

MARVEL

A SCOTT ADAMS/MARVEL COMICS LIMITED SERIES

QUEST PROBE

FEATURING
THE HULK

by BILL MANTLO
MARK GRUENWALD
and
JOHN ROMITA

60p No. 1
JUNE 1984



60p No. 1
JUNE 1984



Stan Lee
PRESENTS:

QUESTPROBE!

Original concept by SCOTT ADAMS & JOHN BYRNE

PROLOGUE!

THIS IS A WORLD FAR OUT IN THE DISTANT REACHES OF INTERGALACTIC SPACE... A WORLD NO EARTHLY EYES HAVE EVER SEEN.

IT IS A WORLD BLESSED WITH EVERYTHING A WORLD COULD ASK FOR, AND BEING SO BLESSED IT IS A WORLD AT PEACE.

BUT NOW, AFTER UNTOLD MILLENNIA, THAT PEACE IS SUDDENLY SHATTERED!

GODS OF OUR ANCESTORS!
ANOTHER WORLD, HORRIBLY
DESTROYED!

WHO ARE THESE
INVADERS? WHERE
DO THEY COME
FROM? WHAT DO
THEY WANT?

NO ANSWERS
ARE KNOWN TO
THOSE QUESTIONS.
FOR NO ONE HAS
SURVIVED SUCH AN
ONSLAUGHT TO
GIVE THEM!

THE BLACK
FLEET DRAGS
NEARER TO OUR
STAR SYSTEM!

WHAT
SHALL WE
DO WHEN
THEY REACH
US?

WHAT CAN WE
DO? OURS IS A
PEACEFUL PLANET,
AND SUCH HAS IT BEEN
FOR SO LONG THAT
WE HAVE FORGOTTEN
THE ARTS OF WAR!

YOUR
WORDS ARE
TRUE! ALL WE
CAN HOPE TO
DO WHEN THE
BLACK FLEET
ARRIVES...
...IS
DIE!

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A PANICKED MURMUR SWELLS IN THE CROWDED COUNCIL CHAMBER OF THE PEACEFUL PLANET... A CHAMBER ACCUSTOMED TO THE DISCUSSION OF SCIENCE, PHILOSOPHY AND ART -- NOT STRATEGY, LOGISTICS AND WAR.



I FEAR OUR BROTHER SPOKE RIGHT. WE HAVE FORGOTTEN THE WAYS OF WAR. AGGRESSION IS ALIEN TO US, DEFENSE A DREAM UNDREAMT. OUR AGE OF HEROES HAS LONG BEEN PUT BEHIND US.



BUT WITH OUR WORLD AT STAKE, SURELY WE COULD LEARN...!

COULD WHAT? BUILD WEAPONS WITH WHICH TO FIGHT? PERHAPS, BUT THEN WE WOULD BE REVIVING A TECHNOLOGY WE HAVE LONG RENOUNCED!

WORSE! EVEN IF WE POSSESSED WEAPONS, WHO AMONG US WOULD WIELD THEM?



THE SPEAKER EXPECTS NO ONE TO STEP FORTH, FOR TO SO VOLUNTEER WOULD SMACK OF HERESY.

WHO AMONG US, TAUGHT IN THE LONG SPAN BETWEEN CRADLE AND GRAVE NEVER TO HARM ANOTHER LIVING BEING--



-- WOULD BE THE FIRST TO, IN EFFECT, SHRUG OFF THE URGINGS OF HIS SOUL AND SLAY THIS ENEMY?



BUT THERE IS ONE, ONE FOR WHOM THE THOUGHT OF SEEING HIS PEACEFUL PLANET DESTROYED IS MORE THAN THE HEART OF DURGAN THE PHILOSOPHER CAN BEAR...

NO! CALL ME HERETIC IF YOU WILL, BUT I SAY TO YOU--



-- THAT THOUGH OUR HISTORY AND OUR MORALITY MILITATES AGAINST OUR FIGHTING BACK, IT IS A GREATER JOY TO DIE WITHOUT RESISTING!



DURGAN IS MAD! HE REJECTS THE BASIC TENET OF OUR RACE!



RENOUNCE PEACE, DURGAN, AND YOU BECOME A MAN WITHOUT A WORLD!



CONTINUE TO CLEAVE TO PEACE, OBISO, AND WE WILL ALL BE WITH-OUT A WORLD ...AND OUR LIVES!

HERETIC! BEGONE FROM THIS CHAMBER!

AND SO DURGAN THE PHILOSOPHER GOES FORTH FROM THE COUNCIL CHAMBER, LEAVING BEHIND COUNTLESS ARGUMENTS WHICH ENDLESSLY REVOLVE BACK UPON THE IDEA THAT THERE IS NOTHING THAT CAN BE DONE, AND THAT DURGAN'S PEACEFUL PLANET IS LOST...



OUR WORLD... DESTROYED? ALL OUR PROUD AND ANCIENT HISTORY ERASED IN THE BLINK OF AN INVADER'S EYE? IT CANNOT BE! IT MUST NOT BE!

THERE **MUST** BE SOME WAY TO RESIST SUCH DESTRUCTION WITHOUT RENOUNCING THE VERY PACIFISM THAT IS THE SOUL OF OUR RACE!

BUT, NO... IF WE FIGHT, WE LOSE OUR SOULS. YET IF WE DON'T FIGHT, WE LOSE OUR LIVES!



IF ONLY OUR **HEROES** OF OLD STILL LIVED...! **HEROES**! GODS OF THE GALAXY, PERHAPS THAT IS THE ANSWER! WE HAVE **NO** HEROES LEFT. THAT AGE IS PASTED!

BUT I HAVE OBSERVED OTHER RACES INHABITING THE COSMOS WHO DO NOT BELIEVE AS WE BELIEVE-- OTHERS BORN TO THE PRINCIPLE THAT ONE MUST BE WILLING TO **FIGHT** FOR THAT WHICH ONE HOLDS DEAR!

I HAVE MARVELED FROM AFAR AT THE **POWERS** THESE ALIEN **SUPER-BEINGS** POSSESS... POWER ENOUGH TO SAVE **MY** WORLD!

WHAT IF THE **POWERS** OF SUCH **SUPER-BEINGS** COULD BE MADE ...**OURS**?!!

BUT NO, TO EVEN **THINK** SUCH THOUGHTS IS **HERESY** ON OUR WORLD! ALAS, I HAVE **NO** CHOICE.

END OF PROLOGUE.

HALF A GALAXY AWAY, ON A PLANET WITH WHICH ALL OF US ARE FAMILIAR-- EARTH--

--AND WHERE WALKS

THE INCREDIBLE HULK!

WHEREVER HULK GOES, HULK IS HUNTED, HOUNDED!

PUNY HUMANS FLEE FROM HULK!
PUNY HUMANS SCREAM!

HULK DOES NOT CARE WHAT PUNY HUMANS THINK OF HIM! HULK JUST WANTS PUNY HUMANS TO LEAVE HULK ALONE!

BUT WHEN PUNY HUMANS HIDE FROM HULK BEHIND SOLDIERS, TANKS AND PLANES, PUNY HUMANS MAKE HULK MAD!

AND WHAT HULK GETS MAD AT... HULK SMASHES!

MUCH TO THEIR REGRET, THE HULK'S LITTLE LESSON IN PEACEFUL COEXISTENCE HAS COME TOO LATE TO BENEFIT THIS DIVISION OF THE COLORADO NATIONAL GUARD!

BILL MANTLO
SCRIPT

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BREAKDOWNS

JOHN ROMITA
INKS

JOE ROSEN
LETTERING

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BOB BUDIANSKY
EDITOR

JIM SHOOTER
EDITOR IN CHIEF



YES, THE ROBED
FIGURE
RECORDS...

... AS GAMMA-
IRRADIATED
MUSCLES FLEX
AND RELEASE,
HURLING A
MASS OF METAL
SKYWARD...

... WITH UNERRING ACCURACY!

MAYDAY! MAYDAY!
THE HULK'S HIT
ME!

I'M BAILING
OUT!

HAVE SOLDIERS HAD ENOUGH,
OR DOES HULK HAVE TO TELL
SOLDIERS AGAIN TO LEAVE
HULK...



THE HULK HAMMERS
THE EARTH WITH
ENOUGH FORCE TO
MAKE MOUNTAINS
MOVE... AND MOVE
THEY DO!

K
R
A
C
K
K

BUT PRAYERS GO UNNEEDED FOR THERE SEEMS NO FORCE ON EITHER
HEAVEN OR EARTH CAPABLE OF WITHSTANDING THE SAVAGE FURY OF
THE INCREDIBLE HULK!

OUT OF YOUR TANKS, BOYS,
BEFORE YOU'RE BURIED IN 'EM!
THAT JADE GIANT'S BRINGING THE
CANYON DOWN AROUND OUR EARS!

RUN FOR YOUR LIVES!!!

RUN THE
TERRIFIED
TROOPS
DO...

GODS OF MY
ANCESTORS...?!!

... AND, LUCKILY, ALL SURVIVE TO TURN AND STARE BACK IN OBVIOUS RELIEF AT THE WALL OF ROCK AND RUBBLE THAT NOW STANDS AS A BARRIER BETWEEN THEM AND THE BEHEMOTH THEY WERE SENT FORTH TO TAME.

THAT... THAT HULK IS UNSTOPPABLE! HE'S POWERFUL ENOUGH--

--TO SHATTER THE STARS!



THEN THE HULK IS THE ONE I HAVE COME FOR!

HUH? WHO SAID--



--THAT? WHO THE DEVIL ARE YOU?!!

A... STRANGER... COME TO MAKE THE HULK'S POWER MY OWN!

LISTEN, HOUDINI, WHY DON'T YOU JUST HAUL IT BACK TO THE CIRCUS YOU ESCAPED FROM! HOW ARE YOU GOING TO CAPTURE THE HULK WHEN NOT EVEN MY WHOLE BATTALION COULD STOP HIM?



I INTEND TO DO IT WITH... THIS!



BEFORE THE BATTALION COMMANDER CAN MAKE ANY RESPONSE, THE ROBED FIGURE RISES INTO THE AIR...



... AND VANISHES, LEAVING DOUBTS AS TO WHETHER HE WAS EVER ACTUALLY THERE AT ALL.

MILES DISTANT, BUT NOT MUCH LATER...



... THE SETTING SUN TURNS THE COLORADO RIVER RED AS IT SNAKES ITS WAY THROUGH A GEOLOGICAL WONDERLAND.

IT IS A VISTA THE BEAUTY OF WHICH IS, SADLY, LOST UPON A BEING WHO SEEKS ONLY A PLACE TO REST.

BULLPEN BULLETINS

QUESTPROBE

This is the first issue of our **Questprobe Limited** series. We're doing this series in conjunction with Adventure International, which, if you didn't know, is a division of Scott Adams Inc. They're doing corresponding computer games to go with our comics - which by the way, are hot stuff all by themselves.

Whether or not you get along with computers, I think you'll like this series - especially since issue 1 marks the return of **John Romita** the elder to mainstream Marvel Comics. He's finishing and inking the pencil layouts of **Mark Gruenwald**. The story featuring the Hulk is by **Bill Mantlo**, and if this thing isn't a collectors' item, I've never seen one!



SUMMER SPECIALS

Summer's here at last folks, and you know what happens at Marvel in the summer time . . . **Summer Specials!** There are five Summer Specials this year - **Spider-Man**, **The Thing is Big Ben**, **Star Wars/ROTJ**, **Doctor Who** and **Scooby Doo** and his TV Friends.

In the **Spider-Man Summer Special** there's a 39-page Spidey tale entitled **Heroes and Villains** in which the Web-Slinger has to go up against New York's organised crime to save an old college friend.



In **The Thing is Big Ben** Summer Special, Ben Grimm and Alicia go for a holiday in England, but wherever **The Thing** goes trouble isn't far behind and he soon gets caught up in a caper at Stonehenge.



In the **Star War/ROTJ** Summer Special there's an all action, 38-page **Star Wars** story starring all your favourites from the trilogy. There's also a special **Star Wars Quiz** guaranteed to stretch your memory banks and logic circuits!



If you want the last word on the most popular TV sci-fi programme around, look no further than the **Doctor Who** Summer Special. With an in-depth **Doctor Who** interview, a special merchandise feature (looking at Doctor Who records, sweets, books and annuals etc), and a report from the recent **Doctor Who** convention in Chicago.



TRANSFORMERS

It's a battle four million years in the making - and fought on the streets where we live! The combatants? Robots from the world Cybertron-shape changers who can adopt the guise of almost any machine. If you haven't guessed already, that is why they're called . . . **The Transformers!**

It's action and adventure in the **Mighty Marvel Tradition** by **Bill Mantlo**, **Frank Springer** and **Kim De Moulder**.

This **Marvel Masterpiece** will be at your **Newsagent** in September - so place your orders now!

All the news that's fit to print!



HULK DOESN'T WANT TO FIGHT AND SMASH! HULK ONLY WANTS TO BE LEFT ALONE!

WHERE CAN HULK GO THAT PUNY HUMANS WILL NOT BE ABLE TO FIND HULK? WHERE HULK WILL BE LEFT ...IN PEACE?



A CAVE CUT INTO THE CLIFF-FACE SEEMS AS LIKELY A SPOT AS ANY TO THE WEARY BEHEMOTH, AND SO THE HULK TURNS AND SEEKS ITS SHADOWS.

HE CRAVES PEACE SO BADLY HE HAS JUST FOUGHT FURIOUSLY FOR IT.



THAT FACT IS NOT LOST UPON HIM WHO SILENTLY OBSERVES...



INSIDE THE CAVE, THE HULK'S HOPES FOR SOLACE AND SOLITUDE ARE SOON SHATTERED...

WHAT IS FUNNY LIGHT INSIDE CAVE?

THE LIGHT FLOWS FROM TWO STRANGE PEDESTALS OVER WHICH FLOAT TWO STRANGER OBJECTS.



THE FIRST WE SHALL LEARN IS A NATTER EGGY-EGG.

THE SECOND IS A BLOOD-RED BIO-GEM.

THE HULK NEITHER KNOWS NOR CARES TO KNOW THEIR NAMES, BUT THE GLOW THEY EMIT INTRIGUES HIM.



HOWEVER, BEFORE THE HULK'S EXTENDED HAND CAN CLOSE UPON EITHER ONE...

VOOM!

HUHH! EGG EXPLODES, AND BLOWS UP GEM!!

HULK DOES NOT UNDERSTAND!



BUT, AS THERE ARE MANY THINGS THE GREEN GOLIATH IS INCAPABLE OF COMPREHENDING, THE STRANGE SIGHT HE HAS JUST WITNESSED PASSES EASILY FROM HIS MEMORY...

... AND SENSING THAT HE IS AT LAST ALONE, THE HULK SLUMPS DOWN INTO WHAT HE HOPES WILL BE A LONG... AND PEACEFUL ... SLEEP



FOR THE HULK, AS FOR ALL OF US, SLEEP BRINGS RELEASE.

IN HIS CASE, HOWEVER, THE SLIPPING AWAY OF CONSCIOUSNESS...



... IS COUPLED WITH THE ERASURE OF THE HULK'S PERSONA AND PHYSICAL PRESENCE...

AND THEIR REPLACEMENT WITH THOSE OF THE MAN TRAPPED WITHIN THE MONSTER.



MEET DR. ROBERT BRUCE BANNER, A MAN FOR WHOM HELL EXISTS ON EARTH.



ASTONISHING!

I CAME SEEKING A MONSTER POSSESSED OF POWERS UNMEASURABLE...



-- AND YET I HAVE FOUND ME A MAN AS FRAIL AS ANY WRAPPED IN MERE MORTAL FLESH!

UNDER THE INTENSE ALIEN LIGHT, DR. BANNER STIRS TO FIND...



A-A MAN... I THINK... FLOATING IN MID-AIR! WHO IN HEAVEN'S NAME ARE YOU?!

I CALL MYSELF... THE CHIEF EXAMINER!

I DON'T CARE WHAT YOU CALL YOURSELF! YOU'RE NOT EXAMINING ME!



I'VE ALREADY BEEN STUDIED BY EVERYONE, AND I'VE HAD ENOUGH!

A FLING STONE...

...DISTRACTS THE EXAMINER, GIVING DR. BANNER TIME TO LEAP PAST HIM AND OUT OF THE CAVE!



WAIT! YOU MUST PASS THROUGH MY PORTAL--!

SURE I WILL!



I USED TO BE A SCIENTIST, FRIEND, AND IF SCIENCE TAUGHT ME ANYTHING IT WAS THAT ONE SHOULD NEVER PLUNGE INTO THE UNKNOWN WITHOUT LOOKING BEFORE ONE...



...LEAPS!

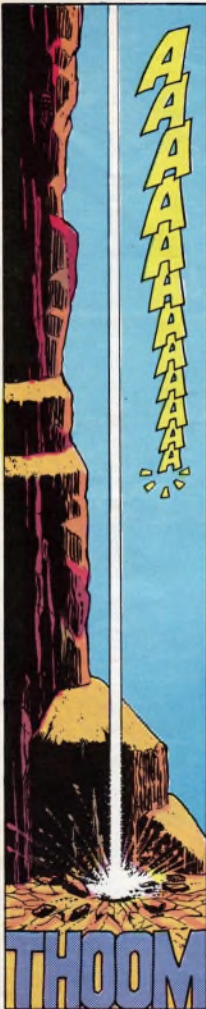
YOU MUST FORGIVE DR. BANNER HIS OVERSIGHT, AFTER ALL, IT WAS THE MULK--NOT HE--WHO CHOSE THIS HIGH CLIFF CAVE IN WHICH TO SLEEP.



AND, IF IT HAD BEEN THE HULK WHO HAD LEAPT FORTH INTO THE DAWN-TINGED SKY, THERE WOULD BE NO CAUSE FOR WORRY.



HOWEVER, THE FACT THAT HE IS THE VICTIM OF A DUAL PERSONALITY DOES NOT HELP DR. BANNER MUCH IN HIS PRESENT CIRCUMSTANCES.



AAAAAAAAAAAAA*

THOOM



NO MERE MORTAL COULD SURVIVE SUCH A PLUNGE... BUT THEN NO MERE MORTAL POSSESSES THE POWER OF THE INCREDIBLE HULK!

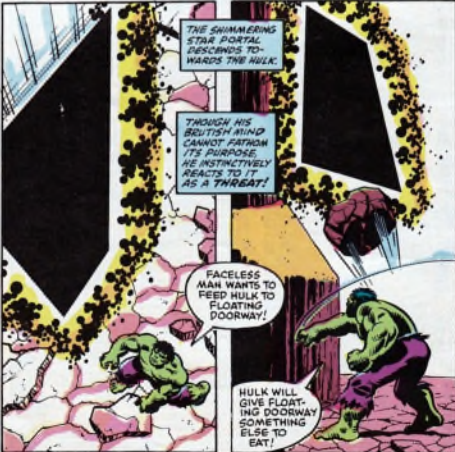


WHO HUNTS HULK NOW?!



I DO, GREEN ONE.

YOUR POWER MUST BE MINE.



THE SHIMMERING STAR PORTAL DESCENDS TOWARDS THE HULK.

THOUGH HIS BRUTISH MIND CANNOT FATHOM ITS PURPOSE HE INSTINCTIVELY REACTS TO IT AS A THREAT!

FACELESS MAN WANTS TO FEED HULK TO FLOATING DOORWAY!

HULK WILL GIVE FLOATING DOORWAY SOMETHING ELSE TO EAT!

THE HUGE STONE FLIES, PROPELLED BY ENORMOUS PHYSICAL FORCE.

STRIKING THE SHAKING PORTAL, THAT FORCE IS DISPELLED... OR ABSORBED--



-- AND, IT'S MOMENTUM DRAINED AWAY, THE BOULDER PLUMETS BACK TO EARTH.



FLOATING DOORWAY MADE STONE HULK THROW FALL! DOORWAY TOOK STONE'S STRENGTH AWAY!

BUT DOORWAY WILL NOT STEAL HULK'S STRENGTH!

THE MIGHTIEST LEG MUSCLES ON EARTH CARRY THE HULK AWAY.

I WILL FOLLOW YOU WHEREVER YOU FLEE, GREEN ONE.



I MUST FOLLOW YOU. YOUR STRENGTH MUST BE MINE!

MEANWHILE, UP THE COLORADO RIVER JUST BEFORE ITS WATERS ARE SET TO SEETHING BY ITS PASSAGE THROUGH THE GRAND CANYON...



EVERYTHING SECURE IN THE RAFT, GERRY!

YOU BET, ED! WE'RE READY TO RIDE THE RAPIDS!

WE SHOULDN'T BE DOING THIS! WE'VE GOT TO BE OUT OF OUR MINDS!





HEY NIKKI, WHAT'S WITH THE SHAKES? YOU'VE RIDDEN WORSE RAPIDS BEFORE!

IT'S NOT THE SHOOT I'M WORRIED ABOUT, BEN-- IT'S THE REPORTS WE GOT THAT THE **HULK** HAS BEEN SIGHTED IN THE CANYON AREA! WE CAN'T CONCENTRATE ON THE RIDE AND THE HULK AT THE SAME TIME!

I DON'T KNOW...

THE HULK? HA! Y'KNOW, I DON'T EVEN THINK THAT MONSTER EXISTS!

YOU'D BETTER BELIEVE IT! THE NATIONAL GUARD MUST'VE DRIVEN HIM OUTTA THIS AREA BY NOW!

BUT THE TEAM IS EAGER TO PRESS ON AND SO THE RAFT EDGES OUT ONTO THE RUSHING RIVER.



SOON, HOWEVER...

THOOM

WHAT WAS THAT?!

WHAT WAS WHAT?! I CAN'T HEAR ANYTHING OVER THE ROAR OF THE RAPIDS! STOP WORRYING, NIKKI!



BUT, IF THE RAFTERS COULD SEE AROUND CORNERS, THEY'D SOON FIND GOOD REASON TO WORRY...

STOP FOLLOWING HULK, FACELESS MAN! LEAVE HULK ALONE!

THAT I CANNOT DO, GREEN ONE-- UNTIL YOUR POWER IS MINE!



SPLASH

HULK'S POWER IS ALL HULK HAS! IF FACELESS MAN TAKES IT, HULK WILL BE WEAK!

STRONG IS BETTER THAN WEAK, FACELESS MAN! HULK WANTS TO BE STRONG!



GODS!--! THE HULK HAS BUT TO HAMMER THE WATER WITH HIS BLUDGEONING FISTS--

--TO CAUSE A GEFXSER TO RISE WHICH THREATENS TO TEAR ME FROM THE SKY!



BUT THE CHIEF EXAMINER'S PORTAL INTERCEPTS THE WATERSPOUT...

...AND, DRAINED OF THE FORCE THAT DROVE IT SKYWARD, IT RAINS GENTLY BACK DOWN UPON THE HULK!



WHITE WATER!

LOOK! ON THE ROCKS... IT'S-- THE HULK!

WE'VE GOT TO TURN BACK!

WE'RE IN THE CURRENT NOW! FROM THIS POINT ON, THERE'S NO TURNING BACK!



PAYING NO ATTENTION TO THE RAFTERS, THE HULK NOW'S HIS RAGE AT THE CHIEF EXAMINER...

LIKE EVERY-ONE ELSE, FACELESS MAN HUNTS HULK!



BUT HULK IS TIRED OF RUNNING, TIRED OF HIDING!

HULK WILL SMASH FACELESS MAN--!



BUT AGAIN THE STAR-FLECKED DOORWAY INTERCEPTS...

...AND, AS IF INSTINCTIVELY AWARE OF THE DANGER IT POSES TO HIM, THE HULK TWISTS OUT OF ITS WAY.



BUT, IN SO DOING, HIS LEAP FAILS TO CARRY HIM PRECISELY WHERE HE'D INTENDED TO LAND...

WATER BELOW HULK!

BUT HULK IS NOT AFRAID OF WATER!

NO, THE HULK IS NOT AFRAID OF ANYTHING...



...BUT THAT WHICH CAN NOT HARM HIM CAN STILL GIVE OTHERS CAUSE TO FEAR.

THE HULK DISAPPEARS BENEATH THE WATERS! CAN I HAVE LOST HIM?

KEEP THE RAFT STEADY! DON'T LET HER CAPSIZE!

QUESTPROBE QUESTIONS

WHAT'S GOING ON HERE?

The story you've just read may have said "The End" at its conclusion, but for QUESTPROBE it's just the beginning.

QUESTPROBE is an entirely unique and unprecedented comic book. It's currently projected as a 12-issue maxi-series to be published over the next four years. Each issue will be a complete story involving a different Marvel super hero. Now here's the part that makes QUESTPROBE a comic unlike any other: The ending of each story will serve as a sort of "launching pad" for a QUESTPROBE Computer Game. The game will continue the adventures of the hero from the comic — with you, the reader, acting the part of the hero as you play the game! And just as there will be a different hero starring in each comic there will be a new computer game for each hero.

There are probably more immediate questions about this particular issue buzzing around your brain right now: *What's happening on that nameless alien world? Who is the Chief Examiner and what is he up to? What happened to the Incredible Hulk when he passed through that black door?* Well, for the answers to some of those questions, particularly the last one, run down to your local computerware store and tell the floppy disk-monger behind the counter that you want a copy of the QUESTPROBE FEATURING THE HULK Computer Game! Who says Marvel's not leading the comic book world into the future!

WHO'S RESPONSIBLE FOR THIS?

QUESTPROBE is the product of a new kind of creative collaboration. The talents at Marvel and Scott Adams of Adventure International together bring you adventures of the world's most popular super heroes set to the exciting developments in the world of computer entertainment.

The original concepts and creative direction behind QUESTPROBE are the brainchildren of Scott Adams and John Byrne. Each man was perfectly qualified to contribute to this enterprise:

Scott Adams is the most widely recognized microcomputer programmer in the United States and abroad. The Scott Adams Corporation was founded in 1978 with the publication of "Adventureland," Scott's first microcomputer adventure which he designed for the Radio Shack TRS-80 Model 1. The subsequent mail-order success of this program by Scott and Alexis Adams led to the establishment of Adventure International, located in Fern Park, Florida. Since then, the Adamses have diversified their computer interests and established the Adventure International Computer Center. Adventure International's phenomenal growth has led to the construction of a new large facility to be completed this year. Their continually growing software line includes a wide variety of Adventure, Arcade, Business, and Utility programs that have been well received by consumers and industry. Already having earned a string of professional awards and international recognition in his field, Scott is proud and thrilled to add this collaboration with the Marvel Comics Group to his list of achievements.

QUESTPROBE co-creator John Byrne designed characters such as the Chief Examiner, and worked with Scott Adams in developing the thematic approach of the QUESTPROBE series. Born in England and raised in Canada, John's imagination, style and energy make him one of comicdom's top talents. For those of you who are new to Marvel Comics, John is the multitalented writer and artist of THE FANTASTIC FOUR and ALPHA FLIGHT, and writer of THE THING. John's exceptional work has won him a dedicated fan following and tremendous popularity worldwide.

Each issue of QUESTPROBE will be brought to you by a different creative team. Here are the people who put this month's episode together:

Bill Mantlo is not only one of comics most prolific plot-and-script men, but also one of its most versatile. Aside from writing THE INCREDIBLE HULK, ROM, and upcoming stories for MARVEL FANFARE featuring Spider-Man, Bill is current developing "Swashbuckler" for EPIC ILLUSTRATED. Bill has also created such memorable characters as Jack of Hearts and Cloak and Dagger. Bill's thorough familiarity with the Hulk made him the logical choice to write QUESTPROBE #1, and the story you've just read certainly bears this out.

Mark Gruenwald, penciler for this month's QUESTPROBE, is best known as the editor of THOR, CAPTAIN AMERICA, IRON MAN, and THE AVENGERS. Mark came to Marvel in 1978 following a long and distinguished career in comics fandom. Last year, Mark edited and supervised the production of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, the definitive text for all Marvel enthusiasts, fan and professional. Accomplished as a writer and editor, Mark is relatively new to penciling. Fans will remember his artistic prowess from last year's HAWKEYE Limited Series, which Mark wrote and penciled.

QUESTPROBE #1 marks the return of John Romita Sr. to the inked page. These days, John serves as Art Editor for the entire Marvel Comics Line, helping Jim Shooter maintain the quality of all pencil and ink art produced by the Marvel Bullpen. John's earliest notable credits include CAPTAIN AMERICA during the 1950's. John's interpretation of SPIDER-MAN, which he first penciled in the 1960's, has become a standard for later generations of SPIDER-MAN artists. Equally able as a penciler and inker, John Romita served Marvel as Art Director during the 1970's, and recently completed a term with Marvel's Special Projects Division. John's inking of QUESTPROBE #1 is proof that his art directorial duties can't keep him away from his first love, the comics.

WHAT HAPPENS NEXT?

We're not telling. You'll just have to get QUESTPROBE #2 (which will probably feature a certain well known web-slinger) and find out for yourself!



Scott Adams, Inc.

Dear True Believer,

Hi, I'm Scott Adams. My company, Adventure International, and I have been selling microcomputer software to the public longer than anyone else (since 1977)! I've been using microcomputers ever since! Besides being the author of the Adventure series, I am also a systems programmer with intimate knowledge of many microcomputers: Apple, Atari, Commodore, TRS-80, IBM to name a few!

What we're going to do in future issues of QUESTPROBE is make an "ask-Scott-Adams-about-computers" letters page. Please try to keep your questions brief and stay away from obvious ones like "what is your favorite computer?" and so forth. I will be personally answering the letters that are printed.

If you include a self-addressed stamped envelope with your letter, and it can be answered briefly, I will send you a personal reply! I will not — repeat, not — be giving out hints or solutions to adventures in this column. So please don't ask, OK? The SCOTT ADAMS BOOK OF HINTS & SOLUTIONS is available at most computer stores and should help in that area!

Keep in mind this mail page will be handled differently from the regular QUESTPROBE Mail Page, so send all your computer questions to: ASK SCOTT, 155 Sabal Palm Dr., Longwood, FL 32779.

See ya in 90!

MEANWHILE,
BENEATH THE
ROARING
RAPIDS...



SINCE HULK
CANNOT SEE FACELESS
MAN THROUGH WATER,
FACELESS MAN CANNOT
SEE HULK!

HULK WILL GIVE
FACELESS MAN
A SURPRISE!

BRACING HIMSELF
ON THE RIVER'S
BOTTOM, THE HULK
GOUGES A HANDHOLD
IN THE STONE.



THE CASCADING CURRENT
CANNOT MOVE HIM. HIS
LUNGS HOLD OXYGEN
ENOUGH FOR HOURS.
TAKING HIS TIME, HE
DOES WHAT MUST BE DONE.

MEANWHILE, ABOVE...

THE HULK
HAS NOT
SURFACED!

CAN I
HAVE BEEN
WRONG ABOUT
HIM? IS HE LESS
MIGHTY THAN I
HAD HOPED--

-- THAT HE HAS
SUCCUMBED SO
EASILY TO THE
RAGING FLOOD?

AWARDY.



HUNH! HULK
HAS TORN
CLIFF-FACE
FREE! NOW
HULK WILL
USE IT TO
SMASH FACE-
LESS MAN!



GREAT
GALAXIES!

SOME
UNSEEN
FORCE CAUSES THE
VERY MOUNTAINSIDE
TO MOVE!



THE GREAT MASS OF ROCK STRIKES DOWN AT THE CHIEF EXAMINER, PINNING HIM BEFORE HE CAN MANEUVER OUT OF ITS WAY...

I AM TRAPPED!
I CANNOT MOVE!



ARRRH!
AIR!

NOW IT IS HULK WHO IS THE HUNTER!



NOW HULK WILL SMASH FACELESS MAN!

GIVEN TIME, I MIGHT SLIP FREE OF THIS STONE THAT HOLDS ME--

--BUT THE HULK WILL NOT GIVE ME TIME!

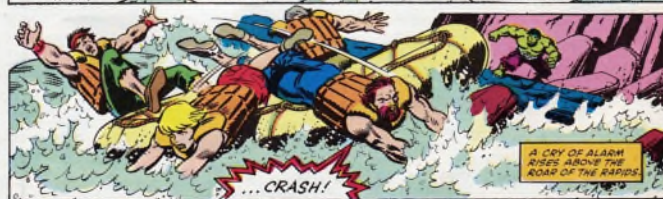
THE DEVICE THAT CONTROLS HIS STILL-HOVERING PORTAL LYING JUST BEYOND HIS REACH, THE CHIEF EXAMINER FACES HIS DOOM AT THE HANDS OF THE INCREDIBLE HULK!



THE HULK'S DROPPED A MASS OF MOUNTAIN ACROSS THE ENTIRE RIVER!

THERE'S NO WAY WE CAN AVOID IT!

DIVE, PEOPLE, BEFORE WE...



...CRASH!

A CRY OF ALARM RISES ABOVE THE ROAR OF THE RAPIDS.

IT IS THE FIRST INDICATION THE INCREDIBLE HULK HAS THAT HE AND THE CHIEF EXAMINER ARE NOT ALONE ON THIS WILD RIVER...

STONE HULK DROPPED FORCES PUNY HUMANS INTO WATER!

THERE IS GIRL WITH PUNY HUMANS! GIRL WHO WILL DROWN--



--UNLESS HULK SAVES HER!

IT IS NOT CHIVALRY THAT COMPELS THE HULK TO BRAVE THE FLOOD AGAIN.



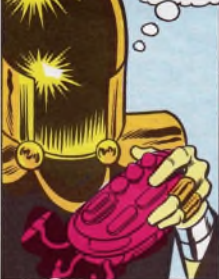
AMAZING! IT IS BEAUTY THAT MOVES THE BEAST!

THE CHIEF EXAMINER PULLS HIMSELF FREE...

... WHILE THE HULK TAKES ON THE UNCHARACTERISTIC ROLE OF HERO.



MY DEVICE IS INTACT! THE PORTAL HOVERS OVERHEAD, AWAITING MY SIGNAL!
NOW, HULK, YOU WILL BE FACED WITH A CHOICE...



HULK HAS SAVED PUNY HUMANS WHO FELL IN WATER, BUT... WHERE IS GIRL?

4-NIKKI?

LOOK! SHE'S IN THE WHIRLPOOL!



HELD BACK BY THE MOUNTAINSIDE THE HULK DROPPED ACROSS IT, THE RAGING RIVER TWISTS ITSELF INTO A FRENZY!



AND, IN THE HEART OF THAT MURDEROUS MAELSTROM AN INNOCENT GOES DOWN!



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ADVENTURELAND **1**



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SCOTT ADAMS ADVENTURES AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking, a novel, exciting, or otherwise remarkable event or experience. On your personal computer, adventure is that and more.

Playing any of the Adventure series consists of three elements you, the user; the games themselves, and the author, Scott Adams of Orlando, Florida.

If you're tired of video games, of bouncing balls or shooting targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (AdventureLand or Pirate Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

1. ADVENTURELAND - Wander through an enchanted realm and try to uncover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. This is the Adams Classic that started it all!
Difficulty Level: Moderate

2. PIRATE ADVENTURE - Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal - recovering the lost treasures of Long John Silver.
Difficulty Level: Beginner

3. SECRET MISSION - In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time or else the world's first automated nuclear reactor is doomed! If you survive this challenging mission, consider yourself a true Adventurer!
Difficulty Level: Advanced

4. VOODOO CASTLE - The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he really down for the count?
Difficulty Level: Moderate



PIRATE ADVENTURE **2**



NEW FOR SPECTRUM AND COMMODORE 64 BBC MODEL B



VOODOO CASTLE **4**



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HERE STANDS THE HULK, ON THE AGONY OF A DILEMMA...

...SAVE THE GIRL AND RISK LOSING HIS POWER-- OR TURN AWAY AND LET THE GIRL DIE IN THE WHIRLPOOL!



THE HULK DOES NOT STOP TO REFLECT ON THE CONSEQUENCES. HE IS THE HULK...

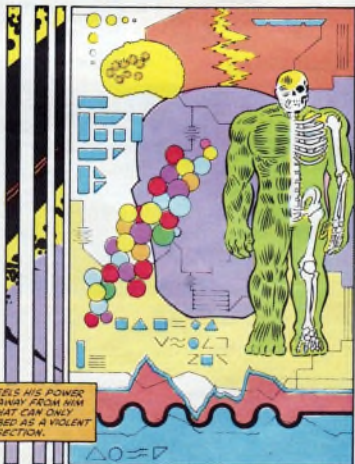


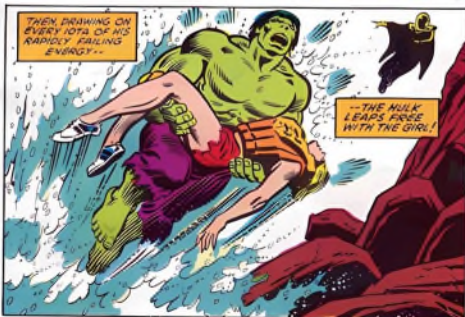
...AND INSTINCT TRANSLATES INTO ACTION!



HE PASSES THROUGH THE PORTAL... AS HE DOES SO, HE FEELS HIMSELF BEING EXAMINED, ANALYZED...

... AND FEELS HIS POWER DRAINING AWAY FROM HIM DURING WHAT CAN ONLY BE DESCRIBED AS A VIOLENT VIVISECTION.





THOUGH READY TO DROP FROM EXHAUSTION, THE HULK GENTLY HANDS THE UNCONSCIOUS GIRL TO HER CONCERNED COMPARES...

TAKE GIRL! MAKE HER LIVE!

I'LL START ARTIFICIAL RESPIRATION RIGHT AWAY!

THE GIRL RESPONDS. SHE LIVES...

...EVEN AS THE HULK KNEELS BEFORE THE MYSTERIOUS, ROBED FIGURE.

WILL FACELESS MAN KILL HULK?

KILL YOU, GREEN ONE? NO, I HAVE WHAT I CAME FOR.

YOUR POWER IS NO LONGER YOURS ALONE! NOW I CAN DO AS I WISH WITH IT.

BUT YOUR HEADSMASH... PERHAPS THAT IS SOMETHING ONLY YOU CAN POSSESS!

PERHAPS THAT IS SOMETHING THAT CAN NEVER BE STOLEN.

FAREWELL, HULK!

WITH THAT, THE STRANGER WHO CALLS HIMSELF THE BRIEF EXAMINER DEPARTS...

AND NOT LONG AFTER, THE HULK, FEELING HIS POWER RETURNING, AND MADE UNCOMFORTABLE BY THE GRATITUDE AND PRAISE OF THE RAFTERS, LEAPS AWAY.

HE IS THE HULK! HE IS A MONSTER!

AT LEAST THAT IS WHAT HAS BEEN SAID OF HIM SO LONG AND SO OFTEN... AND THAT IS WHAT HE HIMSELF HAS COME TO BELIEVE.

THE END

QUESTPROBE

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All products to be released by Summer '84 - also available from Calisto Software Ltd.