



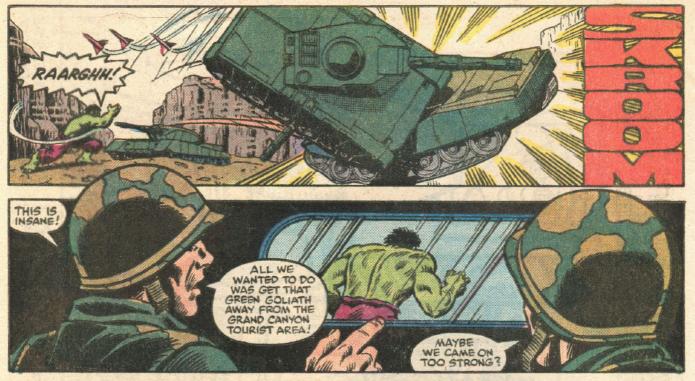
QUESTPROBE \*\* Vol. 1, No. 1, August, 1984. Published by MARVEL COMICS GROUP, James E. Galton, President. Stan Lee, Publisher. Michael Hobson, Vice-President, Publishing. Milton Schiffman, Vice-President, Production. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Published 3 times per year. Copyright® 1984 by Marvel Comics Group, a division of Cadence Industries Corporation. All rights reserved. Price 75c per copy in the U.S. and \$1.00 in Canada. Printed in the U.S. An osimilarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any of its cover or markings removed, nor in a mutilated condition. QUESTPROBE is a trademark co-owned by the Marvel Comics Group and Scott Adams, loc:







BILL MANTLO MARK GRUENWALD JOHN ROMITA JOE ROSEN GEORGE ROUSSOS BOB BUDIANSKY JIM SHOOTER SCRIPT BREAKDOWNS INKS LETTERING COLORING EDITOR IN CHIEF

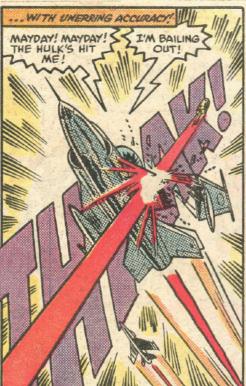




















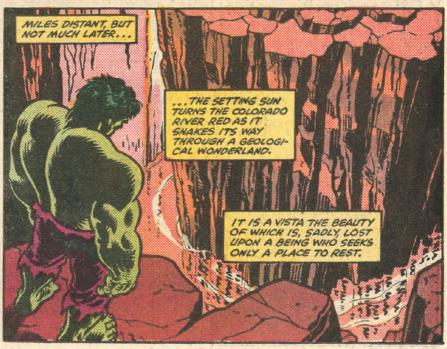








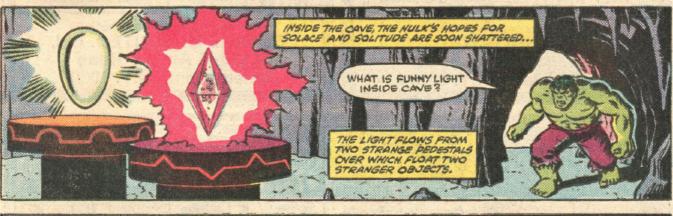


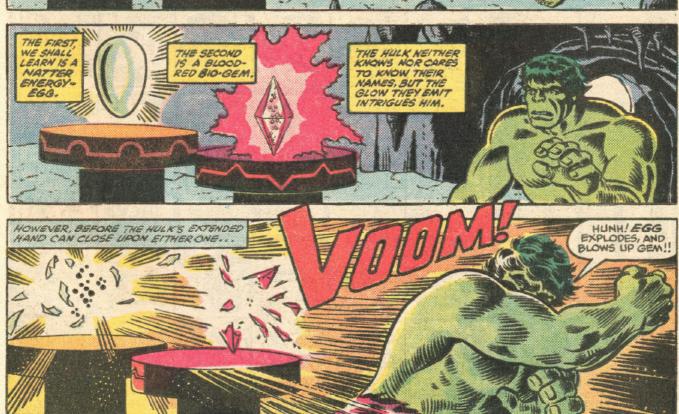
























I USED TO BE A SCIENTIST, FRIEND, AND IF SCIENCE TAUGHT ME ANYTHING IT WAS THAT ONE SHOULD NEVER PLUNGE INTO THE UNKNOWN WITHOUT LOOKING BEFORE ONE...





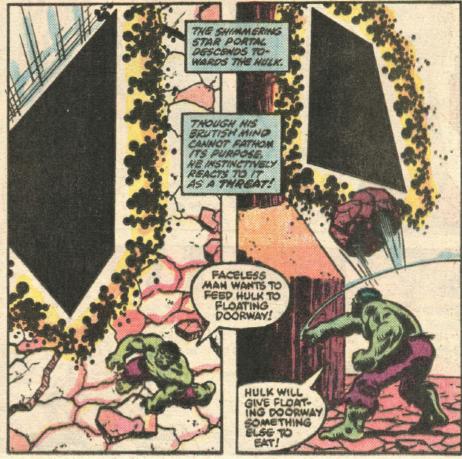


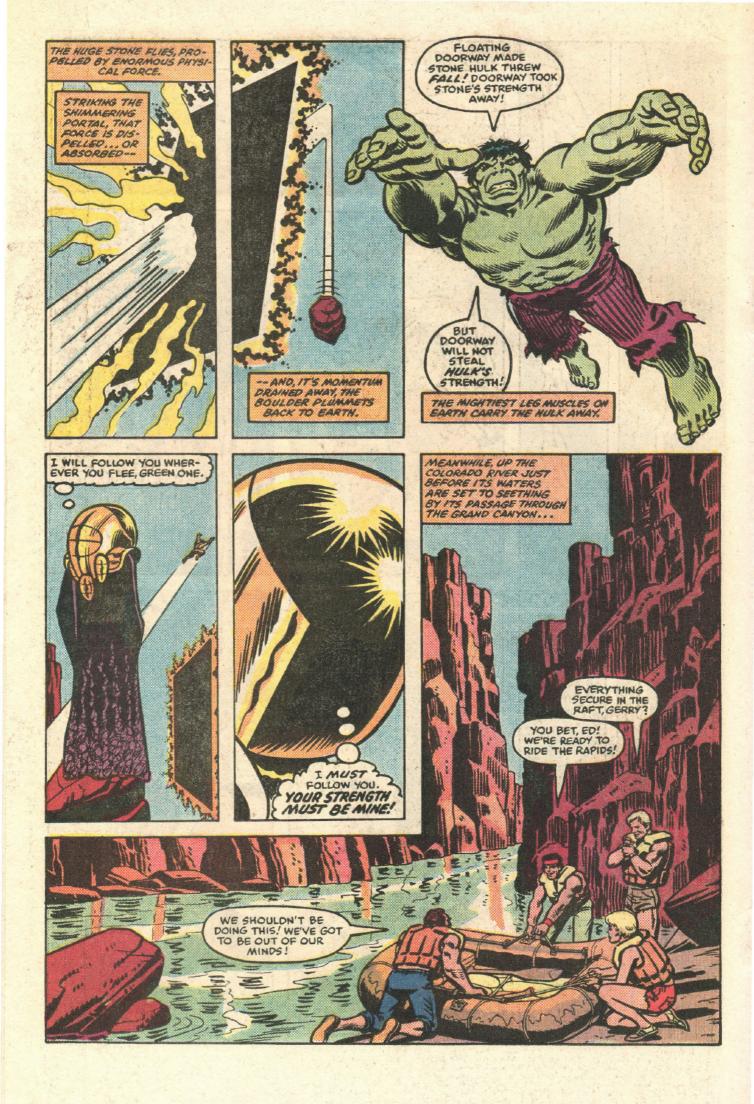




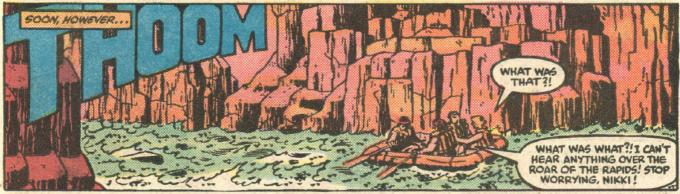






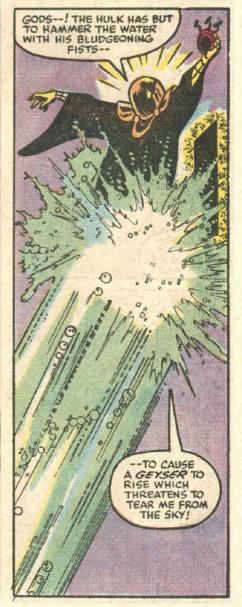


































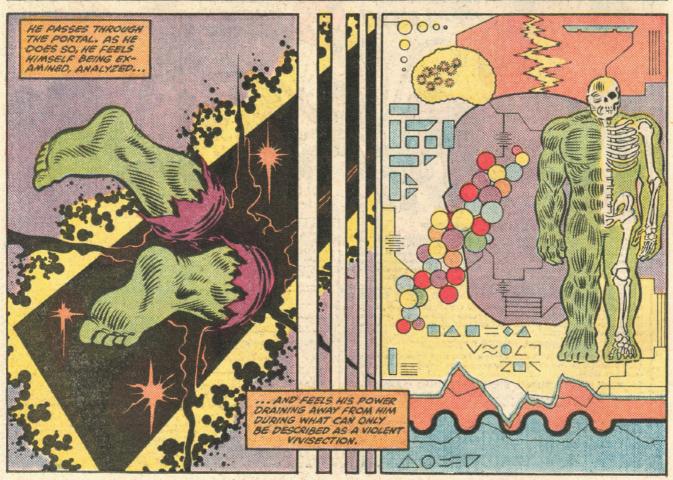












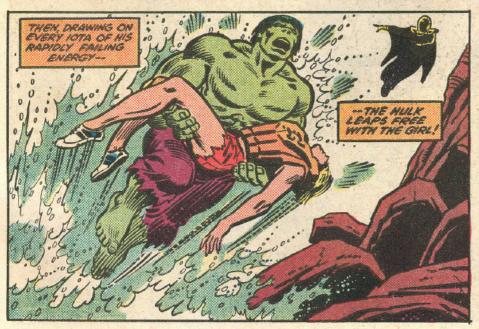












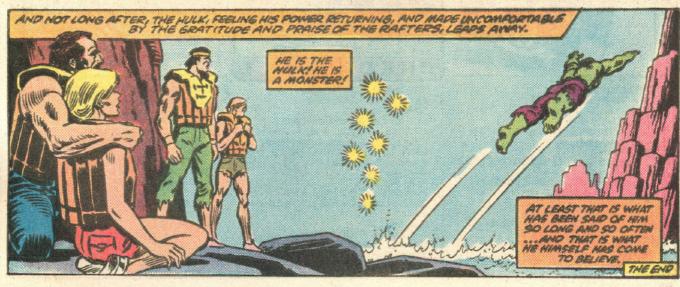












## QUESTPRUBE QUESTIONS

## 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 maxiseries 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 phenomental 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!