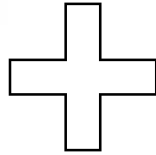


XBOX**MARVEL**

LT TARGET
hold & use right thumb to change target

MOVEMENT

PAUSE



RUN RT

SPECIAL ATTACK
Weaponization

Use X & Y for
Combat Combos

hold buttons to charge

ATTACK

X

A

JUMP

CLIMB / GRAB / THROW

THE INCREDIBLE HULK
ULTIMATE DESTRUCTION

CHANGE TARGET
Reset Cam
CAMERA

TAUNT



MOVE LIST

Steel Fists - Y (small objects only)
Dashing Straight - X (while running)
Air Recovery - A (after being hit in the air or into the air)
Running Grab - B (while running)
Ground Smash - X+Y
Backhand Combo - X, Y, X
Punt Kick Combo - X, X, Y
Sonic Clap - Y+B
Air Stomp - Y (in the air)
Smash Express - X or Y (run with two-handed weapon)
Double Fist Toss - B (while running with an object)
Critical Atomic Slam - X+Y (charged to max, during CM)

CHAPTER 2

Slam Kick - X, Y (with two-hand weapon)
Shield - Y (larger object only)
Shockwave Smash - Y (charged to max)
Air Dash - R (in the air)
Dashing Sonic Clap - B+Y (while running)
Tornado Uppercut - Y, Y (charged to max)
Tornado Frenzy - X, Y (charged to max), X (in air), X (in air)
Rapid Punch Burst - X, X, (pause) X, X, X, X
Critical Thunderclap - Y+B (charged to max, during CM)
Club Smash - X+Y (with a club)
Rising Upper - Away + X (while targeting an enemy)
Air Ground Slam - X+Y (in the air)
Air Sonic Clap - Y+B (in the air)
Missile Punchback - any attack (against an incoming missile)
Headbutt - X+B
Air Crit. Atom. Slam - X+Y (in the air, charged to max, during CM)

CHAPTER 3

Air Enemy Grapple - B (in the air)
Spear Impale - B (charged to max, while running with club)
Dashing Uppercut - Y (while running)
Bowling - Y (for round objects)
Cyclone Skyjack - A, then B (towards an aircraft)
Dashing Groundslam - X+Y (while running)
Gamma Quake - Y (charged, after grabbing Hulk-size foe)
Elbow Drop - Y (while wall running or climbing)
Floor Kick - Y (on downed enemy)
Shield Grind - (create a shield) A then Y (in the air)
Super Air Strike - X (in the air)
Shield Grind Kick - X or Y (while Shield Grinding)
Hitchhike - B (in the air, near large enemy (mech))
Missile Catch - B (as an incoming missile approaches)
Super Air Dash - R (in the air)
Shock. Smash Rep. - Y (max), Y, Y, Y, Y

CHAPTER 4

Air Crit. Thunderclap - Y+B (charged to max, during CM)
Hammer Toss - B (near tank barrel, rotate L analog clockwise)
Missile Pack Weap. - B (near a missile pack), Y
Ball and Chain - Y (wrecking ball trucks)
Air Spike - X, Y (charged to max, during an air combo)
Target Kick - Y (charged to max, while riding an aircraft)
Gamma Grinder - B (near Hulk-sized enemy), Y (charged to max)
Critical Pain - X+B (charged to max, during CM)
Double Air Dash - RT, RT (in the air)
Running Club Ram - X (while running with a club)
Gamma Bomb - B (near Hulk-sized enemy), Y (in the air)

CHAPTER 5

Air Cannonball - X (charged to max, in the air)

CHAPTER 6

Super Shock. Smash - Y (max), Y, Y, Y, Y
Dble Super Air Dash - R, R (in the air)