



Introduction

The Incredible Hulk is your chance to guide Hulk's powerful rage towards his enemies who try to control him.



Climbing, jumping and demolishing foes and free-standing buildings in New York can take a lot out of you. Luckily IGN Guides is here to help you out hunt down each of the collectible items that you need, as well as how to bound and pound through each mission of the game.

So forget what you heard about anger management, it's time to ungate the rage and let your giant green fists do the talking!

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

- **BASICS** // Hulk smash? Hulk read basics, too.
- **WALKTHROUGH** // A complete Incredible Hulk walkthrough with strategies for every stage and boss.
- **SECRETS** // Landmark souvenirs, canisters, upgrades and more—every Hulk secret revealed.

Guide by: Dan Engel

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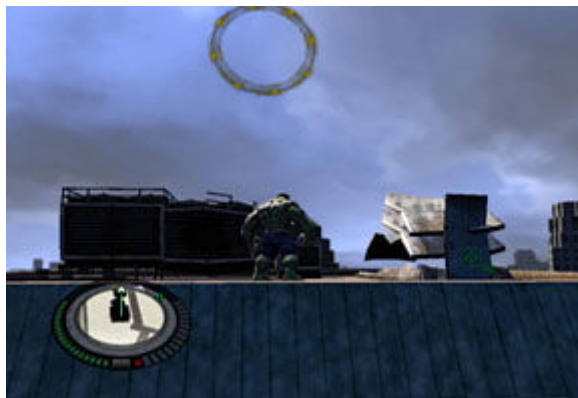
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The Incredible Hulk Basics

Chain Jumps

You should quickly learn how to charge your jumps and chain them together, as well as climb surfaces for getting around the city.



Key Combos

As far as battle is concerned, the basic combos of Right Cross and Orbital Uppercut can carry you through most of the game. Thunderclap and Ground Slam are good to know, and when they are fully charged later in the game they do lots of damage.

Watch Your Health

Aside from this you always want to keep an eye on your health and use Healing Factor if you need to. You can also leap high into the air to buy yourself a few seconds from enemy attacks.

The Incredible Hulk Walkthrough

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MISSION 01: HE MUST NOT ESCAPE

If you want the "You Break It, You Buy It" achievement, then you have to destroy EVERYTHING in this mission, which includes the vents and beams up above.

Fight through the factory and defeat the Army forces

Start destroying the objects around you to build up your rage and take note of the red marker on your radar. Rush the next room and start smashing the group of Army guards, then jump over the wall and lay waste to another group that comes in from above.

You should earn your first feat here by scoring 5000 points. Enter the next room to bust up more machines and build some rage, then bash the door in and do the same to another two Army groups including an armored enemy. Smash another pair of doors for more Army soldiers and two armored enemies. Fight your way through a few more doors and objects to reach the next objective.



Defeat the helicopter

Use a well-placed jumping punch to take out the helicopter, then smash the machinery for extra damage and move on to the next room. Or if you want to be really cheap, you can just smash the door and walk into the next room to avoid the fight.

Defeat Blonsky and his troops

Grab a large piece of debris and swing or throw it at Blonsky in his armored suit and his friends. Once they're all taken care of, you can move to the next room to finish the first mission.

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MISSION 02: THE ENCLAVE AND RICK JONES - PART 1

Follow the green indicator to the destination

If you check your map, you can see the 11 neighbourhoods of New York. Any building with a brown symbol on it is a **Landmark**. Check the **Landmark Souvenirs** section of the guide to find out where all 50 are located.

You can also collect all 200 **Fury Canisters** and **Gamma Canisters** now and climb the five tallest buildings of New York. This is all easiest to do now since you cannot earn a threat level this early on in the game, but the choice is yours.

I would recommend doing at least 5 of the Jump Challenges now as well, since it should help to upgrade your jumping ability.

All of this is optional at this point in the game, so head for the green indicator to get your next objective.

Defeat the Legionaries attacking the city

Punch out the Enclave Assault Groups here quickly and notice that they show up on your radar as red markers.

Climb up the building

Go to the next marker and climb the building as instructed.



Defeat the Legionaries on the surrounding rooftops

Use a charged jump to reach the nearby roof and start laying waste to the Enclave here. Destroy two more groups and an armored Barbaria unit to finish the mission.

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MISSION 03: THE ENCLAVE AND RICK JONES - PART 2

Now you can see the purple marker on your map which lets you start this mission at any time. You are also able to build a threat level when causing damage, so be careful. The threat level is a number and a yellow bar that fills as you cause damage and it starts at level 0.

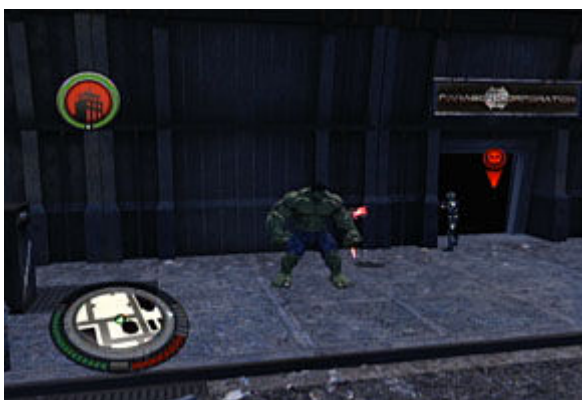
Enclave Assault Groups appear occasionally until their bases are destroyed, so be sure to destroy as many as you want before destroying the bases. This is important if you want the patron of the arts achievement and need to beat 25 of these groups.

Fight the Army

Let your fists do the talking as you scatter these army grunts.

Destroy the Enclave Base!

Follow the red marker to the Enclave base and smash it until it is a pile of debris.



Destroy the Humvees! Defend against them using a shield

Grab the piece of debris to use it as a shield and destroy the trio of Humvees marked on your map.

Fight the Army

Obliterate the Barbaria until you get the next objective.

Find the nearest subway to escape

Follow the S with the yellow circle on your map to find the nearest subway and finish the mission.



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MISSION 04: THE ENCLAVE AND RICK JONES - PART 3

Now you can use the subway stations around the city to escape from danger. Enter a subway station and select your destination station on the map to use one. Your game is also saved automatically each time you use the subway. I highly recommend finding all subway stations now, so you can use them for the rest of the game to get around faster.

Defeat the Enclave so Rick can move on

Rush to the green marker to find Rick in his tank and start pumeling the Enclave at the trio of checkpoints. You can also rush ahead to each one without waiting around for Rick, to make things easier. Your light attacks work well on the grunts, with your heavy attacks doing nicely on the Barbaria.



Destroy the Dropship

Continue to smash the next group of Enclave and use your jumping punches to get rid of the Dropship.

Defeat the remaining enemies so Rick can enter his safehouse undetected

Keep pounding on the remaining Enclave checkpoints up ahead to complete the mission.

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MISSION 05: THE ENCLAVE AND RICK JONES - PART 4

Carry Rick to the bomb locations

You have a 4:30 minute timer in this mission, so rush to Rick on your radar and pick him up. Climb the low ledge on the first building and fight off the Enclave while Rick disarms the first bomb.

Carry Rick to the second building and climb to the top as you smash more Enclave, then take him to the top of the final building and fight off more of the same.



Defeat the remaining Enclave forces

Destroy the dropship and the rest of the units up here.

Locate and destroy the Jupiter base

Follow the green marker on your radar.

Destroy the generators to deactivate the shield

Smash the four generators while avoiding the circling electricity and attacking the Enclave units.



Destroy the Enclave base

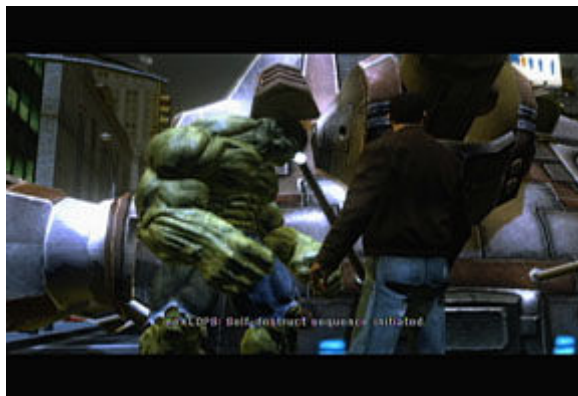
Climb onto the roof of the building to smash it with little effort and beat the mission.

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MISSION 06: THE ENCLAVE AND RICK JONES - PART 5

Destroy the Kyklops

This robot has a large obvious target on his chest that you should exploit. You can use jumping punches if you want, but it's much easier to pick up cars and other objects. Now you can lock onto the boss and throw the cars when he faces you.



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MISSION 07: A FRIEND WHO CAN HELP - PART 1

Locate the Army base

Follow the green marker on your radar.

Defeat the Army base reinforcements

Destroy the four humvees and pick up the debris marked on your radar, then swing it to take out the trio of armored

APCs.



Smash open the safes to retrieve all of the data

There are three safes for you to break open and a few armored units to dispose of (use debris to help). Once this is done you can eliminate the final army units to finish the mission.

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MISSION 08: A FRIEND WHO CAN HELP - PART 2

Prevent the Army from reaching Utrecht's Lab

Grab a car and use it to annihilate the Army units.

Destroy the satellite dish

Leap to the building marked on your radar and smash the satellite dish on the top.



Defeat the U-Foes

For Ironclad, you want to avoid three of his combos and counter when he's stunned and open.

Vapor is stunned by a thunderclap when in her gas form.

For X-Ray, you want to attack when his radiation is lowered. He shoots three blasts at once, followed by lightning. The

lightning strikes at glowing spots on the ground.

Vector has a shield of debris so get up to it and attack the shield until he is stunned. Finish off all four U-Foes in this way to complete the mission.

After this mission, the U-Foes can show up randomly to cause you grief in the city.

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MISSION 09: A FRIEND WHO CAN HELP - PART 3

This is a good mission to get the Smash-ifist achievement, just make sure you don't attack any Army units.

Search the Army bases for the jamming device

Check all three bases and smash the buildings marker on your radar to find the jammer in one of them.



Take the jamming device to the lake in Central Park

Pick up the jammer and go to the lake in Central Park, then throw the jammer in the water to end the mission.

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MISSION 10: A FRIEND WHO CAN HELP - PART 4

The Army is searching for the nanites. Destroy garbage trucks to find them first.

Smash the five garbage trucks marked on the radar until you find the one with the nanites.

Return the nanite drum to Samuel Sterns at the university

Pick up the nanite drum and jump across to the green marker on your radar.



Defeat all enemies

Watch for enemies picking up the nanite drum here, otherwise you need to chase them down and beat them to bring it back. You want to take out the helicopters and dropship first, then focus on the other enemies and rocket launchers on the rooftops. Bring the drum to the next green marker to finish the mission.

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MISSION 11: JUST TAKE HIM DOWN - PART 1

Destroy the building

Drop to the ground and start destroying the building that's marked on your radar.



Defeat all of the enemies

Grab some debris and use it to knock some sense into the remaining enemies and clear the mission.

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MISSION 12: JUST TAKE HIM DOWN - PART 2

Run

Start sprinting or jumping W towards the water as your next objective appears.



Destroy the satellite

Keep moving as you approach the next red marker on your radar. Climb the building and smash the satellite dish.

Destroy the radio tower

Jump towards the radio tower marked on your radar. Climb to the top of the building before destroying the tower.

Get to the launch computer

Clear a path to the next marker for the launch computer.



Destroy the computer and defeat Blonsky

Run to the targets on the base as the missiles help you to destroy them. Take aim on Blonsky next and pummel him into the ground to beat the mission.

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MISSION 13: ENCLAVE IS ON THE MOVE - PART 1

Destroy the three Energy Consumption Engines

Lock on and throw debris at the Energy Consumption Engines to destroy them easily, otherwise they drain your health if you get close. Use your thunderclaps to take out the Enclave Swarms as they fly around you and drain more of your health.



Defeat the remaining enemies

Smash the dropships, swarms and any remaining units to clear the mission.

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MISSION 14: ENCLAVE IS ON THE MOVE - PART 2

Throw each bomb into saltwater

There's a 5 minute timer here so rush to each of the three bombs and throw them into the water at any edge of the map to finish the mission.



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MISSION 15: ENCLAVE IS ON THE MOVE - PART 3

Clear all contaminated areas of enemies

Look for the five green markers on your radar to find the contaminated areas and quickly clear out the enemies inside them before your health drains too much. It helps to lure the enemies outside of those area before beating them, if you can. Once all areas are cleared, the mission is complete.



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MISSION 16: ENCLAVE IS ON THE MOVE - PART 4

Destroy all of the Energy Consumption Engines

Rush into the five contaminated areas once again and use a pair of combos to make short work of the Energy Consumption Engines.



Defeat the remaining enemies

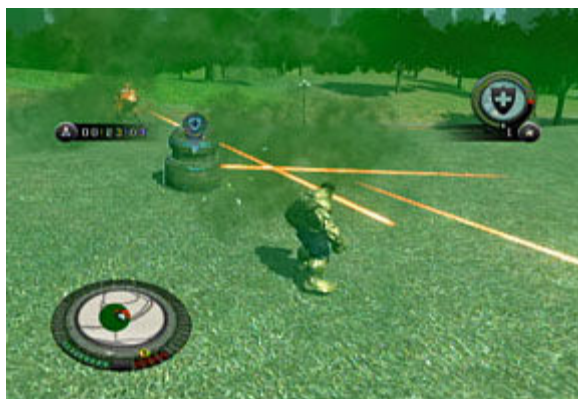
Pummel the last few enemies to beat the mission.

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MISSION 17: ENCLAVE IS ON THE MOVE - PART 5

Get the scrubber

Go to the yellow marker on your radar and pick up the scrubber.



Take the scrubber to each of the contaminated areas

Go to each of the five contaminated areas and set down the scrubber, then protect it from the enemies for about 18 seconds while it cleans each area.

Bring the scrubber back to Sterns

Pick up the scrubber and follow the green marker on your radar to finish the mission.

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MISSION 18: A MASS MIND CONTROL DEVICE - PART 1

Defeat the guards defending the base

Grab a car or lamp post and start beating the Enclave until they all pile on. Press the button rapidly to knock them off your back and get the "Unleash the Fury!" achievement. Get rid of the remaining units to get the next objective.



Attack the rooftop Enclave test site

Follow the marker on your radar and climb the roof, then thin out the Enclave up here.

Smash the Enclave's Computers

Destroy the computers up here that look like cylinders.

Defeat the Enclave prototype

Charge up a ground slam to take out the row of prototypes with ease.

Fight the Enclave reinforcements

Take out the drop ship and fight the Enclave for about a minute.

Destroy the building before the timer runs out

Return to the building marked on your radar and pummel it to dust before the 60 second timer is done.



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MISSION 19: A MASS MIND CONTROL DEVICE - PART 2

Turning a car into gauntlets works quite well in this mission if you have the upgrade.

Protect Rick's car on the way to the safehouse

You want to watch Rick's health as you take out the Kyklops behind him with a few cars. Catch up to Rick and keep watch over him.



Destroy the Enclave roadblocks in Rick's way

Smash the first roadblock and watch out for enemies coming near Rick at the other three roadblocks, they can destroy his car pretty easily. Use the gauntlets if you can and be sure to heal if your health drops too low, otherwise protect Rick if he gets attacked. After the fourth checkpoint, the mission is over.

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MISSION 20: A MASS MIND CONTROL DEVICE - PART 3

Defend the building from the Enclave attackers

Head for the blue marker on your radar and watch for enemies coming from the N and S sides and up on the roof. Get to them as fast as you can and punch their lights out before they can damage the building too much. You need to keep this up for about three minutes and it's pretty frustrating.

Try to watch your radar to see where the larger groups are and take out the bigger groups and units first (you can sprint into the small units). Don't be afraid to use your rage attacks to speed things up a bit too.



Get to Empire State University

Pick up Rick at the yellow marker and rush over to the green marker to finish the mission.

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MISSION 21: A MASS MIND CONTROL DEVICE - PART 4

Keep the mind-controlled civilians out of the building

There are two entrances to the building marked by green X's on your radar. The civilians are the red markers. Pick up the civilians and throw them away from the building until the next objective appears.



Destroy the mind control tower

Climb to the top of the building and take out the turrets and other units as you destroy the tower itself. The ground slam works pretty well on the tower.

Defeat the remaining Enclave forces

It's cleanup time, start running and deliver your fists to the remaining units up here to complete the mission.

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MISSION 22: A MASS MIND CONTROL DEVICE - PART 5

Smash the Enclave's computers

You have two minutes to destroy the 12 cylinder-shaped computers here so get smashing!



Defeat Bi-Beast

Make some gauntlets out of a car and pummel Bi-Beast until you have at least one rage cell. Let your fury attacks loose at this point to stun him and use charged thunderclaps as well. Stay at medium range during the fight so that Bi-Beast doesn't use his combos and doesn't use his lightning attacks. Run if you see Bi-Beast crouch down into a ball as he is about to release a close-range blast of energy.

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MISSION 23: THIS GUY'S BAD NEWS - PART 1

Get the attention of the news copters by smashing things near them

Head for one of the blue markers (copters) on your radar and start smashing buildings and other objects until you fill their attention meter. Smash more objects as you lure one copter to the next while sprinting and repeat this until you've got them interested enough.

Lead the news copters to Talbot's base

Follow the green marker on your radar to Talbot's base.



Save the news helicopters by destroying the SAM launchers

Quickly smash the pair of SAM launchers to finish this objective.

Escape from the base before reinforcements arrive

Run to the nearby green marker on your radar.

Defeat the remaining ASAC recon soldiers so Hulk can escape

These ASAC soldiers are relentless and need to be destroyed, since you can't outrun them. Grab the nearby posts and start throwing them into the enemies while locked on.

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MISSION 24: THIS GUY'S BAD NEWS - PART 2

Follow Talbot to his secret base

Jump across the rooftops as you dodge enemy fire and follow Talbot's copter.



Escape the ambush! Don't let Talbot get away!

Fight the ASAC's quickly if you want, but keep after Talbot until you reach his secret base.

Destroy Talbot's secret base

Use the poles, hummers and other debris to weaken the tanks, then pick them up to use as weapons. Smash the buildings indicated on your radar to clear the mission.

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MISSION 25: THIS GUY'S BAD NEWS - PART 3

Fight your way to Rick!

Sprint past the enemies and pick up Rick.



Rick knows a safe hiding zone. Reach that point on the map!

Travel to a pair of green markers on the map.

Rick destroyed Talbot's Tracking device. Get to the final safe zone

Leg it to the next green marker on your radar.

Defeat all of the enemies

Now you can turn around and let the ASAC units and copters marked on your radar fear your rage to complete the mission.

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MISSION 26: WE'RE NOT GIVING UP - PART 1

Retrieve the Particle Infusion Array

Smash the tanks and humvee marker on your radar until you find the Particle Infusion Array. Pick it up and bolt over to the green marker before dropping it there.



Destroy the generators to deactivate the shield

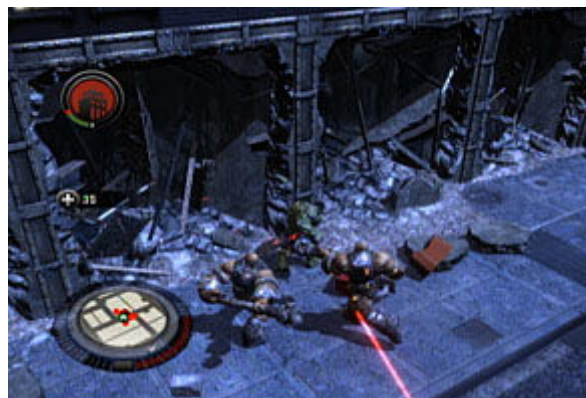
Smash all four generators marked on your map to drop the shield.

Destroy the Enclave warehouse

Charge a ground slam to make short work of this warehouse.

Get the Gamma Solution

Pick up the Gamma Solution and rush it over to the marker on your radar, then drop it beside the Particle Infusion Array.



Destroy the Paragon Corporation building

Build up your rage to use another ground slam and level this building marked on your radar.

Retrieve the Energy Field Generator

Pick up the Energy Field Generator and deliver it to the other two items.

Don't let the Enclave steal all 3 pieces of equipment!

Make sure the Enclave don't fly off with all three items here as you annihilate each one that's marked on your radar. A jumping punch works well to knock an item out of their hands if they do grab one. Once the enemies are finished, the mission is done.

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MISSION 27: WE'RE NOT GIVING UP - PART 2

Go to the first dispenser and defeat the Enclave forces

Jump over to the markers on your radar and climb to the top of the building.

Clear the rooftop so Rick can land

Punch out the Enclave units until Rick lands his helicopter.



Protect Rick's helicopter

Bash a few more enemies here while Rick works fast.

Go to the next dispenser site

Jump to the next building and clear the rooftops once again before protecting Rick. Repeat this process for the first four dispensers.

Once you reach the fifth dispenser, pick it up and bring it down to Rick.

Defeat the remaining enemies

Lay waste to the final group of enemies here to beat the mission.

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MISSION 28: THE PROBLEM IS THE HULK - PART 1

Get to the source of the quakes

Head for the red marker on your radar.



Find the machines up on the rooftops

Carefully climb the building until your next objective appears.

Destroy the generators that are causing the quakes

Use your ground slam to take out the three generators here.

Defeat the remaining Enclave forces

Defeat the dropship, turrets and other units here to finish the mission.

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MISSION 29: THE PROBLEM IS THE HULK - PART 2

Destroy the Vulcan siege turret

Pick up some cars and throw them at the first turret to make short work of it.



Destroy all of the Vulcan Sector weapons

Follow the red markers as you destroy the next five turrets in the same way.

Defeat the remaining Enclave forces

Level the last few Enclave units to complete the mission.

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| << | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 30: THE PROBLEM IS THE HULK - PART 3

Destroy the satellite control dish

Keep moving so that the red tracking beam doesn't remain on you and head for the green marker when it appears. Climb the building and be sure to move sideways along the walls as the tracking beam gets closer. Climb to the top of the building and smash the control dish.



Go to the crash site in Central Park

Jump over to the green marker in Central Park.

Destroy the satellite

Sprint past the turrets or destroy them and lay waste to the crashed satellite.

Defeat the remaining Enclave forces

Smash the turrets, SAM launchers and other Enclave units to beat this mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 31: OUR OLD RESEARCH DATA

Destroy all 5 Army bases

Follow the red markers and smash the five Army bases to dust.



Make sure Betty is safe

Run back to Betty to check on her.

Defeat Blonsky

Sprint into Blonsky's vehicles and destroy them and to keep away from any missiles. Run after him and punch him if he ever stands in one spot to light a flare.

Destroy helicopters

Jump and smash the trio of helicopters to end the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 32: THE LESSER OF TWO EVILS - PART 1

Protect General Ross on his way to the Enclave base

For this mission you want to attack all the red targets on your radar to help the Army, then get out of their view once they start attacking you. Repeat this until you reach the Enclave base.



Help the Army destroy the Enclave base

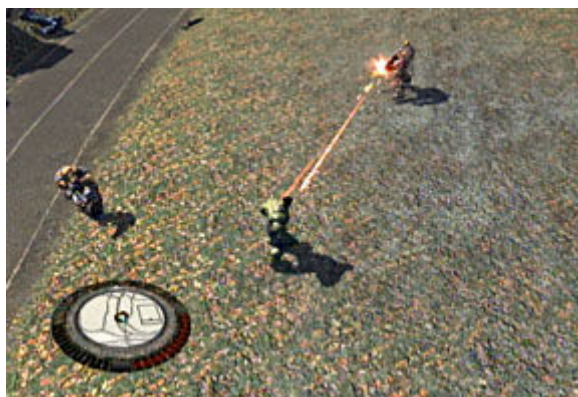
Demolish the Enclave base to finish the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 33: THE LESSER OF TWO EVILS - PART 2

Prevent the Enclave from retrieving the Stark Industries Hulkbuster armored soldiers

Run over to the green marker on your radar and kill any Enclave units that try to lift the Hulkbuster armored soldiers for three minutes. You can also just lift one of the Hulkbuster armored soldiers yourself and run around for the time limit.



Defeat all enemies

Kill the remaining Enclave units to complete the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 34: THE LESSER OF TWO EVILS - PART 3

Protect the Stark Industries Hulkbuster while he disables the Enclave F-POD

Smash the enemies near the Hulkbuster and protect him for one minute.



Destroy the Enclave F-POD

Head for the red marker on your radar and jump on the F-POD, then smash the four orbs with the electric charge running through them. Punch the four red buttons now to push them in and destroy the F-POD.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 35: IT'S TIME TO END THIS - PART 1

Find the truck that is transporting the new cannon

Jump to the green marker on your radar.



Don't let Talbot's men get away with the cannon!

Chase down the robot with the yellow marker and knock him out of the sky.

Take the cannon to Rick

Pick up the cannon and jump to the green marker, then drop the cannon inside to beat the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 36: IT'S TIME TO END THIS - PART 2

Defeat the S.I. Hulkbuster

The Hulkbuster is immune to most of your attacks. He attacks at close range and fires lasers from a distance. You want to destroy the helicopters above you and anything else that you can (attacking buildings works well) to build your rage meter to full. Aim carefully and use a charged ground slam on the Hulkbuster.

This leaves him stunned for a moment so rush in and land a combo on him. Repeat this process two more times and he should fall to the ground.



Throw the S.I. Hulkbuster into a generator!

Lock onto two of the generators and throw the Hulkbuster to disable them.

Defeat the S.I. Hulkbuster

Repeat the same process as above to beat the Hulkbuster a second time, then throw him into the final two generators to end the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 37: IT'S TIME TO END THIS - PART 3

Defeat Talbot!

Beat this Hulkbuster the same as the one you fought in the previous mission, you should be a pro at this by now! Charged ground slams do the trick, just be sure to get rid of the other units that are shooting at you first.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 38: WE CAN USE THEIR TECHNOLOGY - PART 1

Retrieve the genetic simulator

Head for the yellow marker on your radar and pick up the genetic simulator on top of the building. Run back to the green marker and drop the genetic simulator.



Defend the genetic simulator

Sprint into the small units or use jumping punches if they try to take the genetic simulator, then destroy the other units to finish the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 39: WE CAN USE THEIR TECHNOLOGY - PART 2

Take Sterns to the contaminated building

Pick up Sterns inside the capsule and carry him over to the green marker on the contaminated building before dropping him.



Protect the contaminated building while Sterns is inside

Now you need to focus on the red markers on your radar and destroy them for five minutes as you protect the building. It works well to get some gauntlets first, then you can sprint through the small units and bash the helicopters and robots.

Take Sterns back to Empire State University

Head over to the yellow marker to pick up Sterns, then take him to the green marker and drop him to complete the mission.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 40: WE'VE GOT THE ANTIDOTE NOW!

Press the indicated buttons while falling to survive the drop.

Defeat Abomination

Abomination blocks most of your attacks but if you do a simple light attack, heavy attack combo, then you can damage him with the charged thunderclap at the end of that combo.



Put out the fire before Betty gets hurt

Climb to the top of the building with the green marker within the 35 second time limit and smash the helicopter.

Defeat Abomination for good!

Abomination grabs chunks of the rooftop to shield himself. Use quick combos to break the chunks and stun him, then follow them up with heavier combos. Repeat this until he grabs larger chunks. Dodge his first swing and counter with a combo of your own, then keep this up until you can pick him up. Pick up Abomination and follow the button queues to finish the job.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 41: JUPITER BASE - PHASE 1

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 42: CERES BASE - PHASE 1

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 43: VULCAN BASE - PHASE 1

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 44: MINERVA BASE - PHASE 1

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 45: JUPITER BASE - PHASE 2

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 46: VULCAN BASE - PHASE 2

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units including the Kyklops to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 47: CERES BASE - PHASE 2

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 48: MINERVA BASE - PHASE 2

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units to end this short mission.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| << | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | >> |
|----|----|----|----|----|----|----|----|----|----|

MISSION 49: JUPITER HEADQUARTERS

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units. Be sure to watch for the meteors from the small units as they move fast and pack a punch.



Defeat the Jupiter Leader

Throw cars at this guy or use jumping punches while dodging his trio of heat-seeking shots and knock him down to your level. Now you want to avoid his combo, overhead smash and close range ring of energy by sticking to medium distance. Use your charged ground slams to drain his health and throw more cars when he starts flying again. Dodge the lightning bolts at this point and repeat until the leader is toast.

| | | | | | | | | | |
|----|----|----|----|--|--|--|--|--|--|
| << | 50 | 51 | 52 | | | | | | |
|----|----|----|----|--|--|--|--|--|--|

MISSION 50: VULCAN HEADQUARTERS

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

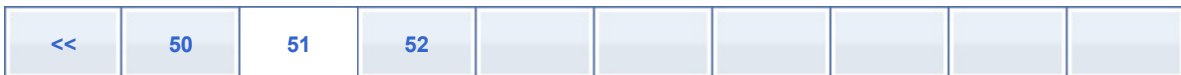
Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units.



Defeat the Vulcan Leader

Throw cars at this guy or use jumping punches while dodging his trio of heat-seeking shots and knock him down to your level. Now you want to avoid his combo, overhead smash and close range ring of energy by sticking to medium distance. Use your charged ground slams to drain his health and throw more cars when he starts flying again. Dodge the laser beam at this point and repeat until the leader is toast.



MISSION 51: CERES HEADQUARTERS

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units.



Defeat the Ceres Leader

Throw cars at this guy or use jumping punches while dodging his trio of heat-seeking shots and knock him down to your level. Now you want to avoid his combo, overhead smash and close range ring of energy by sticking to medium distance. Use your charged ground slams to drain his health and throw more cars when he starts flying again. Dodge the laser beam at this point and repeat until the leader is toast.

distance. Use your charged ground slams to drain his health and defeat the Bi-Beast that he summons, then throw more cars when he starts flying again. Dodge his attacks from here and repeat until the leader is toast.

| | | | | | | | | | |
|----|----|----|----|--|--|--|--|--|--|
| << | 50 | 51 | 52 | | | | | | |
|----|----|----|----|--|--|--|--|--|--|

MISSION 52: MINERVA HEADQUARTERS

If you want the patron of the arts achievement then you need to destroy at least 25 of the randomly appearing Assault Groups in the city before destroying the four Enclave bases.

Destroy the Enclave base

Simply reduce the base to a pile of rubble and eliminate any remaining Enclave units.



Defeat the Minerva Leader

Throw cars at this guy or use jumping punches while dodging his trio of heat-seeking shots and knock him down to your level. Now you want to avoid his combo, overhead smash and close range ring of energy by sticking to medium distance. Use your charged ground slams to drain his health and sprint into his clones, then throw more cars when he starts flying again. Dodge his attacks from here and repeat until the leader is toast.

The Incredible Hulk Secrets

| | | | | | | | | |
|-------|------|-----------|--------|-------|---------|-----------|----------|----------|
| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-------|------|-----------|--------|-------|---------|-----------|----------|----------|

GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

There are 100 Gamma Canisters in total, and listed below are the locations where you can find them. You will hear them beeping as you get close.

Hulk's health is upgraded at 10, 30, 60 and 100 Gamma Canisters.

| | |
|--------------|----|
| Central Park | 06 |
|--------------|----|

| | |
|----|--|
| 01 | Climb the stone pillar in the SW corner of the park. |
|----|--|



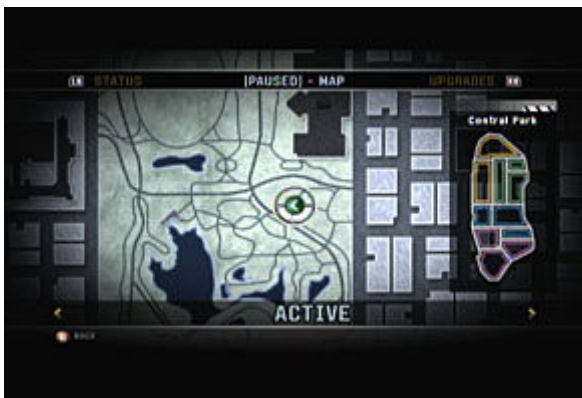
02

Look for some rocks with this Gamma Canister just NW of the SE corner of the park.



03

Go N from #02 past the water and look under a bridge.



04

Move W from #03 and follow the path W to a bridge.



05

Head N from #04 past the baseball diamonds and look NE a bit to find a group of rocks with this Gamma Canister.



06

Go to the NE corner of the park and look under the bridge.



GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Chinatown

08

01

Go to the small park just S of the Flatiron Building and check the E side by the statue.



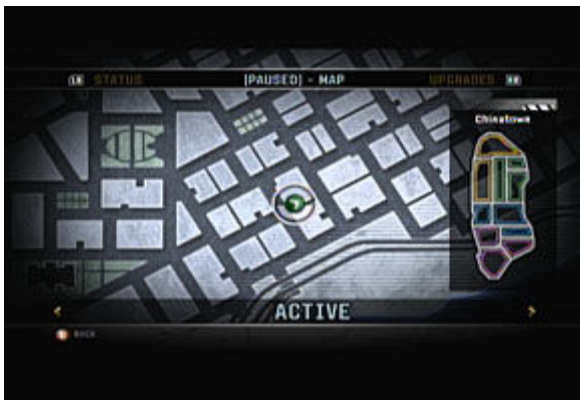
02 Head to the smaller building SE of #01 and climb the N side.



03 Move NE one building from #02 and smash the shed on top of the NE side.



04 Go SE one building from #03 and climb up the middle of the building.



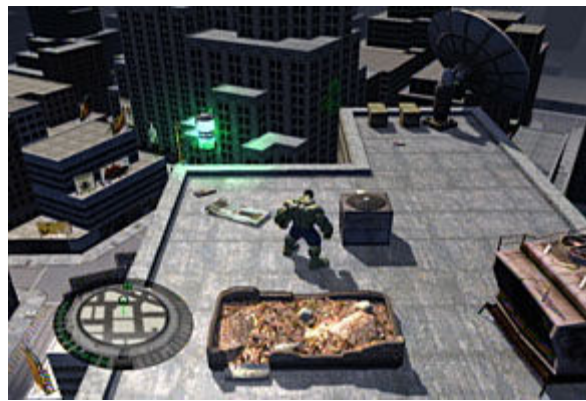
05 Head SW two buildings from #04 and climb up the N side.



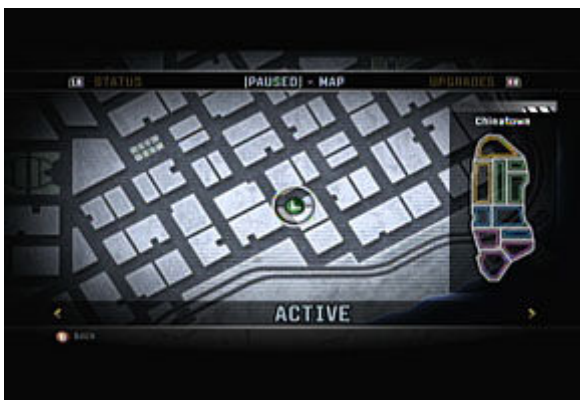
06 Move three buildings E from #04 and climb to the top of the NW side.



07 Go N two buildings from #06 (just SW of the small park) and climb to the top of the N side.



08 Head one building W from #06 and climb midway up the NW side.



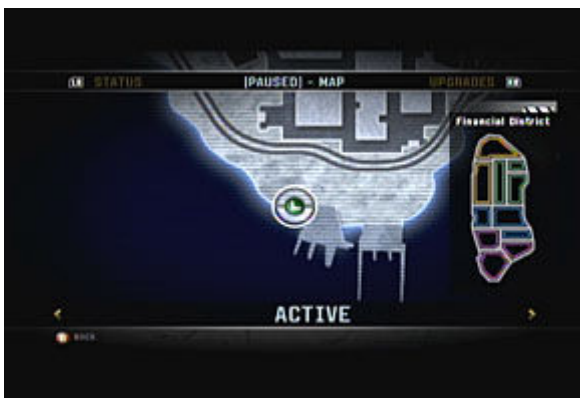
GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

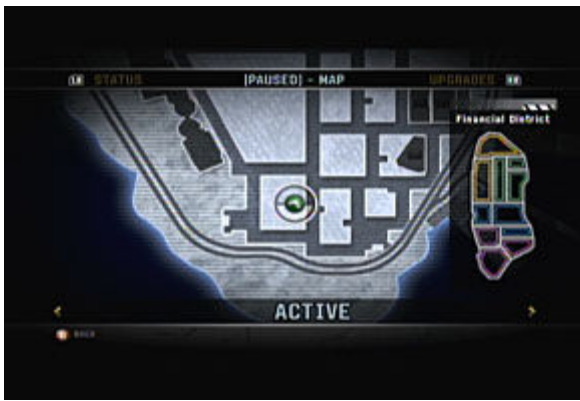
Financial District

06

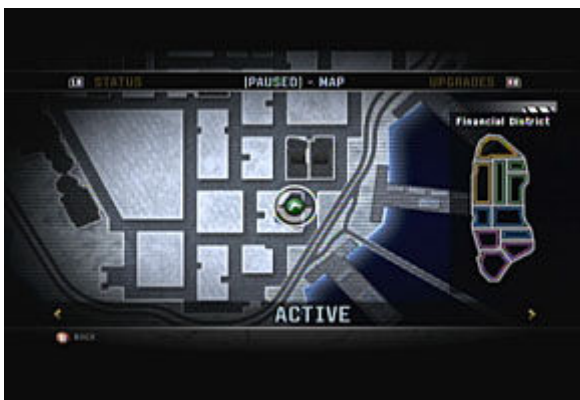
01 Go S to the very bottom of the map and look just W of the two buildings there.



02 Head one building N of #01 and climb up the E side.



03 Climb the NE side of 20 Exchange Place near the top.



04 Climb the W side of Trump Building near the top.



05 Check the N steps of Tweed Courthouse.



06 Move W two buildings from #05 and climb to the top.



GAMMA CANISTERS

01

02

03

04

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09

10

Harlem

13

01

Go to the NE corner of Central Park. Find the horizontal building just N of this corner and climb near the top of the E side.

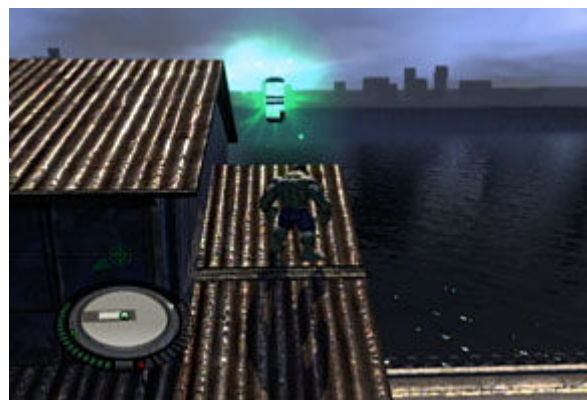
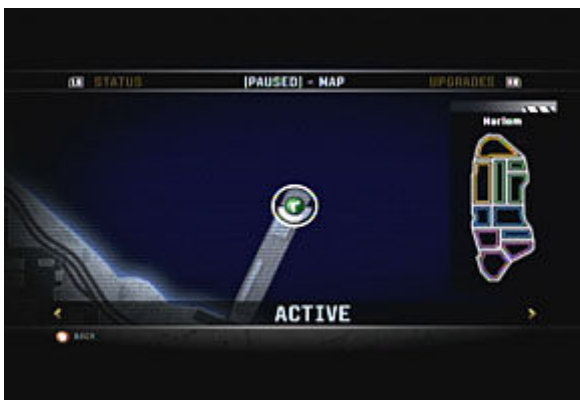


02

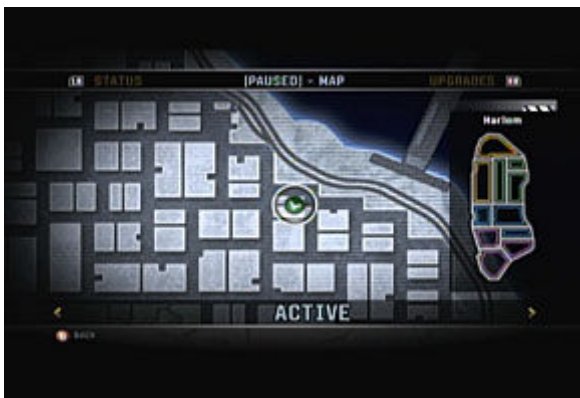
Head three buildings E of #01 and climb near the top of the W side.



03 Move to the docks N of #02 and check the roof at the end.



04 Go E one building from #01 and NE one more, then climb the N side.



05 Head three buildings W of #01 and climb the N side, then smash the shed for this Gamma Canister.



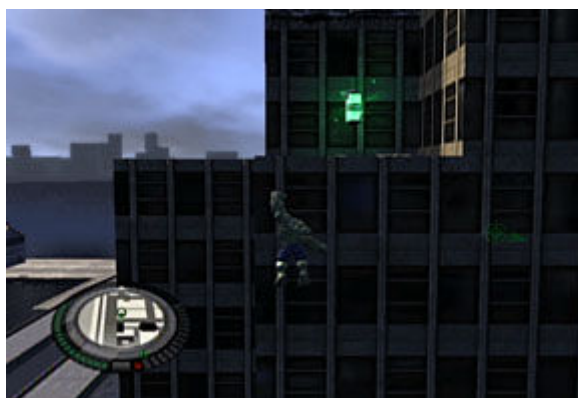
06

Move two buildings W from #05 and check a ledge midway up the E side.



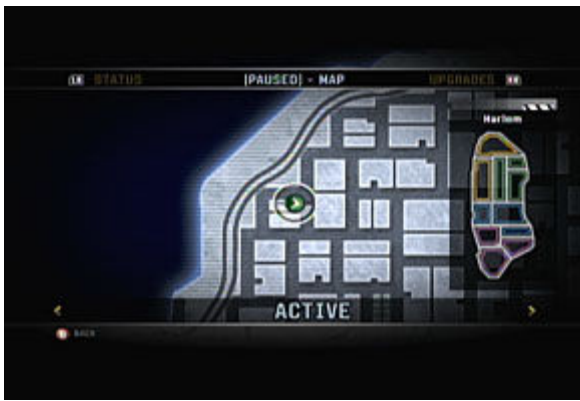
07

Go NW one building from Empire State University and look midway up the SW side.



08

Head N four buildings from #07 and climb the NE corner, then smash the shed for the Gamma Canister.



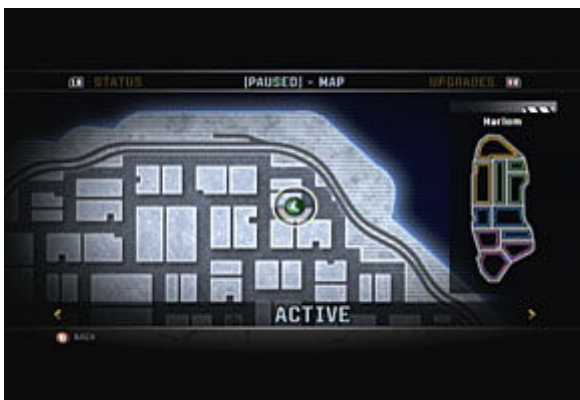
09

Move NE two buildings from #08 and E one more, then look midway up the SE side.



10

Climb the small building that is three E from #09, then check a lower ledge behind a billboard on the SE corner.



11

Go SW one building and S one more from #10, then climb midway up the S side.



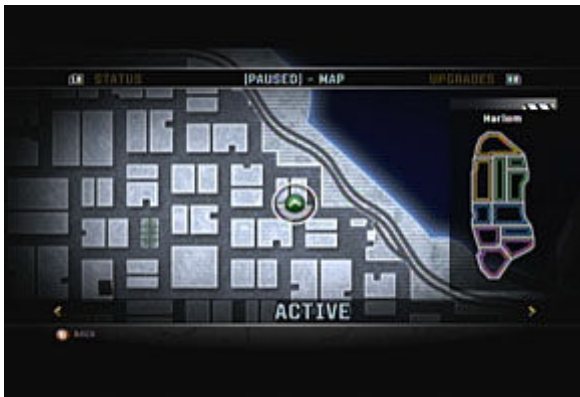
12

Head S from #11 and go two buildings past the small park, then look midway up the middle of the building.



13

Move three buildings E of #11 and smash the shed on top of the SE corner.



GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Hell's Kitchen

07

01

Climb up a few ledges in the SE corner of the Jacob K. Javitz Center.



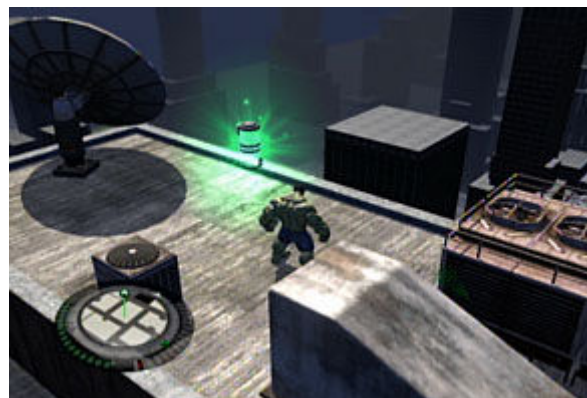
02

Climb up most of Goodman, Lieber, Kurtzberg & Book.



03

Go S one building from the U.S. Trust Building and climb to the top of the S side.



04

Head to the small park N of the U.S. Trust Building.



05 Climb to the top of Stark Tower.



06 Move SW one building from Stark Tower and S one more, then climb up the N side.



07 Move NW one building from Stark Tower and check close to the ground on the S side.



GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Lower East Side

05

- 01 Climb up the W side of the Empire State Building to the top.



- 02 Check the E side of Saint Patrick's Cathedral.



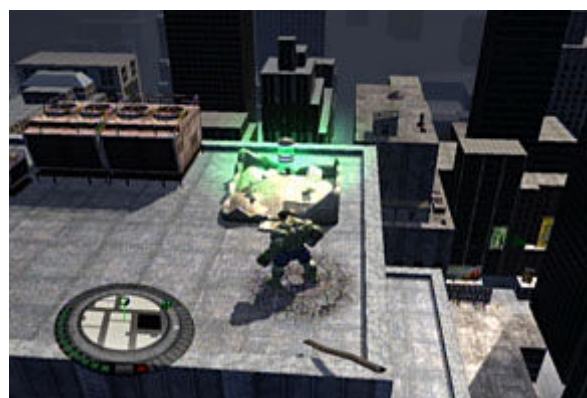
- 03 Go four buildings E of Saint Patrick's Cathedral and smash the water tower on the SE side.



04 Head one building N of Saint Patrick's Cathedral and climb up the E side.



05 Move one building S of the Chrysler Building and clear out the top of the W side to find this Gamma Canister.



GAMMA CANISTERS

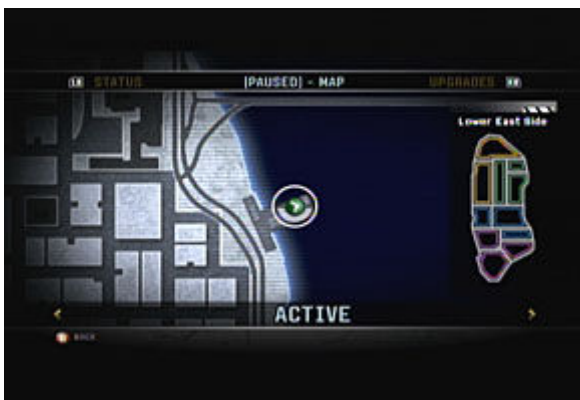
| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Midtown 18

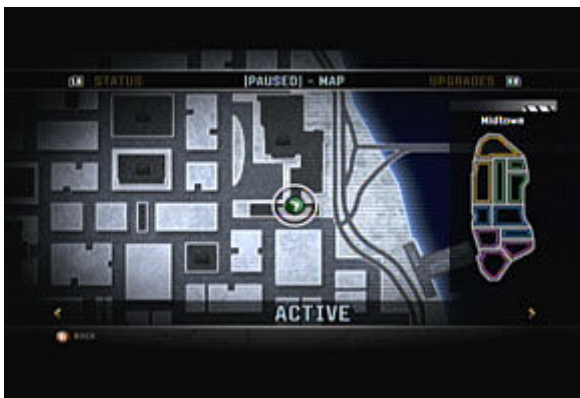
01 Climb near the top of the Chrysler Building on the NE corner.



02 Go E from #02 to the docks and check the rooftops.



03 Climb to the top of the United Nations on the S side.



04 Climb the NE corner of the Baxter Building.



05

Head W from the New York City Public Library - Bryant Park and check the fountain.



06

Move NW one building from #05 and climb midway up the S side.



07

Go W two buildings from #06 and look low in an alcove on the E side for this Gamma Canister.



08

Climb the S side of the Conde Nast Building and check the ledge near the top.



09

Head to Rockefeller Plaza and check the E side of the ice rink.



10

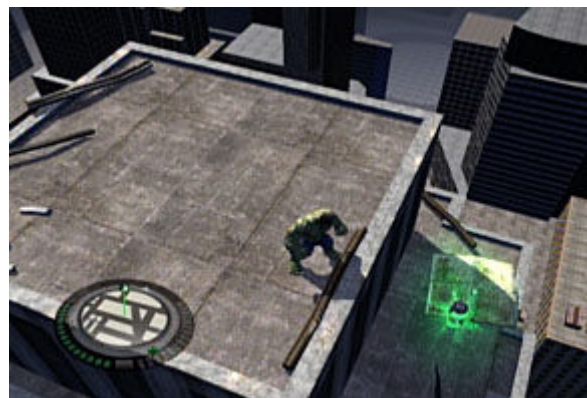
Climb the NE side of One Worldwide Plaza.



- 11 Climb midway up the SW corner of the Crowne Plaza Hotel.



- 12 Move S two buildings from the Crowne Plaza Hotel and climb the SE corner.

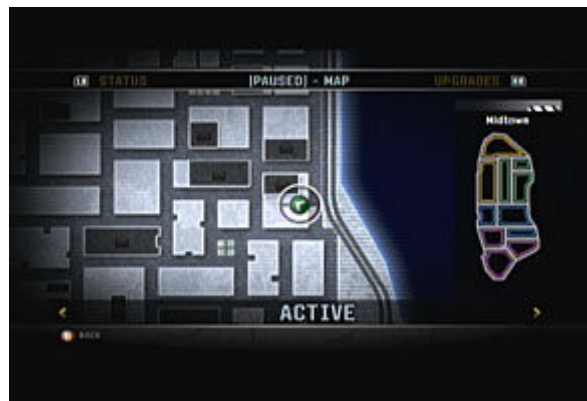


- 13 Climb the low ledge on the SE corner of Radio City Music Hall.



14

Go to the SE side of the building that the Ritz Tower shares and climb to the top, then smash the shed for the Gamma Canister.



15

Climb the NE side of the Waldorf Astoria.



16

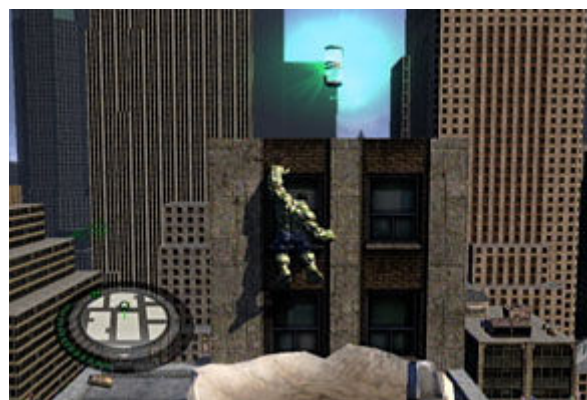
Head NW one building from #15 and climb the NE side.



17 Move SW one building from #16 and climb the NW corner.



18 Go W two buildings from #17 and climb the S side.



GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
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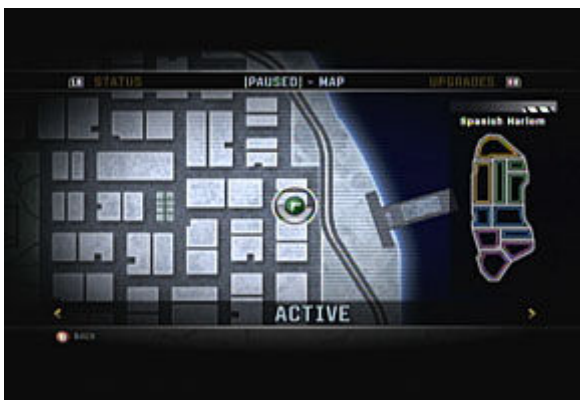
Spanish Harlem

06

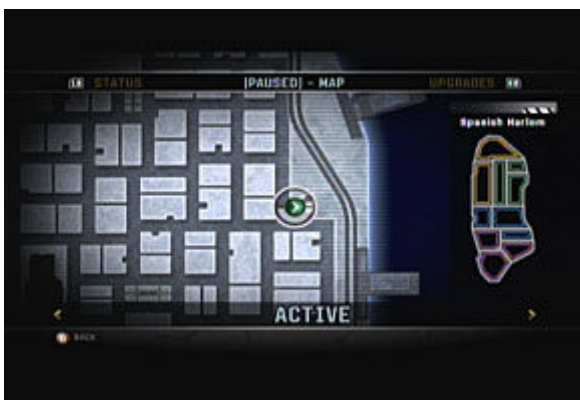
01 Go four buildings N of the Guggenheim Museum and smash the shed on top of the NE corner.



02 Head three buildings E of #01 and climb near the top of the SE corner.



03 Move S two buildings from #02 and check the gas station just E of you.



04 Go W two buildings from #03 and climb up the SE corner.



05 Head W one more building from #04 and check a low ledge near the middle.



06 Move S one building from #04 and climb to the top of the middle section.



GAMMA CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
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The Village/Soho

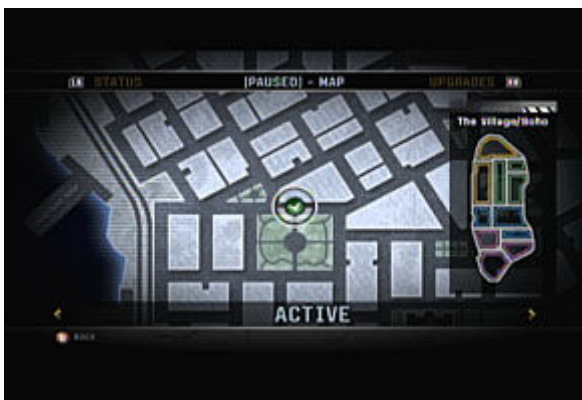
11

01 Go one building W of the Flatiron Building and smash the water tower on the W side.



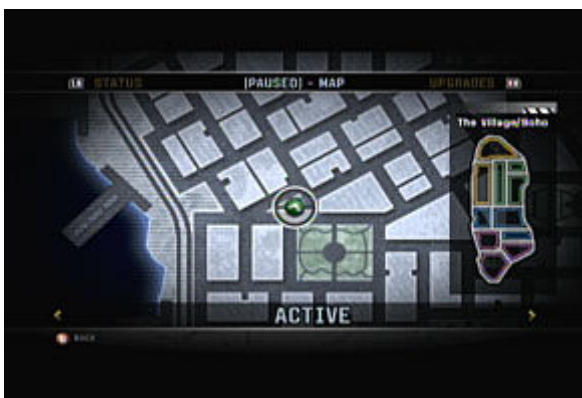
02

Head SW from #01 to the larger park, then jump on top of the arch at the N side.



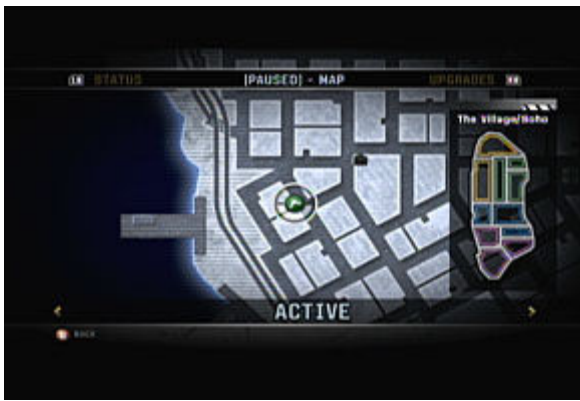
03

Move NW from #02 to a much smaller park and check the fountain.



04

Go NW about three buildings from #03, just E of the horizontal dock. Climb up on the NE side and look near the top for this Gamma Canister.



05 Head two buildings N of #01 and climb up the SE corner.



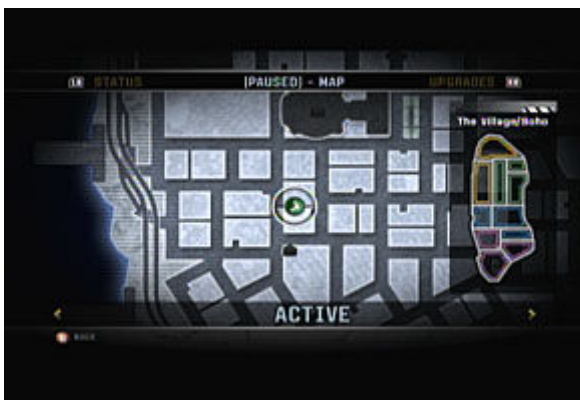
06 Move one building NW of #01 and climb midway up the S side.



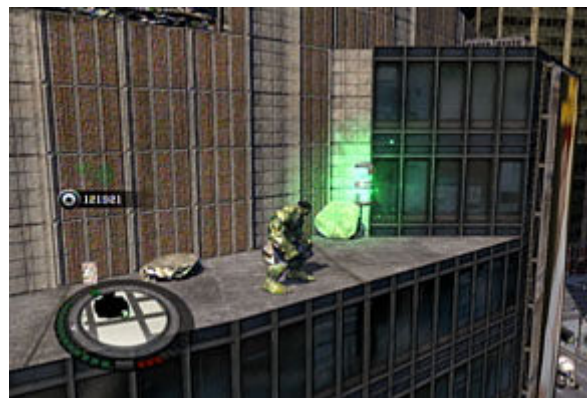
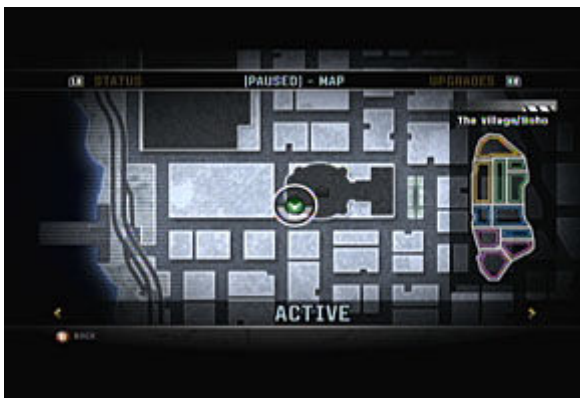
07 Go to the small park just E of Madison Square Garden and check the fountain.



08 Head SW two buildings from #07 and check the fire escape on the SW side.



09 Check the ledges on the SW side of Madison Square Garden, near the top.



10 Look W of Madison Square Garden, in the SW corner of the train tracks. Climb the ledge there and check an alcove for this Gamma Canister.



11

Move NE one building from Madison Square Garden and E one more, then climb partway up the W side.



GAMMA CANISTERS

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Upper East Side

07

01

Climb the lower ledges in the NW corner of Carnegie Hall.



02

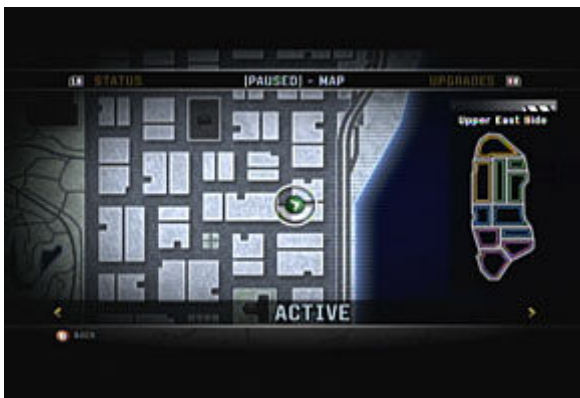
Climb up the Latverian Embassy.



03 Go W from #02 to the small park for this Gamma Canister.



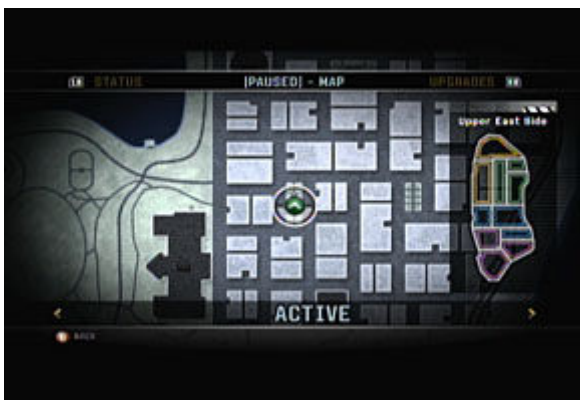
04 Head NE one building from #02 and N one more building, then climb near the top of the W side.



05 Climb to the top of the Daily Bugle.



06 Go N from #05 and W a bit to a small park, then check the fountain.



07 Climb the S side of the Guggenheim Museum.



Upper West Side

13

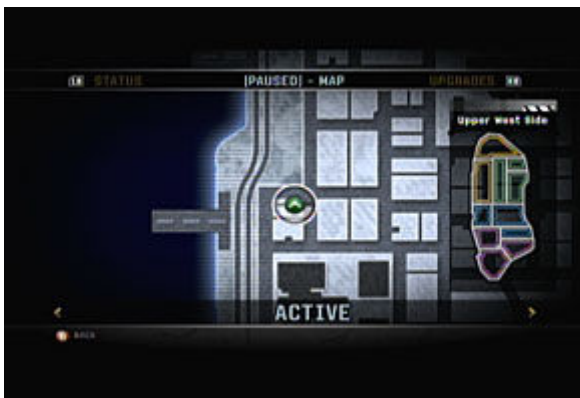
01 Climb the Lincoln Center for this Gamma Canister.



02 Go W from #01 and smash the shed.



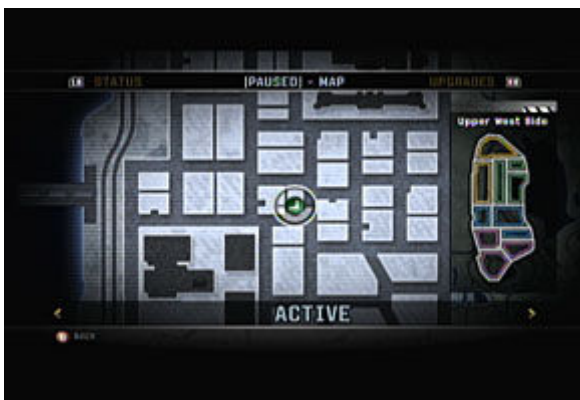
03 Head one building NE of #02 and climb the NE corner.



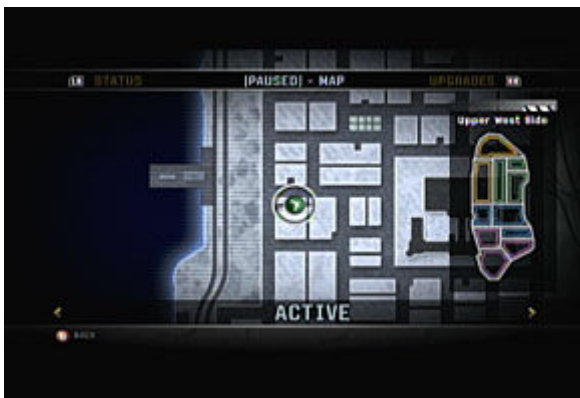
04 Move one building NE of #03 and climb the NE corner.



05 Go two buildings E from #03 and climb the SE corner.



06 Head one building N of #04 and climb the NW corner.



07 Move three buildings N of #06 and check a ledge midway up on the W side for this Gamma Canister.



08

Go NE one building from the Museum of Natural History and climb the SW corner.



09

Head to Empire State University and check the S steps.

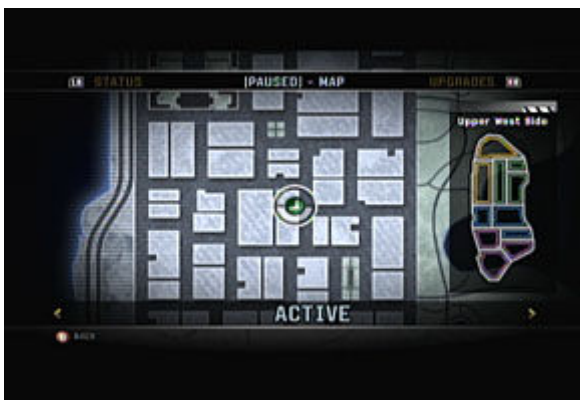


10

Move SE one building from #09 and climb near the top of the SE corner.



- 11 Go SE one building from #10 and climb the NE corner.



- 12 Head NE two buildings from #11 and check a low ledge on the SE side.



- 13 Climb the N building of the two just E of Empire State University and find the Gamma Canister midway up the N side.



| | | | | | | | | |
|-------|------|-----------|--------|-------|---------|-----------|----------|----------|
| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-------|------|-----------|--------|-------|---------|-----------|----------|----------|

FURY CANISTERS

| | | | | | | | | | |
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| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

There are 100 Fury Canisters in total, and listed below are the locations where you can find them. You will hear them beeping as you get close.

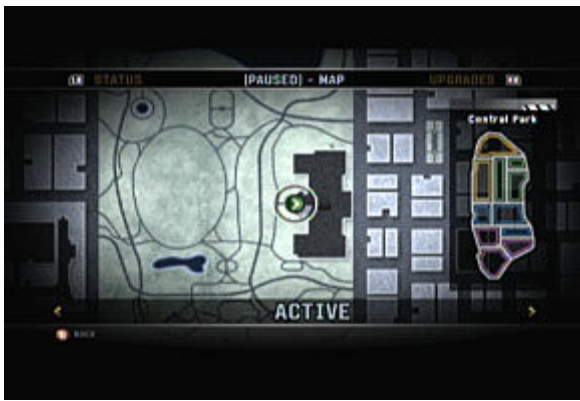
Hulk's rage is upgraded at 10, 30, 60 and 100 Fury Canisters.

Central Park 05

- | | |
|----|---|
| 01 | Find the large pond at the S end of the park and look for the bridge on the E side. |
|----|---|



- | | |
|----|---|
| 02 | Climb the E side of the Metropolitan Museum of Art. |
|----|---|



03 Check under the bridge between the Metropolitan Museum of Art and the SE corner of the N pond.



04 Go N of the NE corner of the N pond to find this Fury Canister under a bridge.



05 Go W along the path from #04 to get this Fury Canister under another bridge.



FURY CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Chinatown

07

01

Go two buildings S of Saint Patrick's Cathedral and climb to the top of the S side.



02

Head to the larger building just E of #01 and check the lower ledge near the middle.



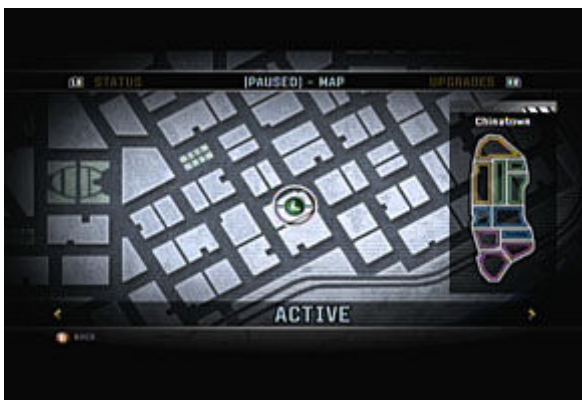
03

Move SW three buildings from #01 and climb up the SW corner.



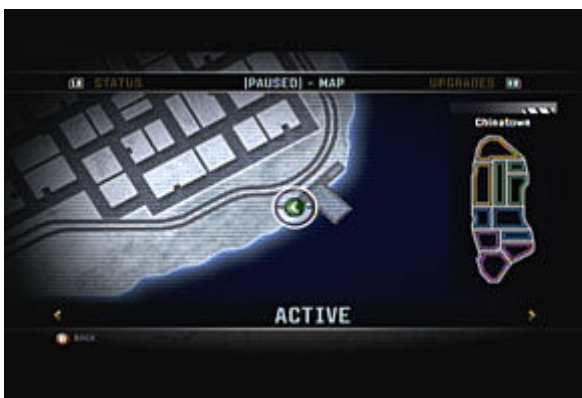
04

Go SE four buildings from #01 and fall into an alcove in the N corner.



05

Head E from #04 to reach a dock, then check the SW side for this Fury Canister on a small roof.

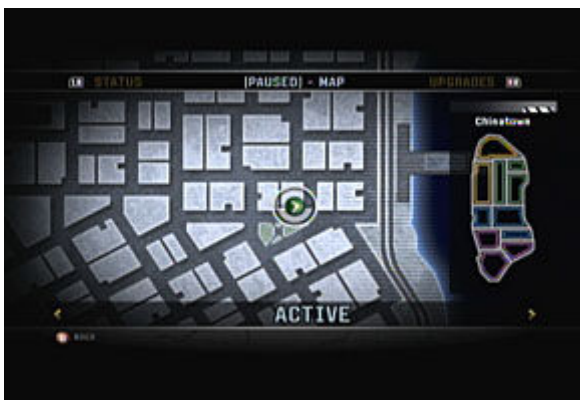


06

Move N one building from #05 and climb up the E side.



07 Go NW three buildings from #06 and climb up the SE side before smashing the shed.



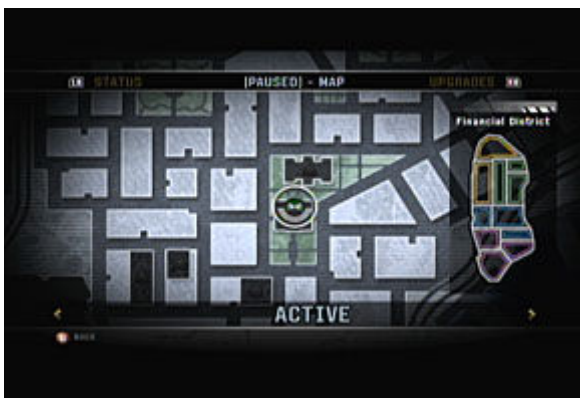
FURY CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
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Financial District

05

01 Check on top of City Hall.



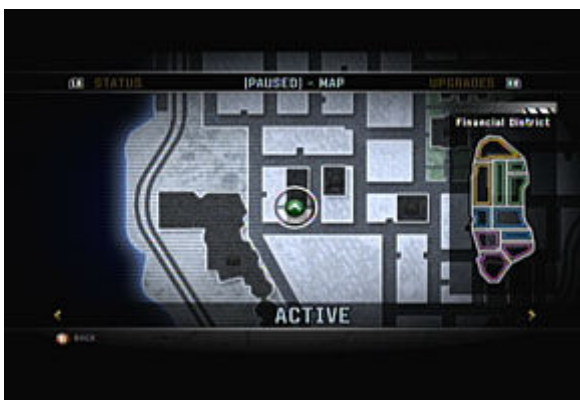
02 Go two buildings E of City Hall and climb to the top.



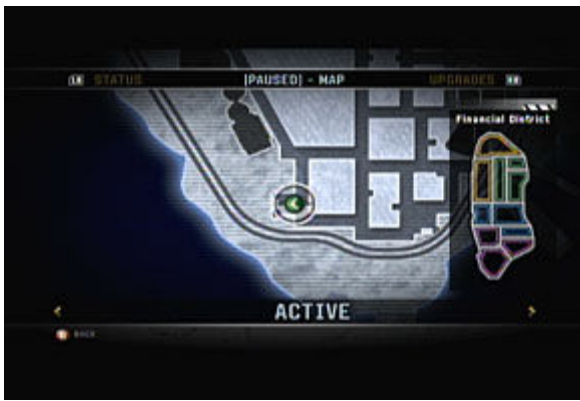
03 Head S one building and SW one more from #02, then climb up the N side and smash the shed.



04 Check the top of the Bank of New York Building.



05 Move S from #04 past the World Financial Center to find this Fury Canister in a gas station.



FURY CANISTERS

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|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

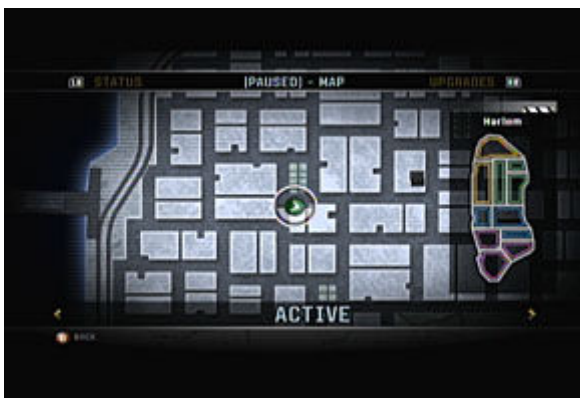
Harlem

10

- 01 Go to the Apollo Theatre and climb a ledge near the middle for this Fury Canister.



- 02 Move one building S and one more W from #01, then climb up near the top of the NW corner.



- 03 Head SW two buildings from #02 and check the ledge near the top of the N side.



04

Go one building NW of the Apollo Theatre and climb up the SE corner.



05

Move to the small building W of #04 and check a ledge on the N side.



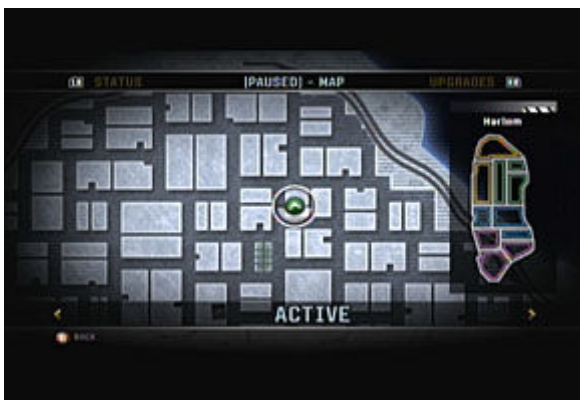
06

Head to the big building N of #04 and go E one more, then climb near the top of the N side to a tiny ledge.



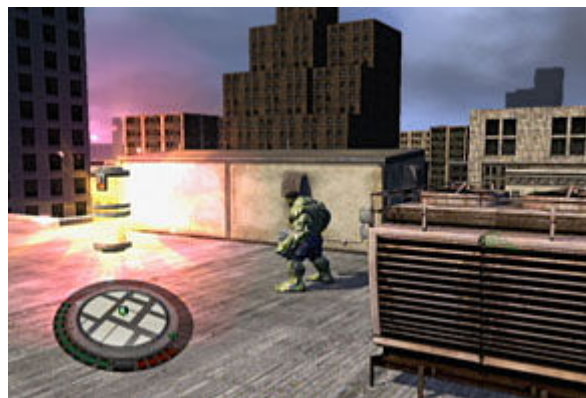
07

Go SE one building from #06 and check the top of the W side.



08

Move S three buildings from #07 and climb to the top of the W side.



09

Head NW one building from #08 and check the top of the E side.



10 Go SE two buildings and look near the top on the W side.



FURY CANISTERS

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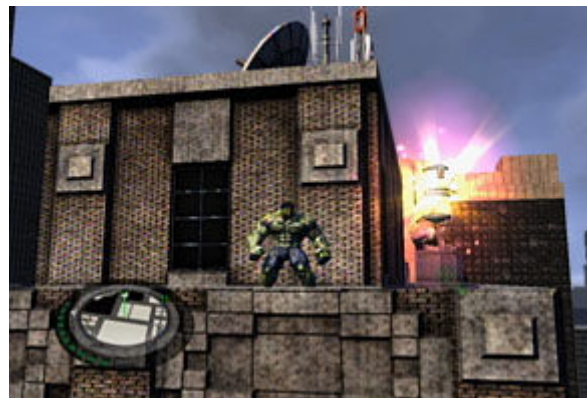
09

10

Hell's Kitchen

06

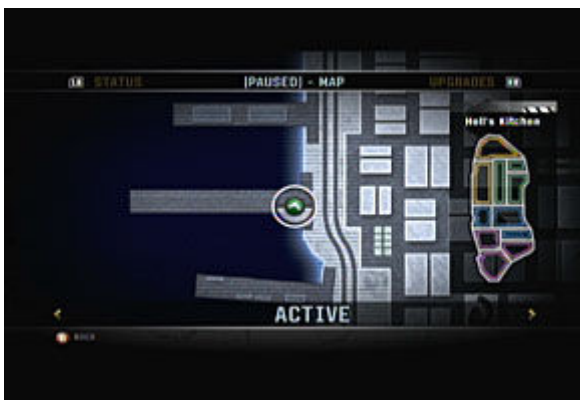
01 Go one building S of the Time Warner Center - Columbus Circle. Climb up near the top on the N end.



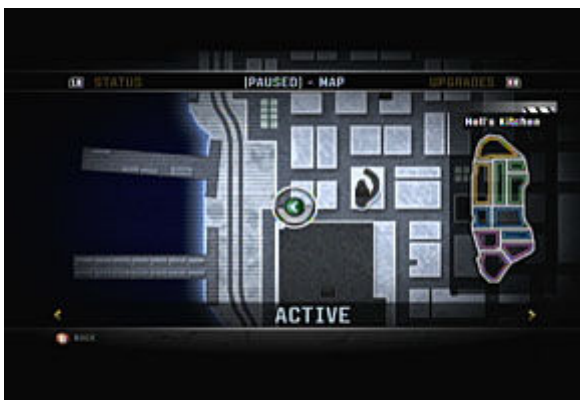
02 Go to the building SW of Stark Tower and smash the small shed up high in the NE corner.



03 Go W from #02 and check the second dock down of the four here.



04 Go to the building W of Goodman, Lieber, Kurtzberg & Book and climb the SW corner to smash the water tower.



05 Head N one building from the U.S. Trust Building and climb the SW corner.



06 Move S two buildings from #05 and climb the NW corner.



FURY CANISTERS

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Lower East Side

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01

This Fury Canister is on top of the first building East of the New York City Public Library - Bryant Park. Jump and climb your way to the top to grab it.



02

Go one building S of New York City Public Library - Bryant Park and climb up near the middle of the building.



03 Go W from #02 to the next building and climb to the top.



04 Climb to the first ledge on the W side of the Empire State Building.



05 Go to the building NE of Saint Patrick's Cathedral and climb up a bit E of the middle.



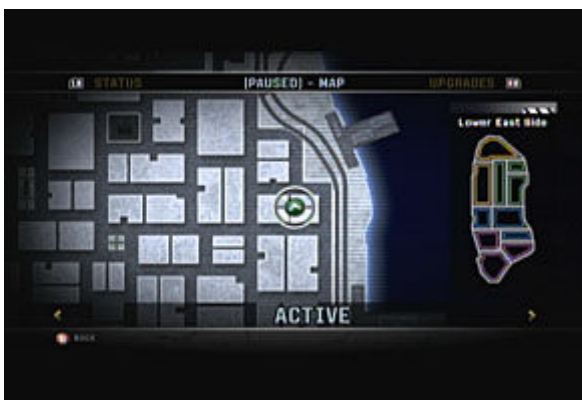
06

Go SE two buildings from #05 and look near the top on the S side.



07

Go NE two buildings from #06 and look near the top of the E end.

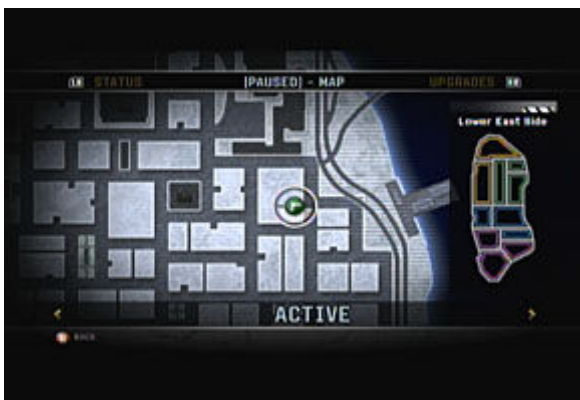


08

Head N one building from #07 and climb to the top of the N end.



09 Move W one building from #08 and climb up on the SE side.



10 Go E from #06 to the docks and climb to the roof of the building there.



FURY CANISTERS

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Midtown

15

01 Go to the second small building E of the New York City Public Library - Bryant Park and climb to the top.



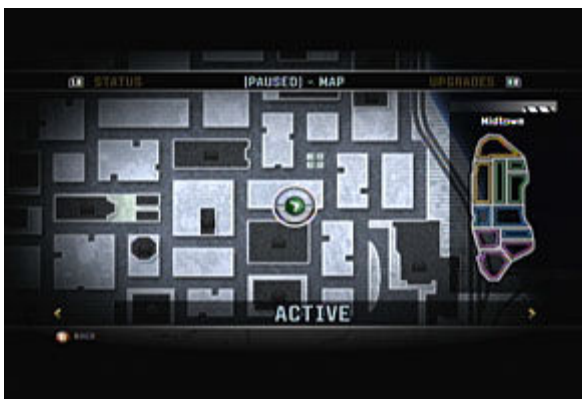
02 Go NE from #01 to Grand Central Station and climb to the lowest ledge, then check the SW corner.



03 Go E one building from #02 and climb to the water tower near the top.



04 Go to the first building N of the Metlife Building and climb about halfway up to the first ledge. Smash the blue machine on the E side to find the Fury Canister inside.



05 Go NE a bit from #04 to reach a small square with trees growing.



06 Go N to the Citigroup Center and check the lowest ledge.



07 Head W to the Trump Tower and climb to the top.



08 Go W 2 blocks from #07 and climb to the top of the building SW of you.



09 Go two buildings S of the Time Warner Center - Columbus Circle. Climb to the top of the N end for this Fury Canister.



10 Climb to the top of the SE corner of the same building from #09.



11

Go one building W of the Reuters Building and fall down the hole near the middle of it.



12

Go to the building just S of One Times Square and climb to the top of the N tip.



13

Go 2 buildings N of One Times Square and climb to the top.



14 Go 1 building W of Radio City Music Hall, climb up the NE corner of this building and fall into an alcove.



15 Climb W side of the Swiss Bank Tower to find the Fury Canister near the top.



FURY CANISTERS

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| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
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Spanish Harlem

05

01 Go two buildings N from the Guggenheim Museum and climb to the top of the E side.



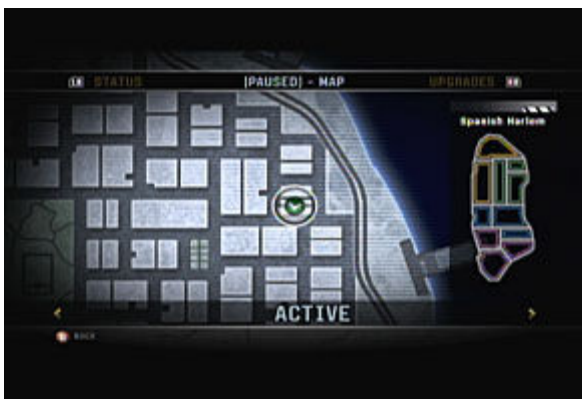
02 Head N two buildings from #01 and climb up the NW corner.



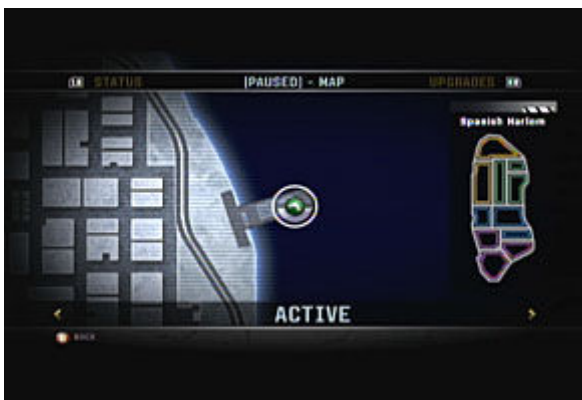
03 Move E from #02 to the small park and SE one building, then climb most of the way up the N side.



04 Go N one building from #03 and NE one more, then take the Fury Canister on a lower ledge on the S side.



05 Head E from #04 to the dock and climb the building there.



FURY CANISTERS

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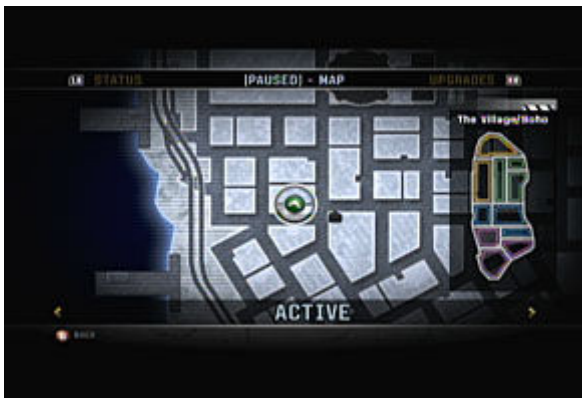
09

10

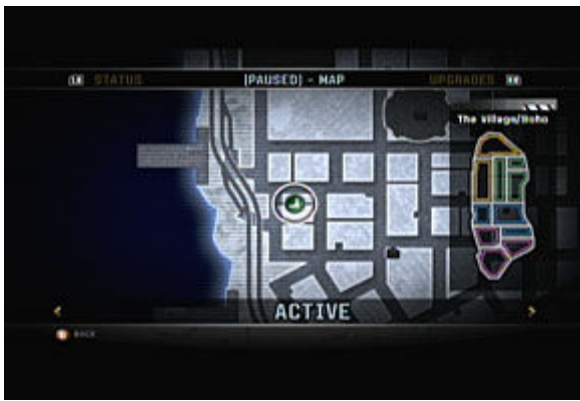
The Village/Soho

11

01 Go one building NW of Sanctum Sanctorum and climb near the top of the S side.



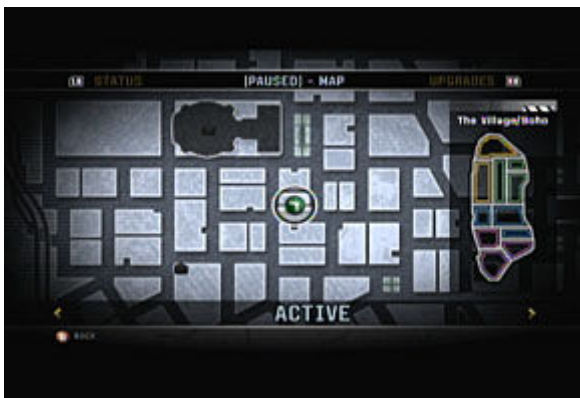
02 Head W one building from #01 and climb near the top of the N side.



03 Move NE two buildings from #01 and climb near the top of the NE corner.



04 Go E one building from #03 and climb a ledge midway up the S side.

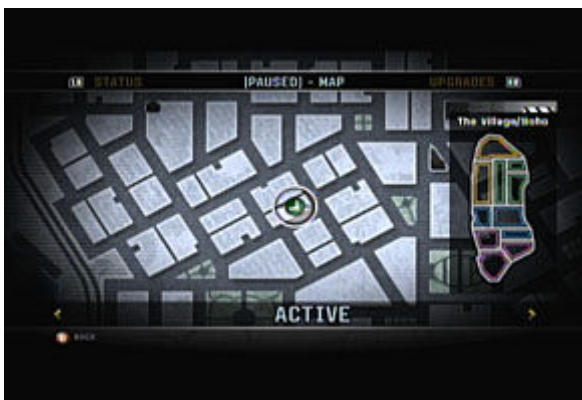


05 Head three buildings S from #04 and climb near the top between the two sections.



06

Move one building E of #05 and work your way up to the top of the SE side.



07

Go one building E of #06 and climb to the top of the S side.



08

Head one building S of #07 and look in an alcove near the middle for this Fury Canister.



09

Move one building W of #08, just past the park and look near the top of the NW corner.



10

Go W from #09 to the dock and check between the first two buildings.



11

Head NE one building from #10 and climb the NE corner near the top.



FURY CANISTERS

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|----|----|----|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|----|----|----|----|----|----|----|----|----|----|

Upper East Side

10

- 01 Go one building SE of the Guggenheim Museum and climb up the middle of the building.



- 02 Head NE from #01 to a small park and check the fountain.

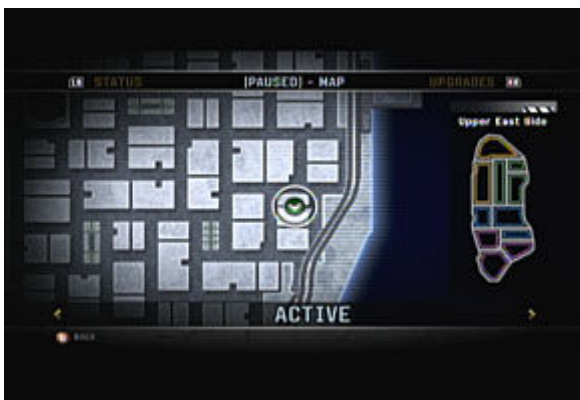


- 03 Move SE one building from #02 and climb to the top of the N side.



04

Go E one building from #03 and SE one more, then check the NE corner by the water tower.



05

Go SW one building from #04 and S one more, then climb to the top of the W side.



06

Head W four buildings from #05 and climb to the top of the SE corner.



07 Move one building N of the Latverian Embassy and climb up the SE corner.



08 Go one building W of the Latverian Embassy past the small park, then climb most of the way up the NE corner.



09 Head one building NW of Carnegie Hall and climb to the top of the W side.



- 10 Move one building NE of Carnegie Hall and climb to the top of the S side.



Upper West Side

16

- 01 Go to the small park W of the Time Warner Center - Columbus Circle and check the fountain.



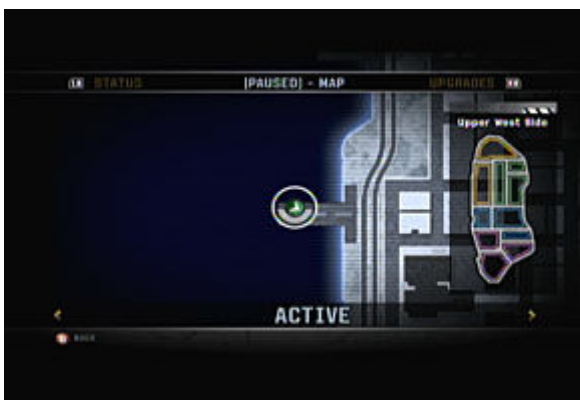
- 02 Go two buildings E of the Lincoln Center and climb the NW corner.



03 Head slightly N before going E two buildings, then go to the middle of the building and climb N.



04 Go W from #03 to the docks for this Fury Canister.



05 Move N along the shore to the next dock.



06

Go one building E from #05 and climb near the top of the S side.



07

Check on top of the Museum of Natural History.



08

Find the N pond in Central Park and move one building W of the tip, then climb the S side of this building.



09

Go W three buildings from #08 and smash the shack on top of the S end.



10

Move SE one building from #09 and climb the NE corner.



11

Head one building N of #08 and climb up the S side.



12 Go SW one building from #11 and climb near the top of the NW corner.



13 Move two buildings N of #12 and climb the N side.



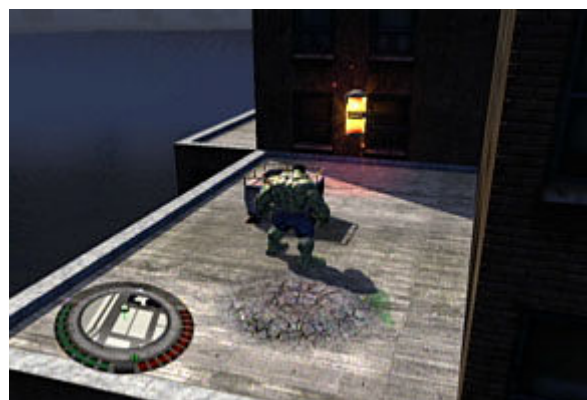
14 Head N one more building from #13 and climb the lower ledge on the E side.



15 Check on top of Empire State University.



16 Look one building SW of Empire State University and check a ledge near the top of the NW side.



| | | | | | | | | |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|
| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|

LANDMARK SOUVENIRS

If you check your map, you can see the 11 neighbourhoods of New York. Any building with a brown symbol on it is a Landmark. If you damage these buildings until they are destroyed, then you can pick up a glowing Landmark Souvenir in the remains. The Orbital Uppercut or ground slam are great moves to smash the buildings quickly.

There are 50 Landmark Souvenirs in total, and listed below are which buildings you need to destroy to get them.



| | |
|------------------------------------|----|
| Central Park | 01 |
| Metropolitan Museum of Art | |
| Chinatown | 01 |
| Flatiron Building | |
| Financial District | 09 |
| 20 Exchange Place | |
| American International Building | |
| Bank of New York Building | |
| City Hall | |
| New York Stock Exchange | |
| Trump Building | |
| Tweed Courthouse | |
| Woolworth Building | |
| World Financial Center | |
| Harlem | 01 |
| Apollo Theatre | |
| Hell's Kitchen | 06 |
| Goodman, Lieber, Kurtzberg & Book | |
| Jacob K. Javitz Center | |
| Nelson & Murdock, Attorneys at Law | |

| | |
|--|-----------|
| Stark Tower | |
| Time Warner Center - Columbus Circle | |
| U.S. Trust Building | |
| Lower East Side | 04 |
| Chrysler Building | |
| Empire State Building | |
| Marvel Comics Office | |
| Saint Patrick's Cathedral | |
| Midtown - 20 | |
| Baxter Building | |
| Bear Sterns Building | |
| Carnegie Hall | |
| Citigroup Center | |
| Conde Nast Building | |
| Crowne Plaza Hotel | |
| Grand Central Station | |
| MetLife Building | |
| New York City Public Library - Bryant Park | |
| One Times Square | |
| One Worldwide Plaza | |
| Radio City Music Hall | |
| Reuters Building | |
| Ritz Tower | |
| Rockefeller Plaza | |
| Solow Building | |
| Swiss Bank Tower | |
| Trump Tower | |
| United Nations | |

| | |
|---------------------------|-----------|
| Waldorf Astoria | |
| The Village/Soho | 02 |
| Madison Square Garden | |
| Sanctum Sanctorum | |
| Upper East Side | 03 |
| Daily Bugle | |
| Guggenheim Museum | |
| Latverian Embassy | |
| Upper West Side | 03 |
| Empire State University | |
| Lincoln Center | |
| Museum of Natural History | |

| | | | | | | | | |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|
| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|

COMIC COVERS

There are 15 **Comic Covers** in the game and their locations are given below.

#01 - Face of the Monster - Upper East Side

Make sure that you have finished the "He Must Not Escape" mission first. Behind the Latverian Embassy on the E side.



#02 - Bruce and Goliath

Make sure that you have finished the "The Enclave and Rick Jones" missions first. Climb the low ledge on the E side of Stark Tower in Hell's Kitchen.



#03 - Flop-tastic Four

Make sure that you have finished the "A Friend Who Can Help" missions first. Climb midway up the SW corner of the Baxter Building in Midtown.



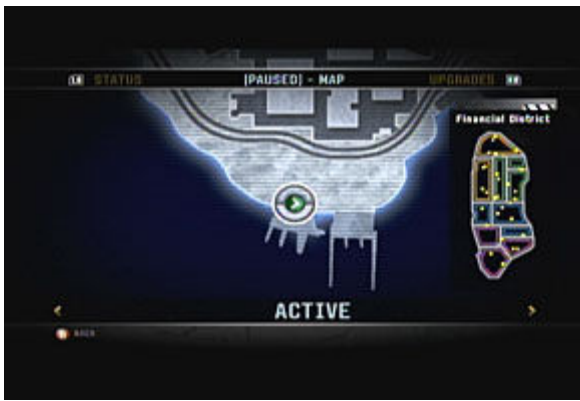
#04 - Sonic Assault

Make sure that you have finished the "Just Take Him Down" missions first. Go two buildings N of the Reuters Building in Midtown and climb midway up the E side.



#05 - Bye-Bye Bi-Beast

Make sure that you have finished the "A Mass Mind Control Device" missions first. At the very bottom of the Financial District. Look for a small tunnel along the ground, under the building.



#06 - Talbot...the Madman

Make sure that you have finished the "This Guy's Bad News" missions first. Check the E side of the Daily Bugle in the Upper East Side on the ground.



#07 - Just a Hop, Skip and a Jump Away

Make sure that you have finished the "Destruction In A Single Bound" mini-game first. Check the middle of the World Financial Center in the Financial District, on top of the rounded roof.



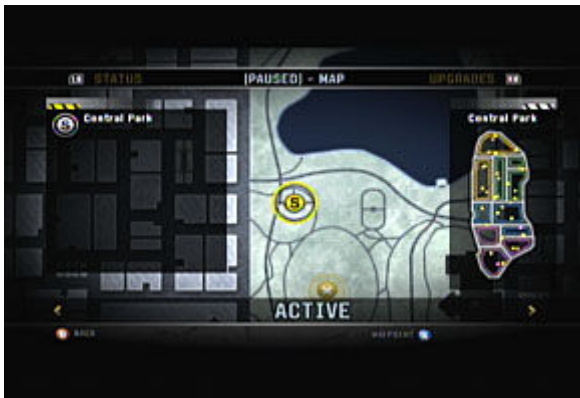
#08 - Blonsky...Broken!

Make sure that you have finished the "Our Old Research Data" missions first. Go E of the Latverian Embassy, past the small park. Climb to the top of the building for this Comic Cover.



#09 - Turret Syndrome

Make sure that you have finished the "The Problem Is The Hulk - Part 2" mission first. In the Subway Station in the middle of Central Park.



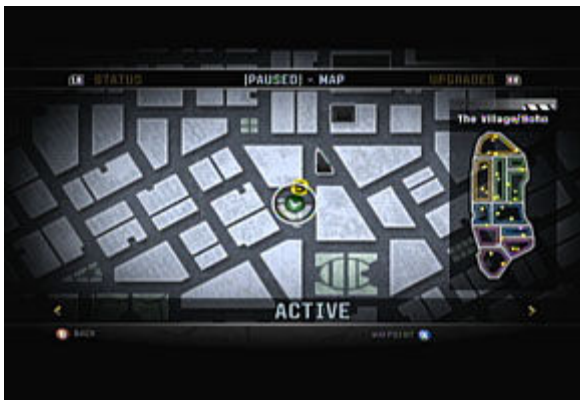
#10 - Fire From The Sky

Make sure that you have finished the "The Problem Is The Hulk - Part 3" mission first. Climb Nelson & Murdock, Attorneys at Law in Hell's Kitchen.



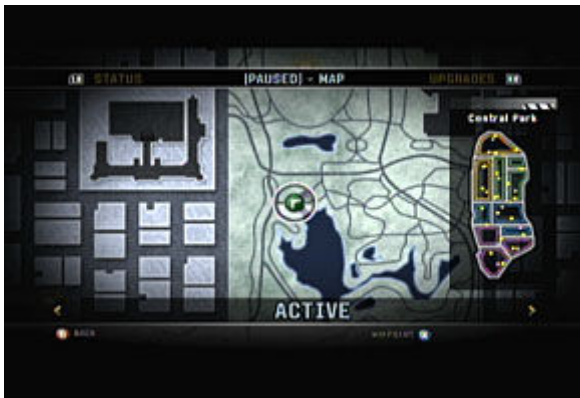
#11 - The Lesser Of Two Evils

Make sure that you have finished the "The Lesser Of Two Evils - Part 2" mission first. Go SW of the Flatiron Building to the small part in The Village/Soho. Pick up the Comic Cover in the fountain.



#12 - Enclave's Ultimate Weapon

Make sure that you have finished the "The Lesser Of Two Evils - Part 3" mission first. On a small building just N of the smaller pond of the two in Central Park.



#13 - This Is Only a Test

Make sure that you have finished the "We Can Use Their Technology - Part 2" mission first. Go to the NE corner of Central Park and NE one more building. Head E another building and look midway up the SW side.



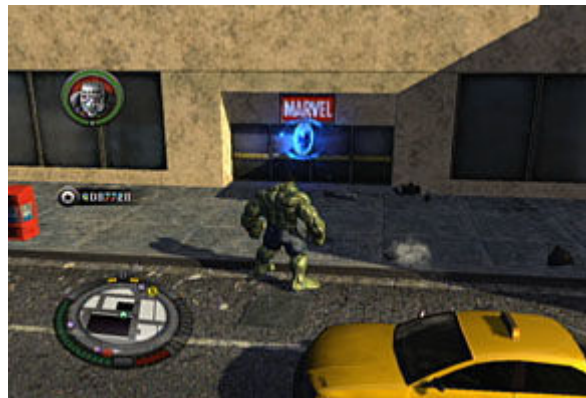
#14 - Betty's Peril

Make sure that you have finished the "It's Time To End This - Part 2" mission first. Climb to the top of the Flatiron Building in Chinatown on the E side.



#15 - Abomination Domination

Make sure that you have finished the "We've Got The Antidote Now!" mission first. Check the N side of the Marvel Comics Office in the Lower East Side.



| | | | | | | | | |
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| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|

JUMP CHALLENGES

There are 15 Jump Challenges in the game and their locations are given below. These jump challenges look like floating yellow rings and you just need to touch them all. You can make this easier by punching in the air once you are lined up.

Central Park

01

01

Look for the horizontal road just N of the larger pond and walk along just W of the middle. Look up and you should see the ring that you can use a charged jump to get to.

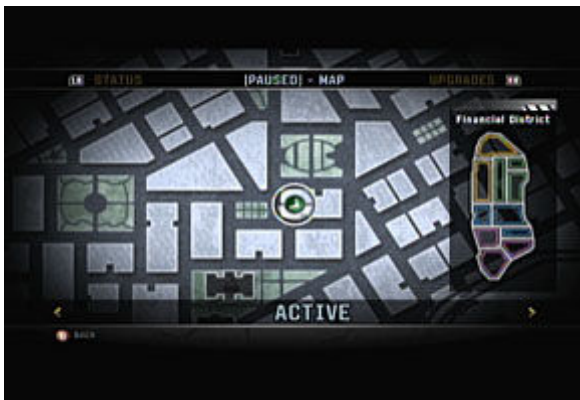


Financial District

04

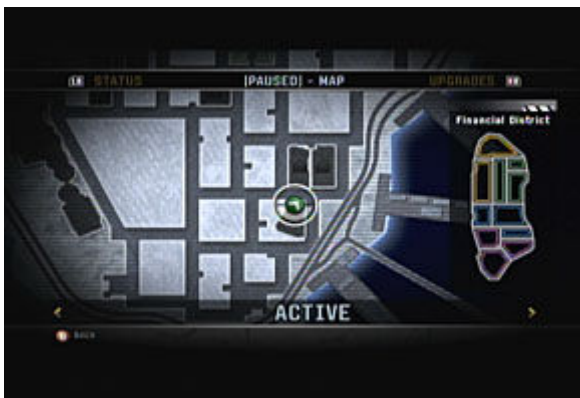
02

Go two buildings NE from the Tweed Courthouse and climb to the top of the W side. Look S and use a charged jump to get the ring above.



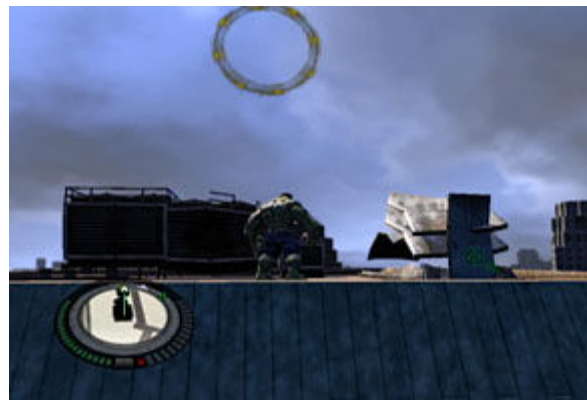
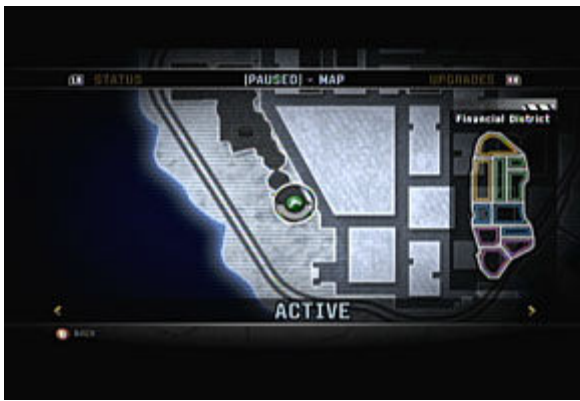
03

Climb midway up 20 Exchange Place on the N side and jump to the ring from there.

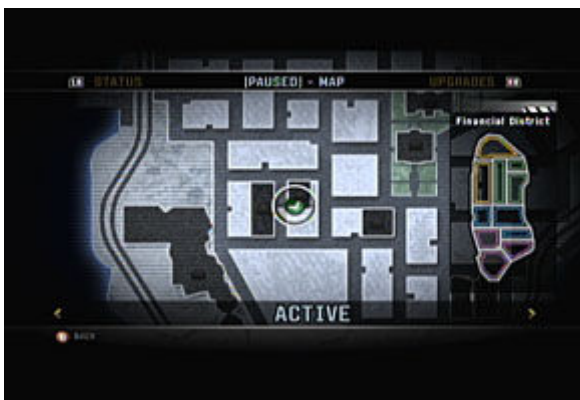


04

Climb the S end of the World Financial Center and jump N to reach the ring.



- 05 Climb partway up the S side of the Woolworth Building and jump to the ring.



Hell's Kitchen

02

- 06 Climb the U.S. Trust Building and use a charged jump to get the ring above.



- 07 Climb Time Warner Center - Columbus Circle and use a charged jump to hit the ring at the top.



Lower East Side

01

08

Climb The Empire State Building on the N side up to the railing. Jump off this side and fall through the ring on the way down.



Midtown

05

09

Climb the Swiss Bank Tower and look over the E edge.



10

Go to the Reuters Building and climb the building N of it. Climb onto one of the objects here and use a charged jump to reach the ring above.



11

Climb to the top of the Citigroup Center and look N. Use a charged jump to reach the ring above you.



12

Go two building S of One Times Square and climb to the top. Use a charged Jump from the N side to get the ring.



13

Climb Carnegie Hall and use a charged jump from the N side to reach the ring.



The Village/Soho

01

14

Climb the E side of Madison Square Garden and jump W to hit the ring.



Upper West Side

01

15

Find the large pond in the N area of Central Park. Look for the rounded W edge of this pond and go three buildings W of here to the larger square building. Climb the SW corner of this building and look S to find the ring.



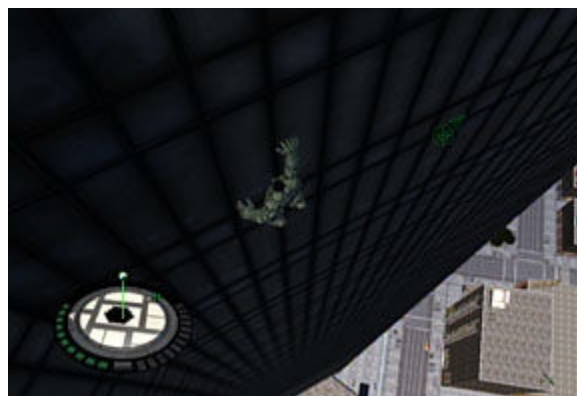
| |
|-------------------|
| TALLEST BUILDINGS |
|-------------------|

The five tallest buildings in New York are listed below.

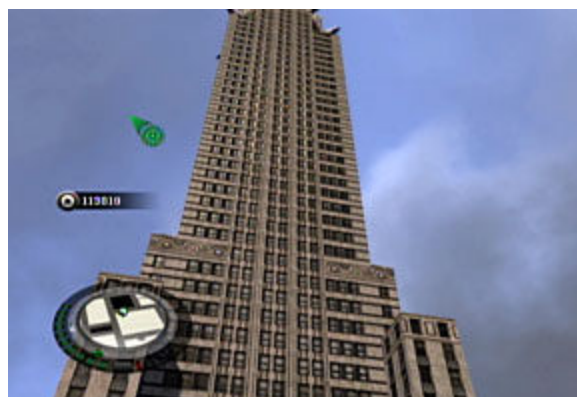
- | | |
|----|--|
| 01 | The Empire State Building - Lower East Side. |
|----|--|



- | | |
|----|-------------------------------|
| 02 | Stark Tower - Hell's Kitchen. |
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- | | |
|----|--------------------------------------|
| 03 | Chrysler Building - Lower East Side. |
|----|--------------------------------------|



- | | |
|----|---|
| 04 | American International Building - Financial District. |
|----|---|



[Gamma](#)[Fury](#)[Souvenirs](#)[Covers](#)[Jumps](#)[Tallest](#)[MiniGames](#)[Upgrades](#)[Achieve.](#)

MINI-GAMES

Here are listed all 23 minigames and their requirements for gold medals.

| Central Park | |
|--|--|
| Hulk Smash! | Destroy \$50000 or more of the city in one minute. |
| Strongest One There Is | Defeat all of the enemies in 8 minutes or less. |
| Whack-A-Mole | Hit 16 or more targets in one minute. |
| Chinatown | |
| Hallelujah! | Defeat as many soldiers as possible (40 or more) in one minute. |
| Hulk Smash: Unfriendly Neighbor | Cause 2000 points of destruction in 3 minutes or less. |
| Harlem | |
| Destruction In A Single Bound | Jump 3000.0 ft. or more across collapsing rooftops. |
| See Hulk Run - Course 4 | Race through checkpoints in 1 minute and 10 seconds or less. |
| Financial District | |
| Rage Against The Machines | Destroy 8 or more tanks within the 1 minute and 30 second timer. |
| Shopping Spree | Take Betty on a \$10,000 shopping spree in 3 minutes and 30 seconds or less. |

| | |
|--------------------------------|---|
| Lower East Side | |
| Ashes To Ashes | Destroy the building in 1 minute and 30 seconds or less. |
| They All Fall Down | Defeat a fully upgraded Kyklops in 2 minutes or less. |
| Midtown | |
| 12 Days Of Destruction | Complete the 12 Days of Destruction with 5 minutes or more left on the clock. |
| Hulk Smash: Lights Out | Destroy \$100000 or more of the city (traffic lights increase your multiplier). |
| Hulk The Cabbie | Carry taxis to their destinations with 400 points or more. |
| King Of The Mountain | Stay on top of the building for 1 minute and 15 seconds or more. |
| Road Rage | Completely destroy 25 vehicles in 35 seconds or less. |
| See Hulk Run - Course 1 | Race through checkpoints in 1 minute and 30 seconds or less. |
| The Village/Soho | |
| See Hulk Run - Course 2 | Race through checkpoints in 1 minute and 30 seconds or less. |
| Upper East Side | |
| Not-So-Friendly Fire | Defeat 45 or more long-ranged enemies in 1 minute and 30 seconds. |
| See Hulk Run - Course 3 | Race through checkpoints (sprint is always on) and get 26 points or more during the 1 minute and 10 second timer. |
| Waka Waka | Score 150 points or more by collecting checkpoints in 1 minute and 30 seconds. |
| Upper West Side | |
| Air Raid | Destroy 45 or more flying enemies in 1 minute and 30 seconds. |
| Bullseye | Throw darts for 120 points or more. |

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| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
|-----------------------|----------------------|---------------------------|------------------------|-----------------------|-------------------------|---------------------------|--------------------------|--------------------------|

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| UPGRADES & FEATS |
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Feats are a lot like the achievements on the Xbox 360. They are tasks or requirements that you can meet in the game. In this case, performing the required feats can earn upgrades for Hulk. When you see a circle with an up arrow inside it, then you have just performed a feat.

Below is a list of all upgrades in the game, and the feats required to unlock them.

| |
|--|
| Healing Factor |
| Unlocked from the beginning. |
| Improved Jump |
| Pick a fight. |
| Shield Use |
| Destroy an Enclave base for the first time. |
| Improved Thunderclap |
| Defeat 50 enemies. |
| Score 5000 points. |
| Destroy an Enclave Kyklops for the first time. |
| Sprint Use |
| Defeat 30 Enclave Legionaries. |
| Travel 5 miles (26,400 ft.) |
| Mobilize a Strike Team for the first time. |
| Car Use |
| Destroy 10 vehicles. |
| Defeat 50 Enclave units. |
| Destroy all the Army Humvees at an Army checkpoint. |
| Gauntlets |
| Stick 5 wrecked cars to buildings. |
| Destroy 5 armored vehicles. |
| Enlist Samuel Sterns in the search for a cure to Banner's condition. |
| Superior Jump |
| Travel through the air for 10 minutes. |
| Chain jump more than 3 miles (15,840 ft.) |

| |
|--|
| Complete Hulk's first Jump Challenge. |
| Quick to Anger - Passive Ability |
| Reach Threat Level 4. |
| Destroy 10 buildings. |
| Find 10 Fury Canisters. |
| Improved Ground Slam |
| Use 5 Rage powers. |
| Defeat 150 enemies. |
| Travel 10 miles (52,800 ft.) |
| Clean up the contaminated streets of New York. |
| Superior Thunderclap |
| Defeat 3 Enclave Swarms. |
| Defeat 10 enemies using Thunderclap attacks. |
| Smash 40000 things. |
| Get the Enclave off your back. |
| Superior Ground Slam |
| Defeat 10 enemies using Ground Slam attacks. |
| Destroy 25 buildings. |
| Land 1000 melee attacks |
| Destroy an Army M1 tank. |
| Superior Healing Factor |
| Destroy 10 Army AH-64 helicopters. |
| Find 10 Gamma Canisters. |
| Use 15 Rage powers. |
| Win a Gold Medal in a mini-game. |
| Fury Attacks |
| Defeat 75 Army units. |
| Climb a mile (5,280 ft.) |
| Score 75000 points. |
| Protect New Yorkers from the Minerva Sector's mind-control plot. |
| Pole Use |
| Destroy 25 Army vehicles. |
| Fall 30000 ft. |
| Defeat the U-Foes. |
| Expose Major Talbot on television. |
| Hostile Vehicle Use |
| Stick 25 wrecked cars to buildings. |
| Destroy 250 vehicles. |
| Defeat at least 1 enemy using each class of attack. |
| Discover the secret of Minerva Sector's mind-control techniques. |

| |
|---|
| Incredible Jump |
| Climb to the top of the 5 tallest buildings in New York City. |
| Defeat 5 enemies by knocking them off a high building. |
| Complete 5 Jump Challenges. |
| Travel through the air for 60 minutes (3,600 sec.) |
| Chain jump more than 13.4 miles (70,752 ft.) |
| Bottled Up Inside - Passive Ability |
| Defeat 5 enemies by throwing a giant doughnut. |
| Defeat 5 enemies by throwing a giant ice cream cone. |
| Defeat 5 enemies by throwing a giant taco. |
| Defeat 10 Army Special Armor Corps recon soldiers. |
| Score 1000000 points. |
| Explosive Fury - Passive Ability |
| Find 5 Landmark Souvenirs. |
| Defeat 50 enemies using Rage powers. |
| Defeat 50 Enclave units. |
| Knock an enemy back 436 ft. using any attack. |
| Ignite an old flame... |
| Thin Skin - Passive Ability |
| Use the subway 5 times. |
| Block 25 enemy attacks. |
| Defeat 500 enemies. |
| Find a Comic Cover . |
| Complete "The Problem is the Hulk - Part 3" without being hit by a lightning blast. |
| Mace Use |
| Defeat 25 Enclave Centurions. |
| Gain 25% of the upgrades. |
| Defeat 75 Enclave Barbaria. |
| Travel 50 miles (264,000 ft.) |
| Defeat the Bi-Beast. |
| Incredible Thunderclap |
| Defeat 10 Enclave Assault Groups. |
| Defeat 75 enemies using Thunderclap attacks. |
| Land 2500 melee attacks. |
| Smash as much as possible on one trip to Brazil. |
| Protect General Ross's team while they attack the Enclave base. |
| Incredible Ground Slam |
| Reach maximum Threat Level. |
| Defeat 10 Army Special Armor Corps heavy soldiers. |
| Find 15 Landmark Souvenirs. |

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|---|
| Defeat 50 enemies using Ground Slam attacks. |
| Smash 10000 things. |
| Incredible Healing Factor |
| Find 30 Gamma Canisters. |
| Use 75 Rage powers. |
| Defeat Enclave's F-POD...with a little help. |
| Get a power boost from Samuel Sterns. |
| Complete a story mission without defeating any enemies. |
| Weaponize Tank |
| Defeat 15 enemies using mace attacks. |
| Destroy 15 armored vehicles. |
| Defeat 500 Army units. |
| Destroy 2 Army APCs within 10 seconds. |
| Test the cure developed by Samuel Sterns. |
| Unleashed Fury - Passive Ability |
| Gain 50% of the upgrades. |
| Defeat 100 enemies using Rage powers. |
| Find 25 Landmark Souvenirs. |
| Defeat the Abomination. |
| Intense Regeneration - Passive Ability |
| Find 10 Comic Covers. |
| Destroy 100 buildings. |
| Score 1,000,000 points while Strike Teams are active. |
| Defeat a Stark Industries Hulkbuster armored soldier. |
| Incredible Rampage |
| Win 10 Gold Medals in mini-games. |
| Survive for longer than 60 seconds at Threat Level 9. |
| Find 60 Fury Canisters. |
| Defeat 250 enemies using Rage powers. |
| Unstoppable Rage - Passive Ability |
| Wipe out the Enclave's Ceres Sector. |
| Wipe out the Enclave's Jupiter Sector. |
| Wipe out the Enclave's Minerva Sector. |
| Wipe out the Enclave's Vulcan Sector. |
| Classic Hulk - Secret Character |
| Find 5 Comic Covers. |
| Gray Hulk - Secret Character |
| Smash 10000 things. |
| Maestro - Secret Character |
| Destroy a building in each New York City neighbourhood. |

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|---|
| Ironclad - Secret Character |
| Defeat the U-Foes. |
| Trick a U-Foe into taking down one of his or her teammates. |
| Defeat the Abomination. |
| Abomination - Secret Character |
| Defeat the Abomination. |
| The Professor - Secret Character |
| Complete all the Jump Challenges. |
| Iron Man (in Hulkbuster Armor) - Secret Character |
| Iron Man Save Data required. |
| Prologue - Concept Art |
| Escape the soldier's ambush in the Bottling Factory. |
| Brazil - Concept Art |
| Encounter General Ross's Spec Ops team for the first time. |
| New York City - Concept Art |
| Climb to the top of the tallest building in New York City. |
| Climb to the top of the second tallest building in New York City. |
| Climb to the top of the third tallest building in New York City. |
| Climb to the top of the fourth tallest building in New York City. |
| Climb to the top of the fifth tallest building in New York City. |
| Southeastern Tech - Concept Art |
| Ignite an old flame... |
| Army - Concept Art |
| Defeat 250 Army units. |
| Spend 30 minutes fighting Army Strike Teams. |
| U-Foes - Concept Art |
| Trick a U-Foe into taking down one of his or her teammates. |
| Enclave 1 - Concept Art |
| Defeat 10 Enclave Assault Groups. |
| Defeat 500 Enclave units. |
| Enclave 2 - Concept Art |
| Defeat Enclave's F-POD...with a little help. |
| Defeat 25 Enclave Assault Groups. |
| Enclave Leaders - Concept Art |
| Wipe out the Enclave's four sectors. |
| Hulk vs. Abomination - Concept Art |
| Defeat the Abomination. |
| Shellhead - Concept Art |
| Iron Man Save Data Required. |

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| Gamma | Fury | Souvenirs | Covers | Jumps | Tallest | MiniGames | Upgrades | Achieve. |
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|--------------|
| ACHIEVEMENTS |
|--------------|

The Incredible Hulk has a total of 50 achievements. The title, gamerscore and description for each achievement is listed below.

| Achievement | GP | Description |
|---|----|--|
| Surprise! | 10 | Encounter General Ross's Spec Ops team for the first time. |
| Where Is My KA-BOOM? | 10 | Save New York from the Enclave Chemical Bomb. |
| A Leader In His Field | 10 | Enlist Samuel Sterns in the search for a cure to Banner's condition. |
| Two Heads Aren't Better Than One | 15 | Defeat the Bi-Beast. |
| The Eyes Have It | 10 | Destroy an Enclave Kyklops for the first time. |
| Love Hurts | 20 | Ignite an old flame... |
| Stay Classy... | 20 | Expose Major Talbot on television. |
| . . . And Thanks For Stopping By | 25 | Dishonorably discharge Major Talbot. |
| Pure As New York Snow | 10 | Clean up the contamination from the streets of New York. |
| What Goes Up... | 20 | Crash and destroy the Enclave's Lightning Satellite. |
| The Enemy Of My Enemy | 25 | Defeat Enclave's F-POD...with a little help. |
| Alia lacta Est | 25 | Protect General Ross's team while they attack the Enclave base. |
| Better, Stronger, Faster! | 15 | Get a power boost from Samuel Sterns. |
| Eww... Gross! | 10 | Test the cure developed by Samuel Sterns. |

| | | |
|--|----|--|
| Abominable! | 50 | Defeat the Abomination. |
| Don't Make Me Angry | 5 | Defeat 50 enemies using Rage powers. |
| World War Hulk | 25 | Survive for longer than 60 seconds at Threat Level 9. |
| Over The Edge | 10 | Defeat 5 enemies by knocking them off a high building. |
| Home Run | 5 | Knock an enemy a distance of at least 436 feet. |
| Enemy Of The Empire State | 50 | Find every landmark souvenir in New York City. |
| Terrifying Tourist | 10 | Find every Subway Station in New York. |
| Sightseeing | 5 | Climb to the top of the five tallest buildings in New York City. |
| Around The World In 80 Steps | 5 | Cross the tops of the flagpoles outside the U.N. Building. |
| Fear Of Falling | 5 | Complete "We're Not Giving Up - Part 2" without touching the ground. |
| Hulk Is Strongest One There Is! | 50 | Gain access to all the upgrades. |
| Para-Gone! | 50 | Wipe out the Enclave's four sectors. |
| All That Glitters... | 50 | Win a Gold Medal in every mini-game. |
| There Is No U In Team! | 10 | Trick a U-Foe into taking down one of his or her teammates. |
| Apprentice Of Disaster | 25 | Destroy a building in each New York City neighborhood. |
| Now Playing | 10 | Score 6,132,008 points. |
| Master Of Disaster | 35 | Destroy every building in a New York City neighborhood. |

| | | |
|---------------------------------|----|---|
| Veni, Vidi, Vici | 50 | Defeat every type of enemy at least once. |
| Mad Dash | 10 | Sprint a total distance of at least 26.2 miles (138,435ft). |
| Hulk SMASH!!! | 15 | Defeat at least 1 enemy with each class of attack. |
| Pickin' Up The Pieces | 20 | Smash 10,000 things. |
| Let's Do Lunch! | 10 | Crush 10 enemies by throwing either a taco, an ice cream cone or a doughnut. |
| Smash-ifest | 10 | Win a story mission without defeating any enemies. |
| Struck Out | 5 | Complete "The Problem is the Hulk - Part 3" without being hit by a lightning blast. |
| Ceres Finale | 25 | Shut down the Enclave's biotech group. |
| Fairweather Friends | 25 | Shut down the Enclave's weather manipulation division. |
| Brawn Beats Brains | 25 | Shut down the Enclave's psych-ops branch. |
| Most Illogical | 25 | Shut down the Enclave's mechanical design corps. |
| PPO'd | 40 | Find all the Gamma Canisters hidden in New York City. |
| Anger Management | 40 | Find all the Fury Canisters hidden in New York City. |
| Unleash the Fury! | 5 | Get the Enclave off your back. |
| That'll Leave A Mark | 10 | Stick 25 auto-wrecks to buildings. |
| You Break It, You Buy It | 10 | Smash as much as possible in one trip to Brazil. |
| Patron Of The Arts | 15 | View every piece of concept art at least once. |

| | | |
|-----------------------|----|---|
| Thrill-ionaire | 25 | Score 1,000,000 points while Strike Teams are active. |
| Shell-Head | 10 | With a friend like this... |