



ENCLAVE



The Enclave is a private army genetically engineered and masterminded by four scientists. The scientists each control their own Sector. The four Sectors are Ceres, Jupiter, Minerva, and Vulcan. Each Sector specializes in the research and development of certain types of weapons and mutant soldiers.

It has divided Manhattan into four territories, each controlled by a Sector. Thus, the Enclave units encountered in Harlem differ in strength, numbers, and weapons from those encountered in the Financial District.

The Enclave is the Hulk's adversary in a majority of the story missions. Enclave Assault Groups also appear randomly as the Hulk moves through the city. The Hulk can defeat randomly appearing Enclave Assault Groups to further the Enclave Metagame, which is ongoing throughout the game. For more specifics regarding the Enclave Metagame, please refer to the Sandbox chapter.

LEGIONARIES



Legionaries are the standard, humanoid soldiers of the Enclave forces. They typically position themselves at the outskirts of a battle area, and fire upon the Hulk with rapid-fire plasma lasers or with sonic guns that may cause the Hulk to drop items. Legionaries are easy to defeat with single Light Melee attacks, or by colliding with them while sprinting.

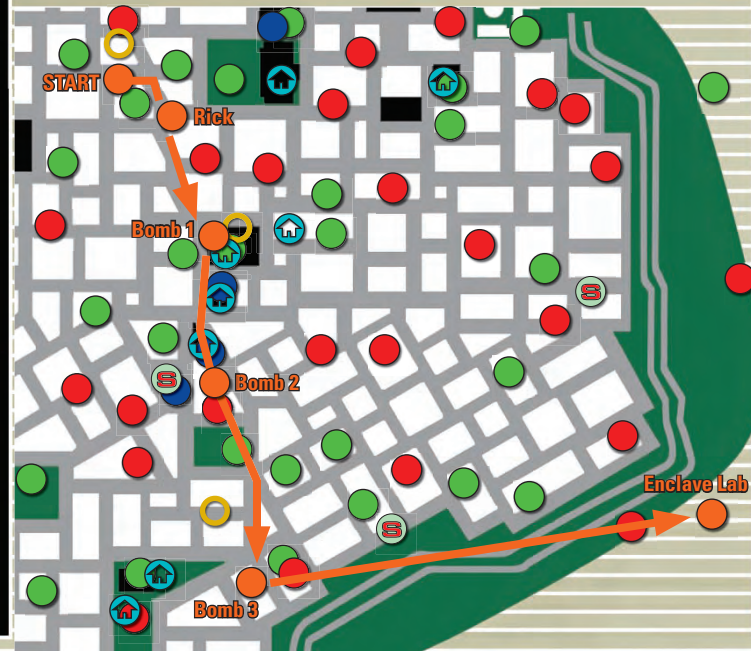
THE ENCLAVE AND RICK JONES - PART 4

MAP KEY

- Landmark
- Subway
- Gamma Canister
- Rage Canister
- Jump Challenge
- Comic Book

MISSION OBJECTIVES

- Carry Rick to the Bomb Locations.
- Defeat the remaining Enclave forces.
- Locate and destroy the Jupiter base.
- Destroy the generators to deactivate the shield.
- Destroy the Enclave base.



PIGGYBACK TIME!



In the first part of this mission, the Hulk has four minutes thirty seconds to escort Rick Jones to three locations where the Enclave has planted earthquake bombs. The Hulk must defend

Rick from enemy attack while he disarms the bombs. All three bombs must be disarmed before the timer expires, or the mission ends in failure.

From the Hulk's starting point in The Village/Soho neighborhood, leap down the street to the right until you find Rick, who is highlighted by a yellow icon. Press the Grab/Throw button to pick up Rick and sling him on the Hulk's back.

DEFUSE THE FIRST BOMB

The location of the closest bomb is marked on the mini-radar, and a green directional icon appears onscreen. Continue chain jumping southeast along the angled street until you reach the Empire State Building, where the first earthquake bomb is located. Jump and climb up to the first ledge, and enter the green zone near the bomb. Rick automatically drops to the ground and starts deactivating the bomb. He needs approximately 30 seconds to accomplish this. Meanwhile, the Hulk must hold off a dozen Legionaries and Barbaria approaching from the south side of the ledge.



Allow the Enclave attackers to approach within at least 100 feet. Then rush out to meet them. This way, you can retreat and grab Rick as soon as he's done disarming the bomb. Take out shooting Legionaries with quick punches, then seize Barbara and throw most of them off the side of the building.



Rick announces when he has disarmed the bomb. He also becomes marked in yellow, and a directional icon appears onscreen. As soon as Rick is ready to continue, break off fighting the Enclave forces and go back to grab Rick. Remember that for now you're fighting the timer, not Enclave!



HEAD TO THE SECOND BOMB

Shave a few seconds off your travel time to the next bomb location by running south along the lowest level of the Empire State Building. Charge your jump and then leap up to grab the side of the next building to the south. Run south across the roof of that building, charge your jump, and leap toward the upper ledges of the triangular-shaped Flatiron Building to the southwest. Press the Light Melee button while mid-air to extend your leap, and you should make it easily. From there, you should be able to leap south to the next bomb location, especially if you press Light Melee at the last second.



ATTACKED FROM BOTH SIDES!



Step into the green highlighted zone, and Rick will dismount and start defusing the bomb. Legionaries and Barbara issue from a nearby door. Keep punching out Legionaries and throwing Barbara off the rooftop. An Enclave Dropship settles over the rooftop and inserts more enemies into the fray.

Concentrate on keeping foes away from Rick until he finishes defusing the bomb. Then grab him, ignore the remaining enemies and leap south towards a small park. A *Gamma Canister* is located near the southeast corner of this park; pick it up quickly if the Hulk's health needs a boost.



THE FINAL BOMB

Chain jump southwest toward a very tall, brownish skyscraper with windows. Climb to the top of this building and enter the green zone at the center of the rooftop. Enclave Legionaries and Barbara immediately issue from a door on the southwest side of the building. Smash the enemies that emerge from this door, and rain down blows upon the doorway itself until it is destroyed. This way, no more foes can issue from it!



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Another Enclave Dropship rises and settles over the rooftop, depositing reinforcements on the south side of the building. Pick up Barbaria and hurl them at the Dropship. Also pick up large air conditioners and the satellite dish and hurl them all at the Dropship until it is destroyed. This reduces the number of additional enemies that can appear. By then, Rick should be finished defusing the bomb. Pick him up and kill off the remaining Enclave forces while Rick holds onto your back for dear life.



DESTROY THE JUPITER BASE

After clearing the rooftop of enemies, start leaping east when prompted. Chain jump toward the green icon directly ahead, which marks the location where a Jupiter Division base stands on a pier.



First, step into the green highlighted area behind the building so that Rick drops to the ground. This is a fairly safe place for him to hide while the Hulk takes out the base. Just be sure not to let any enemies find their way back here during the coming battle.



An energy shield powered by four large generators protects the base. Destroy the generators to negate the shield. A bolt of lightning circles each generator. Wait until the bolt passes by, then step up and strike the generator. For improved effectiveness, we strongly recommended bashing the generators with an object. Any of the dumpsters located under the nearby turnpike should do nicely.









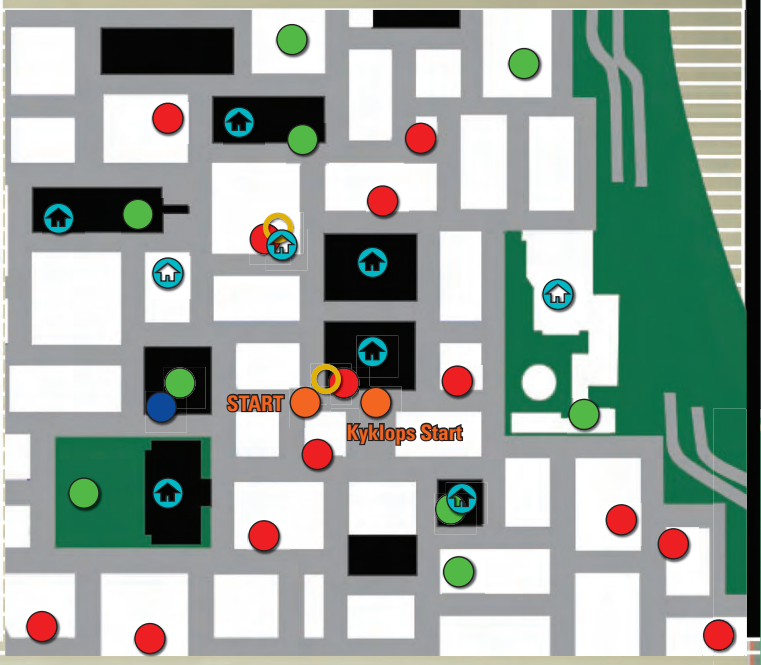
When the shield is down, eliminate the bulk of the Enclave forces in the area. Then strike the base with Ground Slams (Light, Light, Heavy) and Heavy Melee attacks until it crumbles. Pick up pieces of macadam that fall from the building's sides, and use them as shields or to bash the building for greater damage. The building's remaining structural integrity is displayed in the upper left corner of the screen. Keep striking it until the base collapses, and the mission is complete!



THE ENCLAVE AND RICK JONES - PART 5

MAP KEY

-  Landmark
-  Subway
-  Gamma Canister
-  Rage Canister
-  Jump Challenge
-  Comic Book



MISSION OBJECTIVES

- Destroy the Kyklops.

VULCAN'S FINAL SOLUTION!

Banner follows Rick Jones's leads back to Midtown, where a massive Enclave robot appears behind Grand Central Station! The Hulk must bring down the colossus before it destroys the city.



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THE ENCLAVE AND RICK JONES - PART 5

BOSS FIGHT

As the Enclave's giant assault robot lumbers down the street toward the Hulk, pick up taxicabs and parked vehicles in the area and hurl them at the Kyklops to inflict major damage.



KYKLOPS

When the giant robot moves within range of the Hulk, it emits two blue tracking lasers. Run for cover before it begins firing a quick series of plasma blasts. Then reemerge and resume hurling things at the giant.



If the Hulk moves within extremely close proximity, the Kyklops crouches and slams its fists into the ground. If either fist strikes the Hulk, he gets knocked backward and stunned momentarily.



The Kyklops then raises a foot and tries to crush the Hulk. Luckily, the Hulk catches the foot. However, a button-press tug-o-war ensues as the Kyklops shifts its weight forward on its foot. A button icon is displayed onscreen, with a green bar beneath it. If the green bar empties completely, then the Kyklops crushes the Hulk for an instant kill. Rapidly tap the displayed button to try to fight the draining of the bar. To achieve the required number of presses at the right speed, lift your left hand off the left side of the controller, position it over the right side, and rapidly tap your forefinger on the indicated button. If you tap the button rapidly enough and refill the bar completely, the Hulk wins the tug-o-war and topples the Kyklops, inflicting severe damage to its systems.



Continue throwing parked cars at the Kyklops until it falls. If you run out of cars, throw lampposts at it. Or, smash storefronts and throw chunks of concrete at the Kyklops. Keep an eye on its remaining health. When you've defeated it, leap away from it lest it crush you when it falls!



BREAKING NOW INTO MULTIPLE MISSION PATHS



For defeating the *Kyklops*, the Hulk might achieve the Improved Thunderclap upgrade if the other criteria have all been met. This upgrade enables the Hulk's Thunderclap Rage Move. When the Rage Gauge is full, press Left on the D-pad and then press and hold Heavy Melee and Grab/Throw until the Hulk commences a special animation. The Hulk's Improved Thunderclap damages all surrounding enemies and objects.

After Rick spouts a few parting words, the first "tier" of missions is considered complete. Examine the Map screen in the Pause menu and you'll notice that several missions and mini-games are now available.

Green beacons mark the locations of missions introducing Samuel Sterns, a scientist who wants to help Banner search for a cure to his transformations.

Orange beacons mark the locations of additional encounters between the Hulk and the Enclave, whose agenda of domination is far from over despite the destruction of their *Kyklops*.

Red beacons mark missions where the Hulk must fight against the Army.

Yellow beacons mark the locations of entertaining and challenging mini-games you can take on to win medals. Mini-games are entirely optional, and can be taken on at any time. New mini-games available at this time include "Road Rage," "See the Hulk Run - Course 1," "See the Hulk Run - Course 2," "the Hulk Smash!" and "Hallelujah!"

Missions can now be completed in any order. However, all missions must be cleared before the Hulk can access the next "tier" of missions. Remember that you can replay missions and mini-games any time by visiting the Map screen in the Pause Menu. While viewing the Map screen, press the D-pad left or right to cycle through the various mission types. Press RT or LT (Xbox 360 version) or R2 or L2 (PlayStation3 version) to jump to the next or previous mission beacon.



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THE ENCLAVE AND RICK JONES - PART 5