippity-boppity-boop crap. Yuck. Military planes will attack first. Use the cars and such to smash into them as they fly overhead of you. Soon, a gigantic Hulkbuster will appear with several smaller ones, and a few tanks. Grab the tanks and Hulkbusters to throw into said gigantic Hulkbuster until it explodes. A second one will appear shortly after the destruction of the first, and it seems beefier in the defense area. Do not allow it to reach the church, as it will tear it down within a few strikes.



The Inner Confrontation

Your battle with the Devil Hulk begins! You must watch out for this boss, since he can be really tricky... He uses a maneuver where he will grab you with his mouth and attempt to crush you between his teeth. Be wary of this, as you can tap the normal attack button multiple times to break free from the grip. Be very careful when the ground around you turns pink, as the Devil Hulk will summon jagged rocks from the earth.



To damage the Devil Hulk, you must destroy the several mirrors that are lined up around the room. It's best to hit and run to avoid being eaten or even hit with the summoned rocks. After breaking all of the mirrors, the Devil Hulk will pop up from the ground. Hit him with your heaviest combos, or just use moves you're comfortable with. Run away from the battle if he gets too violent. He can freeze you into a chunk of ice in this state, but just tap that attack button to break out. After beating on him long enough, he will return to the ground and it's time to repeat this process.



Remember to charge jump around the battle arena! This is the key to succeeding when things get too heavy! After repeating the techniques taught here several times (depending how fast and hard you hit the Devil Hulk), you will defeat him.

The Final Confrontation

With Devil Hulk defeated, there's only one evil remaining: the Abomination. Go to the Intercept mission and enter. Go to the Vault entrance, dodging enemy fire along the way. When you reach there, you'll square dance with General Warden again. Use your environment to your advantage, so be on the lookout for things to throw at him. Enter the underground Vault after destroying the General.



Once inside, watch the movie sequence and chase after the Abomination. Great anything you can find to launch at the Abomination. Once you exit the Vault's foregrounds, the Abomination becomes a lot more vulnerable to attacks. Use the explosives and the Hammer Toss to defeat the Abomination. Of course, he will retreat when low on health automatically, so follow him to the next area. This will happen a few more times, so keep chasing him and pummeling him with the boulders in the area.



Don't forget that the military's also after the Abomination, so he can take some heat off of you when things get too rough. Try not to use your Critical Mass during this time, as you need your health and those enemies that it will hit are defeating the boss for you. You will complete the mission after the fourth stop.



Begin the final mission, End Game, at the top of the enclave. You must finally defeat the Abomination, man to man, monster to monster. You must keep him from destroying the dam before the evacuation, so start out by grabbing things are launching them at the Abomination as soon as possible. Just keep at him, throwing everything you can find at him. After a while, a cut-scene will ensue, and you must protect the four generators.

Keep throwing things at him and charge jumping around when you need health, as the military will still pump bullets and missiles into him. Don't forget to use your best combos and special moves too. The Abomination ignores everything you do to him while he's tearing at the dam, so bust out your heavy hitting moves then, before he slings the component at you (which causes serious damage). Keep meleeing him as he rips them out to take down a full health bar (or near it) due to him getting electrocuted.

Before you know it, the Abomination will be defeated. Congratulations! You've graduated the Hulk Academy. Now go out and sling trucks around with one hand!

Challenges

The City

To The Rescue

You will have to run up the burning building immediately in front of you and press the Grab button once you find the civilian on the top. Jump off of the rooftop to the ground and set down the civilian in the glowing spot nearby. Repeat this process, and remember to rush up the building each time.

Fast Mover

You will find that you have to roam around the park collecting several orbs (only the blue ones!). The best way to get around this race to the finish is to simply avoid running into any object as you make your way around the park and up the building.

House of Cars

You will have to stack as many cars on top of the building, located directly ahead of you. It's hard to miss, considering it's the biggest building in the city. You will have to grab a car and set it down atop the building—very carefully. You will need to stack cars atop the building without them falling off.

Hulk Smash City!

This one is pretty self-explanatory. All you have to do is crush as many things as possible before the timer expires. Remember: running is the key to victory when smashing up things in a hurry!

Casualty

You must grab an ambulance that has broken down and rush it to the hospital to prevent the death of the patient within it. Quickly reach the ambulance and dash for the hospital on the map. This one is one of the easier Challenges.

Kick the Can

You must kick a car as far as you possibly can to knock it inside of the circular object. Use the running button to hit the car as far as possible. The best way to do this is to get up close and hit the running button to knock the car into orbit.

Lights Out

In this Challenge Mission, you will have to destroy as many spotlights as possible before the time limit expires. The easiest way to accomplish this is by tilting the camera in the air and seeking out spotlights. You can destroy them simply by running across them.

Fare Play

You will have to pick up one of the taxis and rush them to their destinations on time without damaging the vehicles in the process. Just grab it and rush it over to the blip on the map and drop it in place.

Batter Up!

Found atop a rooftop just north of Casualty, you must charge up your attack for as long as possible and unload your whip onto the face of a nearby soldier. The farther he flies, the more points you get. Just remember to hold down the attack button for a decent amount of time.

Hulk Juggle!

During the course of this Challenge mission, you will have to juggle a soldier in the air without him touching the ground. Once the soldier touches the ground, the Challenge ends. To juggle properly, get a good feel of what moves you prefer to use. We enjoyed the basic uppercut/knee jab combo, personally. It's tough to pull off, but it works just fine.

Soldier Seeker

During this optional crash course in smashing, you will have to seek out soldiers to bring death upon before the time limit expires. Just remember to look for the red blips on your map, and grip onto the sides of the buildings as you make your way to the red blips. This will help you proceed faster.



Hulk Float!

You must jump off of a building and avoid the obstacles by moving the Hulk around them all and land within the ring of flares in this Challenge mission. Ease up on your speed as you approach the flare ring, and spin in circles to avoid over-landing.

Hulk Float! Again!

This one works a lot like the first Hulk Float mission, only with less resistance.

Fast Mover – 3, 4, 5

Yep, more of these again. You know the drill with these. Practically none of them have shortcuts; just remember to be on your toes and pay attention to the blips on the map.

Urban Golf

This is another fancy-pants golf Challenge, and revolves around hitting the golf ball into the circle of flares in as few strokes as possible. Since you're in the inner-city, it'll be tough due to heavy traffic and the like, so just remember that there is no time limit, and to aim very carefully.

Hulk's Rooftop! Hulk's!

You must defend the rooftop that you're standing on while enemies try to knock you off of it in this optional Challenge mission. Thankfully, the rooftop is fairly large compared to most others, so you shouldn't have too much trouble compared to most other dinky roofs. If you touch the ground, you lose. Having the Air Recovery move is a must here.



Smashing Spree

You will have to destroy 8 cars, 8 trees, 4 water towers, and 4 delivery trucks in this race-to-the-finish. Each of these items must be completely destroyed, so we suggest grabbing a delivery truck and throwing it into a car multiple times. As for the trees and water towers, just run into them.

Rooftop Jumping – 1

You must run from rooftop to rooftop without touching the ground, climbing up the walls, or even running up the walls; only touching the rooftops with your feet. The obvious way to complete this task is by simply jogging along and charge jumping to spring and bounce like Tigger after drinking a month's supply of Kool-Aid, heavy sugar-style.

Point Defense

This is a fairly straight-forward mission. You must destroy as many tanks along the bridge as you possibly can before the time limit expires. Just use your best combos, your Critical Mass, and other cars to quickly destroy them all.

S.W.A.T.

Soldiers are dropping out of helicopters in this optional Challenge. You're fully equipped with a club in hand, so why not give them a little something to remember you by? The quicker you swing, the more kills you can accumulate.



My Car!

This is the second of the checkpoint Challenges, where you must collect the blue orbs as you make your way along the course. Sadly, however, this race track is littered with white cars that have alarms on them. If you tap any of the alarms, the mission instantly ends. Just be careful and stop running as you approach the white cars.

Fast Mover – Island

You can locate the second Fast Mover Challenge Mission on the island between the two bridges. This one works pretty much identically like the last one, only in a different pattern that runs up and across several buildings. It's important to do this one last since it's pretty hard. Make sure you're ready for a tedious race where you have to bend across multiple rooftops very quickly. There's no shortcut to this one, just tons of practice.

The Badlands

Fast Mover

You will find the Fast Mover Challenge Mission right at the start of the stage from the initial Jump Marker. This Challenge is fast-paced, as expected, and takes place mainly over rooftops. Start the race in the alleyways by running, and use the charged reflex jump maneuver (as seen in the Basics) over the rooftops to get the best time possible.

Hulk Soccer

You will have to play soccer with General Warden if you wish to partake in this optional Challenge mission. The taxi will be placed in front of you, so charge into it by pressing the run button. This is the most effective way to move the car down the field and through the flares beyond the General.

Desert Dogfight

During this optional Challenge mission, you will have the pleasure of taking out all of your frustration on those nasty military aircrafts. This includes a variety of helicopters and the military planes themselves. Use basic tactics to eliminate them all, like launching things that are scattered along the battlefield at them.

Hulk Smash Badlands!

This one is another fun romp through destruction! You will have to smash as much crap within the time limit as possible to complete the Challenge. You can perform a good number of smashes by simply running around like a maniac and Critical Massing it when you can.



Gamma Field Goal

You will have to kick as many of the supplied vehicles through the goal posts as possible within the time limit. The problem? The goal posts are constantly shifting from left to right, and vice versa. There's no real strategy to give outside of timing your kicks perfectly.

Puny Humans

You will have to stay within an enclosed area surrounded by flares while killing as many soldiers as you possibly can within the time limit. Remember, while you can't roam outside of the "box," you can throw objects at enemies. Don't forget to Critical Mass them all!



Gamma Golf

The furthest northern Challenge Icon is for Gamma Golf. You will have a "club" to use to hit the ball as close to the goal in as few swings as possible. This one can be tricky since it's all depending on physics, but it's a lot of fun in the process. Use hard swings when far away, moderate ones in close. You know the drill.

Long Bomb

You will have to destroy as many helicopters as humanly possible, but you may only do so by using the ol' missile punchback or missile grab maneuvers, nothing else. You will also have to remain within the flares. Timing is everything here, and be selective with which missiles you punch back at the choppers.



Wide Right

In this Challenge Mission, you must kick as many vehicles through the goal posts without crossing over the flares that are lit. This one is the perfect football lovers dream... ahh, blending comics and sports. Ebony and ivory! Chocolate and peanut butter! Anyways, you must have the Punt Kick maneuver purchased to do this. The best way to do this one is to patiently align yourself before kicking rather than kicking as fast as possible—not to say that you should be a slow-poke, either.

Unfriendly Fire

This optional Challenge Mission is one of the tougher (although more intriguing) ones, because you must have your enemies kill each other by timing their fire with your dodging abilities. Worse yet, the entire thing's timed, so you will have to act quickly or suffer failure. Use a large truck to shield yourself and get in the middle of a tank assault, and then quickly dodge the attacks to have the tanks destroy one another.

Shield Grind

You will need the Shield Grind move to participate in this optional challenge. Within it, you must ride along the Shield Grind to nab up waypoint markers, much like in the Fast Mover challenges.



Comics

Simulation	
#1	After completing the "Jump" tutorial.
#2	After completing the "Wall Climbing/Rocket Launcher" tutorial.
#3	After completing the "Targeting and Throwing" tutorial.
#4	At the end of the simulation stage.
City	
#1	Between two taller buildings on a rooftop (El Café de Geraldi) in the City.
#2	Under the northern blow-up gorilla in the City.
#3	On the side of a tall building near the first bridge in the City.
#4	Atop the first bridge in the City.
#5	Atop a missing building in the northwestern side of the City.
#6	Inside of a cubbyhole that you can only reach from the rooftops in the City, right by the eastern bridge.
#7	Underneath a ledge on the Division HQ building during the Need-To-Know mission.
#8	Atop the city hall roof.
#9	Right beside the "Hulk Float! Again!" Challenge Marker.
#10	Atop the arch-like building on the far west.
#11	In the far northwest corner, atop a roof of a skyscraper.
#12	Behind a sign on a rooftop about a block down from the Rooftop Jumping – 1 Challenge.
#13	Atop of a fast food restaurant on the far northeast side of town.
#14	Above the catwalk near the bridge on the west side.
#15	Atop a short roof in the central section of the city.
#16	On the side of the lighthouse, out in the ocean on the northwest side.
#17	Atop a skyscrapers as depicted in the picture.
#18	In a small alleyway that leads to a dead-end between buildings in the central city.
#19	Atop a roof near Samson's second "intermission" in the Protect Samson mission.
#20	Atop a jointed rooftop near the first hit in the My Other Voice mission.
#21	Atop a smaller rooftop to the north.
#22	Atop the smaller rooftop near the giant guerrilla.
#23	Amidst the rubble on the island after completing the game.
#24	Atop the southern-most skyscraper in the downtown region.
#25	Above an office building in the downtown region.
#26	On a small rooftop near the northeast, cluttered in the middle.

#27	In an alleyway to the northeast.
#28	Atop a skyscraper in the downtown area, somewhat near the shoreline.
#29	On the side of one of the skyscrapers near the downtown region (west side).
#30	Within an enclave between buildings near the north-central portion of the map.
Badlands	
#1	Atop the roof of the school, across from the parking garage.
#2	Atop a circular building in the desert.
#3	Through the valley, near a Smash Points icon.
#4	On a cliff near Satellite D in the first mission of the Badlands.
#5	On the side of a rock near the center valley leading to the military base, near the Jump Marker.
#6	Just north of #5, atop a bridge.
#7	At the northern-most part of the stage, near the water and oil equipment.
#8	High in the air over a useless bridge in a dead-end.
#9	Inside of a pillar near the left-most valley entrance. You will likely see it appear before the pillar.
#10	In an alley near the outskirts of town.
#11	In a parking lot next to some tanker trucks in town.
#12	Along the south eastern mountainside wall in town.
#13	In the center of the valley on the right, on the eastern side out in the open.
#14	Inside of the security wall-guarded area, within a watchtower.
#15	In the south, inside of a watchtower near the Jump Marker.
#16	Atop the bridge in the far south.
#17	Between garages in the farthest southern area in the Badlands.
#18	On the opposite side of #28.
#19	On the far west in the military base.
#20	Behind the travel lodge on the outskirts of town.
#21	On the farthest western corner on the map.
#22	Just south of #21 on the road.
#23	Beside one of the many stone pillars throughout the central mountain area, near the north.
#24	Inside of a crevice within the mountain that can be found while roaming the ground level.
#25	Within some pillars in the central mountain area.
#26	Within some pillars to the north of town.