

MARVEL

QUEST PROBE

FEATURING

SPIDER-MAN

NO.2

IS THIS ONE OF MYSTERIO'S ILLUSIONS--

--OR AM I SEEING TWO OF HIM?

A
SCOTT ADAMS
MARVEL COMICS
LIMITED SERIES



**Welcome to the
Spider-Man adventure in
the highly acclaimed
QUESTPROBE
maxi-series.**

Marvel Comics and Scott Adams have teamed up to bring you a unique combination of comics and computer adventure games that allow you to become your favourite Marvel Superhero. The end of this, the second adventure, leads you into the QUESTPROBE computer game in which you will control Spider-Man and meet his old friends and enemies, as well as the mysterious overseer of the whole QUESTPROBE series, the Chief Examiner.

Notes on the computer game, descriptions of the characters you may meet in the adventure, and loading instructions appear later in the comic, but right now... IT'S WEB-SLINGING TIME!

Stan Lee
PRESENTS:

QUESTPROBE!

Original concept by SCOTT ADAMS & JOHN BYRNE

FEATURING:
THE
AMAZING

SPIDER-MAN IN:

MYSTERIO TIMES TWO!

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IT'S A SULTRY LATE SUMMER'S
EVENING LIKE MANY OTHERS
IN NEW YORK CITY... THE AIR
IS HOT AND DANK, POLLUTION
HANGS OVER THE STREETS LIKE
A SHROUD, AND THE SPECTACULAR
SPIDER-MAN HAS GOT MORE
THAN HIS SHARE OF PROBLEMS!

I THOUGHT TAKING
A BRISK SWING AROUND
TOWN WOULD HELP ME COOL
DOWN, BUT IT'S JUST AS
HOT UP HERE AS IT IS
ON THE GROUND!

ISN'T THERE SOME
SORT OF RULE THAT
GLAMOROUS SUPER-TYPES
LIKE ME OUGHT TO BE
ABLE TO AFFORD AN
AIR CONDITIONER?



BUT KEEPING COOL IS THE LEAST OF MY TROUBLES RIGHT NOW!

I JUST HAD MY EX-GIRLFRIEND, MARY JANE WATSON, TELL ME THAT SHE KNOWS I'M REALLY PETER PARKER! SO MUCH FOR A SECRET IDENTITY!

JOE ROBERTSON, MY BOSS AT THE DAILY BUGLE, HASN'T BEEN PLEASED WITH THE FREELANCE PHOTOS I'VE BEEN SUBMITTING TO HIM!

MY DEAR OLD AUNT MAY WON'T EVEN SPEAK TO ME SINCE I DROPPED OUT OF GRADUATE SCHOOL!

MY CURRENT GIRLFRIEND, THE BLACK CAT, ONLY LIKES ME AS SPIDER-MAN. CAN'T STAND ME AS PETER PARKER!

AND ON TOP OF ALL THAT, I LEARNED THAT THE NEW COSTUME I GOT ON A DISTANT PLANET WAS REALLY AN ALIEN SYMBIOTE TRYING TO TAKE OVER CONTROL OF MY BODY!



WELL, AT LEAST I ENDED THAT THREAT BY PITCHING THOSE OTHER-WORLDLY THREADS! NO ONE'S LIABE TO MISS THEM.

HEY! LOOK! IT'S SPIDER-MAN!

HEY! MY ADORING PUBLIC!

HI, KIDS!



HEY, MAN, WHAT HAPPENED TO YOUR BLACK COSTUME? IT WAS A SNAP!

YEAH, THIS OLD ONE IS A DRAG! Y'UGHTTA BURN IT!

SNEESH! EVERYBODY'S A CRITIC!

C'MON, EDDIE, YOU GONNA HOLD ONTO THAT BASEBALL ALL NIGHT?



HEY, THERE'S AN AD FOR THAT NEW INDY JONES FLICK! MAYBE THAT'S WHAT I NEED--SOME NICE, NORMAL RELAXATION IN A NICE AIR-CONDITIONED MOVIE THEATER!

INDIANA JONES
and the
TEMPLE OF DOOM
SEE THE MOVIE AND READ THE MARVEL COMIC!

I'VE HEARD NOTHING BUT GOOD THINGS ABOUT THAT FLICK! AND IT'S SUPPOSED TO HAVE GREAT SPECIAL EFFECTS!

MEANWHILE, SOME WHERE UPSTATE...

SPECIAL EFFECTS!
THAT'S THE ANSWER!

VERY SOON NOW I'LL MAKE USE OF MY SKILLS AT CREATING SPECIAL EFFECTS AND ESCAPE FROM THIS ACCURSED PRISON!

THEN SPIDER-MAN WILL PAY FOR HAVING PUT ME HERE--

--PAY WITH HIS VERY LIFE!

WHILE STILL FURTHER AWAY...

... IN A QUADRANT OF THE UNIVERSE COUNTLESS LIGHT YEARS FROM OUR EARTH--

-- A MEETING IS BEING HELD IN THIS NOBLE STRUCTURE-- A MEETING WHICH MAY DETERMINE THE FATE OF CIVILIZED PLANETS EVERYWHERE

HERE IN THE COUNCIL CHAMBER, THIS PEACEFUL WORLD'S GREATEST THINKERS HAVE GATHERED TO TRY TO FIND THE KEY TO THEIR SALVATION.

NO! OUR WORST FEARS ARE CONFIRMED! THE BLACK FLEET IS ATTACKING YET ANOTHER WORLD-- THIS ONE SEVERAL PARSECS CLOSER TO OUR OWN PLANET THAN THE LAST ONE!

WHAT CAN THEY BE SEEKING FOR IS TOTAL DESTRUCTION THEIR ONLY GOAL?

AND HOW CAN WE RESIST THEM? WE WHO HAVE DEDICATED OUR LIVES TO PEACE AND INTELLECTUAL PURSUITS FOR SO MANY GENERATIONS THAT WE HAVE FORGOTTEN THE ARTS OF WAR!



NO MATTER WHAT THE CONSEQUENCES, WE MUST NOT RELEARN THE BARBARIC WAYS OF BATTLE. BETTER THAT WE SHOULD DIE THAN SUFFER SUCH HERESY!

OF COURSE YOU ARE RIGHT, AGED OBISPO!



AYE! ONLY ONE AMONG US DARED SUGGEST THAT RESISTANCE WAS THE NOBLER COURSE -- THE PHILOSOPHER, DURGAN!

INDEED, OUR MONITORS CAPTURED HIS VERY WORDS AND ACTIONS. PAY HEED TO YOUR VISI-SCREENS, AND LEARN HOW LOW A MAN MAY SINK!



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 SIN 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 CLING TO PEACE, OBISPO, AND WE WILL ALL BE WITHOUT A WORLD... AND OUR LIVES!



WE BID HIM BE GONE FROM THIS CHAMBER -- AND LO HIS PLATFORM STILL STANDS EMPTY --

-- AND NONE AMONG US HAVE SEEN HIM SINCE!

TO WHERE CAN THE HERETIC HAVE DISAPPEARED?

IT MATTERS NOT! WE HAVE MATTERS OF FAR GREATER CONCERN TO WHICH WE MUST ATTEND! LET US PUT OUR VISI-SCREENS AWAY AND PREPARE OURSELVES TO FACE INEVITABLE END!



BUT AMONG ALL THOSE PRESENT IN THE CHAMBER, THERE IS ONE YOUNG PHILOSOPHER WHO CONTINUES TO STUDY HIS SCREEN...

DURGAN WAS MY TEACHER... MY FRIEND! I CANNOT BELIEVE HE WOULD ABANDON US, EVEN TO SAVE HIMSELF!

THERE MUST BE A WAY TO LEARN WHERE HE HAS GONE, AND IF THERE IS, THEN I, TUSKAR, SHALL FIND HIM!

PERHAPS IF I PATCH MY VISI-SCREEN INTO THE MAIN COMPUTER DATA BANKS... HMM, CURIOUS, THERE SEEMS TO BE SOME SORT OF INTERFERENCE -- A DRAIN ON OUR PLANETARY COMPUTER HOOK-UP!



IT'S NOTHING MAJOR, AND WITH EVERYONE ELSE'S ATTENTION FOCUSED ON THE THREAT OF THE BLACK FLEET, NO ONE BUT MYSELF SEEMS TO HAVE NOTICED IT!



THIS MAY BEAR LOOKING INTO! I'LL BEGIN A CHECK ON THE SOURCE OF THE DRAIN AT ONCE!

WHILE A SHORT DISTANCE AWAY, IN AN ANCIENT MUSEUM THAT IS ALL BUT FORGOTTEN AND THE MORE MODERN SPLENORS OF THE PLANET --



-- TWO UNUSUAL OBJECTS HOVER ABOVE THEIR DISPLAY PEDESTALS.

ONE IS A MATTER ENERGY-EGG...

THE OTHER, A BIO-GEM.

EACH PULSES AND GLOWS WITH ITS OWN ENERGY WAVELENGTHS.

BUT WHEN THE BIO-GEM PULSES, THERE IS A CORRESPONDING GLOW FROM THE NEARBY CONSOLE OF AN AGES-OLD COMPUTER!



THE GEM PULSES.

THE COMPUTER GLOWS.



... AND A PATTERN EMERGES. IT BECOMES CLEAR THAT THE GEM IS MANIPULATING THE COMPUTER'S FUNCTIONS.



THIS THEN IS THE DRAIN ON THE PLANET'S COMPUTER SYSTEM, FOR THE BIO-GEM IS USING THE COMPUTER TO BEAM TRANSMISSIONS --



THE FIRST OF THESE TRANSMISSIONS TRAVELS THROUGH THE DISTANCE—REDUCING WARPS OF HYPER-SPACE—

— TO THE VERY PLANET BEING ATTACKED BY THE BLACK FLEET!

ANOTHER PLANET CONQUERED!

HAA! THIS ONE GAVE US EVEN LESS OF A FIGHT THAN THE LAST!

ENOUGH TALK! OUR GOAL LIES OVER THIS WAY, IN THE TOWN PLAZA!



OUR INSTRUMENTS WERE CORRECT! THERE IS YET ANOTHER FRAGMENT OF THE LEGENDARY BIO-GEM!

YES! BUT PROCEED WITH EXTREME CARE! AS ALWAYS, THE GEM IS GUARDED BY A NATTER ENERGY-EGG!

WHATEVER ANCIENT RACE MANAGED TO FRAGMENT THE BIO-GEM WAS UNABLE TO DESTROY IT COMPLETELY!

FEARING THE GEM'S POWER, THEY FOUND A WAY TO ENTRAP IT BY USING THE EGGS—NATURAL NEMESSES TO THE GEM.

WHenever a gem tries to break free of the entrapment, the egg explodes, destroying itself and the gem!

BUT WE HAVE FOUND A WAY TO NEUTRALIZE THE ENERGY-EGGS! AND MORE IMPORTANT—

— WE HAVE FOUND A WAY TO ENSLAVE THE BIO-GEMS— JUST AS WE ENSLAVE THIS ONE IN A BIO-MATTER HARNESS.

IN TIME, WHEN WE HAVE CAPTURED ALL THE EXISTING FRAGMENTS OF THE GEM, WE WILL REUNIT THEM— AND WITH ALL THEIR POWER OURS TO COMMAND!



-- THE ENTIRE UNIVERSE WILL BOW DOWN BEFORE THE MIGHT OF THE BLACK FLEET!

EVEN AS THE BIO-GEM IS TRAPPED WITHIN THE CONFINES OF THE MURDER, IT SENDS OUT ONE LAST DESPERATE SURGE BEFORE ITS CONSCIOUSNESS SUCCEUMS...



A SURGE THAT TRAVERSES LIGHT YEARS IN AN INSTANT TO COMEY ITS FLIGHT TO ITS FELLOW GEM ON DURGAN'S FLEET.

NO! ANOTHER OF MY CRYSTAL-BROTHERS HAS BEEN BROUGHT UNDER THE SWAY OF THE BLACK FLEET!

SOON THEY WILL HAVE CAPTURED ALL OF US! THEN WE WILL NO LONGER HAVE THE FREE WILL TO PURSUE OUR GOAL--THE TOTAL DESTRUCTION OF ALL ORGANIC LIFE!



I MUST REDOUBLE MY EFFORTS TO FIND A MEANS TO ESCAPE THIS ACCURSED MATTER ENERGY EGG!



AND IN THE COUNCIL CHAMBER...

THAT'S STRANGE, NOW MY INSTRUMENTS INDICATE THAT THERE IS YET ANOTHER BEAM OF ENERGY BEING BROADCAST THROUGH THE COMPUTER SYSTEM--



-- ONLY THIS ONE IS AIMED AT THAT UNIQUE PRIMITIVE PLANET DURGAN HAS SPENT SO MUCH TIME STUDYING OF LATE--



-- THE BLUE AND GREEN PLANET WHICH ITS INHABITANTS CALL... EARTH!



AND ON THAT SELF-SAME PLANET...

FOOLS! BECAUSE I WAS ON GOOD BEHAVIOR, THEY ENTRUSTED ME TO KITCHEN DUTY!

LITTLE DID THEY KNOW THAT ONE WITH MY SKILLS COULD MAKE USE OF THE COMMON MATERIALS THERE TO ENGINEER AN ESCAPE!

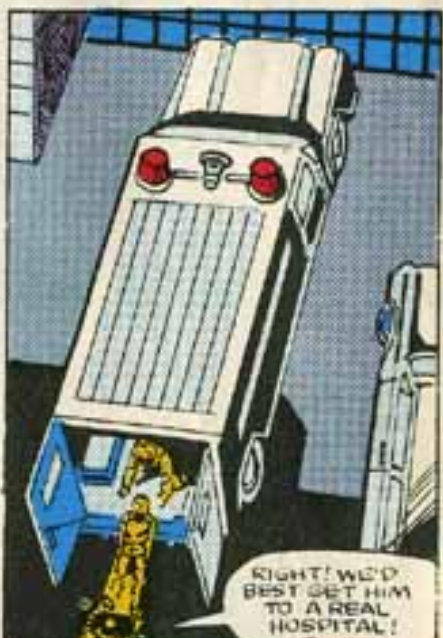


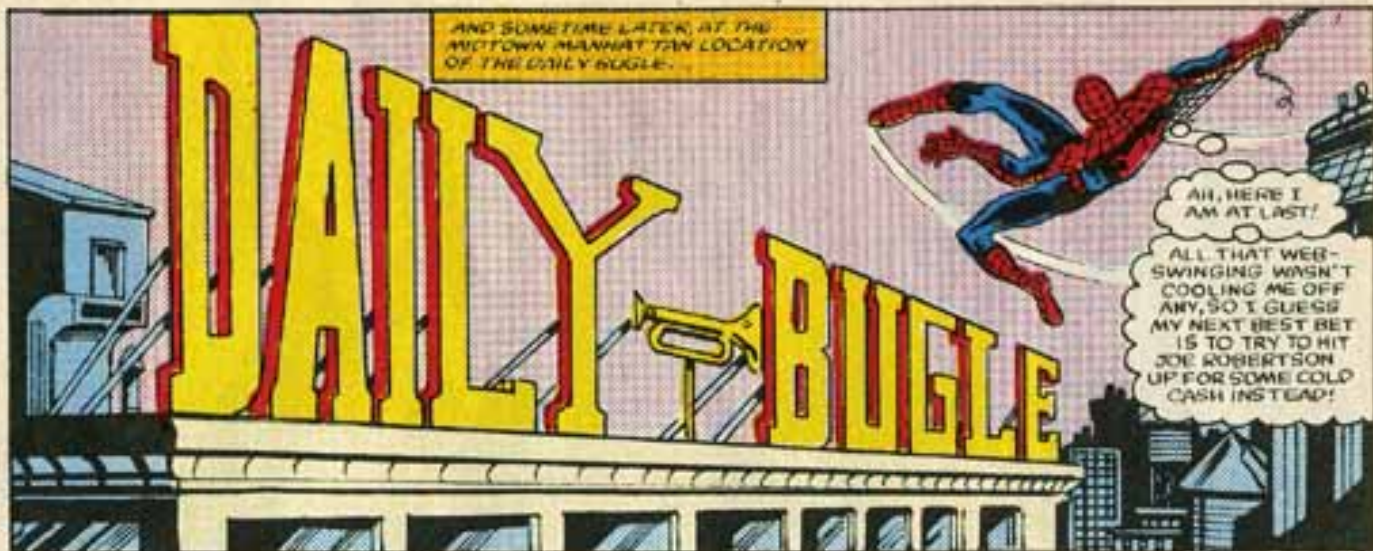
FIRST I JUST CREATE A FINE MINT OF COMMON FLOUR--

THEN STRIKE A MATCH, AND...



FIRE! HELP ME, MY CELL IS ON FIRE!





AND SOMETIME LATER, AT THE MIDTOWN MANHATTAN LOCATION OF THE DAILY BUGLE.

AH, HERE I AM AT LAST!
ALL THAT WEB-SWINGING WASN'T COOLING ME OFF ANY, SO I GUESS MY NEXT BEST BET IS TO TRY TO HIT JOE ROBERTSON UP FOR SOME COLD CASH INSTEAD!



GOOD THING I HAD A SET OF PETER PARKER'S OLD CLOTHES STASHED ON THE ROOF OF THE BUILDING.



I DID MANAGE TO GET SOME SHOTS OF THE BATTLE WITH THE BLACK CAT AND I HAD WITH CLOAK AND DAGGER, SILVERMANE, THE ANSWER AND THE KINGPIN.
MAYBE I CAN SELL JOE SOME OF THEM!



JOE TOLD ME HE WASN'T INTERESTED IN SHOTS OF JUST SPIDEY ANY MORE, BUT THERE SHOULD BE ENOUGH OF THOSE OTHER COSTUMED CHARACTERS TO SATISFY EVEN MY DEMANDING EDITOR IN CHIEF!



I HOPE THERE'S ENOUGH TIME TO GET THEM DEVELOPED FOR THE MORNING EDITION!
-- I'LL JUST TAKE THE OLD STAIRWAY DOWN FROM THE ROOF --



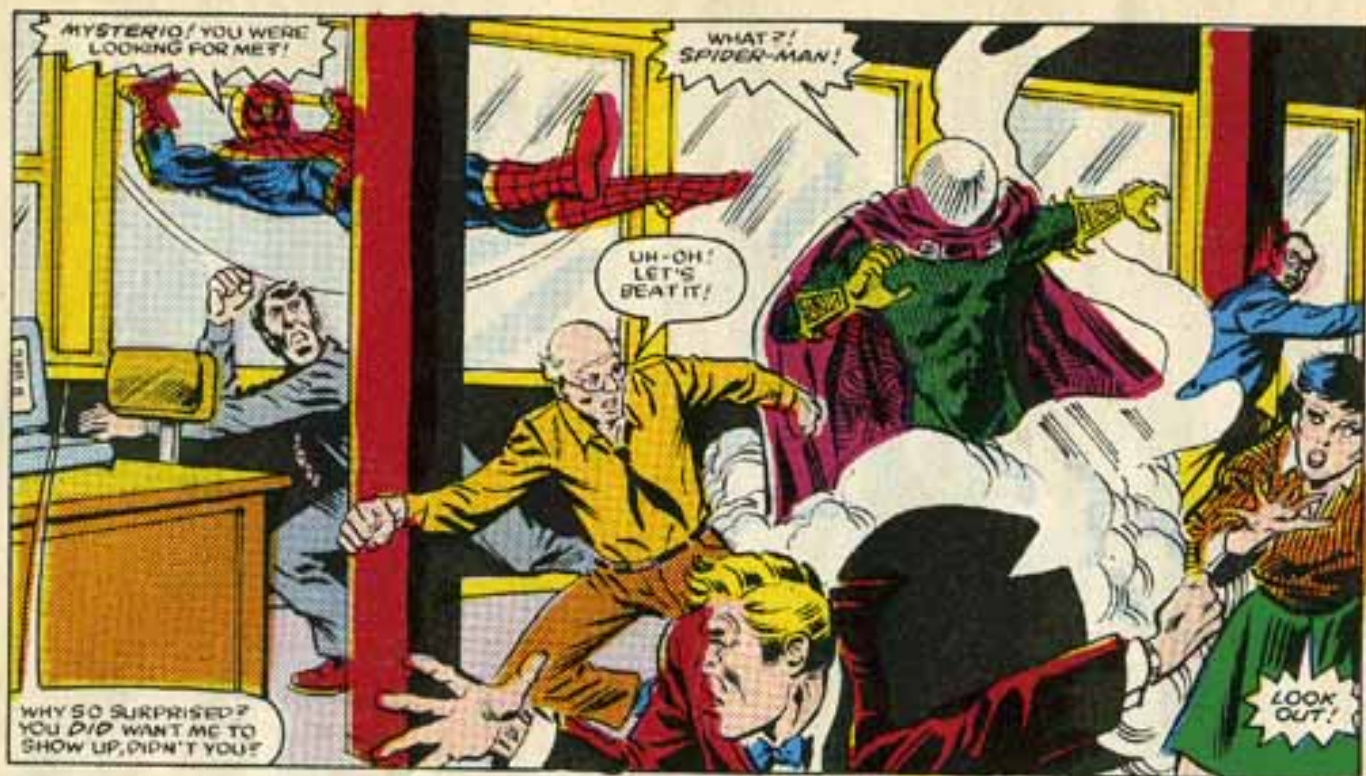
-- AND WIND UP IN THE NEWSROOM -- HEY!
MY SPIDER-SENSE IS BUZZING! WARNING ME OF DANGER! IS THAT WORKMAN A MENACE, OR...



SO THAT'S WHY MY SPIDEY-SENSE WENT OFF!
GEEZ, PARKER, WHAT A JERK! YOU'VE BEEN A SUPER HERO FOR TOO LONG -- SEEING MENACES IN THE MOST COMMON EVERYDAY OCCURRENCES!
ER... SORRY!
SURE, PAL! NOW BEAT IT, WILL YA? I GOT WORK TO DO.
GUNTIN BECK DIDN'T BREAK OUT OF PRISON JUST TO GET FOULED UP BY SOME KID WHO LIKES TO HANG OUT IN STAIRWELLS!







SPARE ME THE THEATRICS, MYSTY! YOU KNOW AS WELL AS I DO THAT YOUR GLOVES RELEASE A FINE MIST OF ACID THAT CAN DISSOLVE MY WEB-FLUID!

VERY WELL, IF YOU AREN'T IMPRESSED WITH THAT TRICK, PERHAPS YOU'LL ENJOY THE EFFECTS OF MY HALLUCINOGENIC GAS BOMB!



GOTTA HIT ME FIRST! DON'T YOU HAVE ANY NEW GIMMICKS?

I THOUGHT YOU WOULD FIND MY ORIGINAL ARSENAL TROUBLE ENOUGH, BUT IF YOU SEEK EVEN MORE DEADLY CHALLENGES--

-- SEE HOW YOU FARE AGAINST THESE BLACK HOLES!

JUST LIKE THE BLACK HOLES WHICH FORM IN OUTER SPACE WHEN WHITE DWARF STARS COLLAPSE IN UPON THEMSELVES-- THESE SMALLER EDITIONS OF MINE CREATE A GRAVITY FIELD SO DENSE THAT NEITHER LIGHT NOR MATTER MAY ESCAPE THEM!



IT'S IMPOSSIBLE! THERE'S NO WAY MYSTY COULD HAVE HARNESSED SUCH FORCES--

-- AND YET THE ROOM'S GETTING DARK... AND I'LL BE DAMNED IF I'M NOT FEELING THE PULL OF THOSE THINGS ALREADY!



GOTTA GET AWAY FROM THEM BEFORE I'M SUCKED RIGHT INSIDE ONE!

HA! WHERE ARE YOUR WORDS OF BRAVADO NOW, SPIDER-MAN?!

IT-- IT'S ALL I CAN DO TO KEEP FROM BEING PULLED RIGHT OFF THE WALL!



IF IT WEREN'T FOR MY SPIDER-LIKE ABILITY TO CLING TO ANY SURFACE, I'D BE A SPIDER-FRIGASSEE RIGHT NOW!



IT'S TAKING EVERY OUNCE OF MY STRENGTH TO RESIST! GOTTA GET THIS DOOR OPEN-- GET AWAY FROM THOSE HOLES!



GOTTA BREAK--



-- FREEEE

OWS!

H-HOW THE HECK DID MYSTERO GET INTO THIS ROOM AHEAD OF ME? AND WHY THE COSTUME CHANGE?



SPIDER-MAN, I AM CALLED THE CHIEF EXAMINER.

UH-HUH! YOU SWITCH NAMES EVERY TIME YOU CHANGE CLOTHES, MYSTY?



I SEEK THE SECRETS OF YOUR SPIDER-POWERS! FOR ME TO LEARN THEM YOU MUST PASS THROUGH THIS PORTAL!

NOT ON YOUR LIFE, PAL! I JUST GOT FREE FROM YOUR LAST BATCH OF BLACK HOLE GIZMOS--

-- I'M NOT ABOUT TO GO JUMPING INTO THIS ONE VOLUNTARILY!

FUNNY, THOUGH! THIS ONE DOESN'T SEEM TO BE GENERATING THE KIND OF INTENSIFIED GRAVITY FIELD THE OTHER ONES DID!

MAYBE I CAN SNAG MYSTY WITH MY WEBBING NOW THAT HIS GUARD'S DOWN!

NO GOOD! SOMEHOW THAT PORTAL OF MYSTY'S SEEMS TO HAVE TAKEN ALL THE MOMENTUM OUT OF MY WEBBING! IT'S FALLING SHORT BEFORE IT CAN REACH HIM!



NO TIME TO PONDER WHY THIS BLACK HOLE HAS DIFFERENT PROPERTIES THAN HIS OTHER ONES. DON'T WANT TO MAKE A SITTING DUCK OF MYSELF!

EXCUSE ME IF I DON'T STICK AROUND FOR A CHAT, MYSTY! BUT THE SUPER HEROES UNION EXPRESSLY FORBIDS FRATERNIZING WITH THE BAD GUYS!

STILL DON'T KNOW WHY YOU'RE PUTTING ON THAT "CHIEF EXAMINER" ACT! MAYBE I DID GET A WHIFF OF THAT HALLUCINOGENIC GAS OF YOURS!

OR MAYBE YOU JUST LIKE TO CHANGE COSTUMES! UP UNTIL LAST WEEK I HAD A DIFFERENT COSTUME, TOO!



-- THOUGH I NEVER SWITCHED IT IN THE MIDDLE OF A FIGHT!

OH, WELL, STRANGE ARE THE WORKINGS OF THE CRIMINAL MIND!

EXCUSE ME WHILE I BOP OVER INTO THE NEXT--



-- ROOM!

HEY! THAT CLOUD OF SMOKE WAFTING THROUGH THE ROOM! IT CAN'T POSSIBLY BE...



MYSTERIO! BUT HOW -- MMPF!

HOW COOPERATIVE OF YOU TO LEAP BACK INTO MY CLUTCHES, SPIDER-MAN!



REALLY, MYSTY, YOU OUGHT TO KNOW BY NOW THAT YOU CAN'T BEAT ME IN HAND-TO-HAND COMBAT! IT'S A SNAP FOR ME TO BREAK FREE OF YOUR GRIP!

BUT I STILL CAN'T FIGURE OUT HOW YOU GOT INTO THIS ROOM AHEAD OF ME, CONSIDERING HOW FAST MY SPIDER-SPEED MAKES ME!

IF YOU ARE SO PROUD OF YOUR RESEMBLANCE TO THOSE VILE ARACHNIDS--



-- THEN BE ONE!

ARRGGHH!! M-MY FACE--MY HANDS! THEY'RE CHANGING... GROWING!

AND THE PAIN--!



(GOT TO GET AWAY-- GET TIME TO THINK!

RUN WHILE YOU CAN! SOON YOU WILL BE MORE SPIDER THAN MAN, AND THEN WILL MYSTERIO HAVE HIS FINAL REVENGE!

THIS IS INSANE! MYSTERIO NEVER HAD THIS KIND OF POWER BEFORE HOW COULD...?



OF COURSE! WHEN WE GRAPPLED HE MANAGED TO SLAP SOME MOVIE-TV SPECIAL EFFECTS APPLIANCES ON ME!

NOT ONLY DID THEY ALTER MY APPEARANCE, BUT HE HAD 'EM FITTED WITH NEEDLES THAT POKED INTO MY SKIN-- CAUSING ME ENOUGH PAIN THAT I OVERLOOKED THE OBVIOUS EXPLANATION AT FIRST!

I'LL SAY THIS FOR MYSTY-- HIS HANDIWORK GETS BETTER ALL THE...







WELCOME, SPIDER-MAN! HOW NICE OF YOU TO SAVE ME THE TROUBLE OF TRACKING YOU DOWN AGAIN!

WHA-- HUH? HOW? HOW CAN YOU BE WAITING FOR ME IN THIS ROOM TOO? UNLESS...



OH, I GET IT! YOU'RE PROBABLY JUST ANOTHER EMPTY PIECE OF CLOTH!

WITH MY SPIDER-SENSES BEING BLOCKED OUT, THE BEST WAY TO FIND OUT IS TO JUST GRAB YOU AND... UH-OH!



FOOL! HOW DARE YOU LAY HANDS ON MYSTERIO'S EMPTY PIECE OF CLOTH, INDEED!



YOU SEEM TO HAVE TAKEN LEAVE OF YOUR SENSES SPIDER-MAN! WHICH GIVES ME THE OPPORTUNITY TO PUMMEL YOU INTO SUBMISSION!

A BIT CAUPE PERHAPS, BUT CERTAINLY THE MOST SATISFYING WAY TO DEFEAT YOU!

BAM THUD

OOP! THIS ONE REALLY IS MYSTERIO! AND HE'S USING HIS SMOKE-SCREEN TO KEEP ME OFF BALANCE...



NOW, SPIDER-MAN, I HAVE YOU AT MY MERCY! I SPENT LONG HOURS PREPARING FOR YOUR DEMISE AND MY BLACK HOLES SHALL BE THE INSTRUMENT OF YOUR DESTRUCTION! BUT WAIT-- WHO IS THAT?!

ARE YOU KIDDING? NO, I DON'T THINK YOU ARE! THEN THIS "CHIEF EXAMINER" CHARACTER ISN'T JUST ANOTHER ONE OF YOUR GIMMICKS!

CERTAINLY NOT! BUT WHOEVER HE MAY BE, I'LL DEAL WITH HIM JUST AS SOON AS MY BLACK HOLE PROJECTOR HAS DESTROYED YOU!



NOW DIE, SPIDER-MAN!

UH-OH, CORVED! I DON'T KNOW WHAT THIS PORTAL THINGY IS--

-- BUT I'VE SEEN WHAT MYSTY'S BLACK HOLES CAN DO, SO I GUESS I'LL TAKE MY CHANCES.

GOOD! SPIDER-MAN ENTERS THE PORTAL OF HIS OWN VOLITION.

GANGWAY! I'M COMING...



...THROUGH!

HIS HEADLONG DIVE TO AVOID THE BLACK HOLES SENDS THE WEB-SLINGER PLUNGING INTO THE DARK VOID...



THEN, AS THE EXAMINATION ENDS, SPIDER-MAN FEELS HIS POWER BEING SWIFTLY DRAINED AWAY!

* TO FIND OUT WHAT REALLY HAPPENED TO SPIDEY'S POWERS, TRY THE SCOTT ADAMS QUEST-PROBE ADVENTURE COMPUTER GAME -- MORE DETAILS LATER THIS ISSUE!

EXCELLENT! THE SECRETS OF SPIDER-MAN'S POWERS ARE NOW ADDED TO THOSE OF THE HULK! MY MISSION IS A SUCCESS!



AS SHOWN IN QUEST #108 - BOB.

EVEN AS THE CHIEF EXAMINER REVELS IN HIS TRIUMPH, SPIDER-MAN FINISHES HIS BRIEF JOURNEY THROUGH THE PORTAL...



UNNOH! I -- I FEEL SO WEAK! LIKE I LEFT ALL MY ENERGY BEHIND ME IN THERE!

INDEED? THEN I SHALL DISPATCH YOU QUICKLY AND TURN MY ATTENTIONS TO THIS UPSTART IMPOSTER!

BUT JUST THEN, ON DORGAN'S PLANET...

THE CHIEF EXAMINER CONFRONTS THE ORGANIC FORM CALLED MYSTERIO!



THIS IS MY CHANCE TO HAVE AN "EVIL" BEING PASSED THROUGH THE PORTAL! I MUST TRY TO BEND THE EXAMINER TO MY WILL BY INFLUENCING THE COMPUTER -- BUT SUBTLY, SO THE NATTER ENERGY-EGG DOES NOT REGISTER MY ACTIVITY!

I HAVE THE SECRET OF SPIDER-MAN'S POWER, BUT I -- I NEED MORE! YOU MUST PASS THROUGH THE PORTAL, MYSTERIO!



NOW WHAT?!

NO! KEEP THAT THING AWAY FROM ME!

YOU'LL FIND THAT MYSTERIO IS NOT SO EASY TO CAPTURE!

? WHEW! -- WHAT A BREAK! I WAS A SITTING DUCK! GUESS THIS PROVES CHIEFY ISN'T ONE OF MYSTERIO'S EFFECTS!



NO! THE COMPUTER IS RESISTING -- REASSERTING CONTROL! AND I DARE NOT INCREASE MY POWER OUTPUT FOR FEAR OF TRIGGERING THE EGG'S EXPLOSION!



WHAT'S THIS! THE CHIEF EXAMINER AND HIS ACCURSED PORTAL ARE DISAPPEARING JUST AS I WAS ABOUT TO LAUNCH A COUNTER-ATTACK!





THANK YOU, SPIDER-MAN!

ANYTIME, MR. ROBERTSON YOU'VE BEEN A LOT FAIRER TO ME IN YOUR EDITORIALS THAN OL' JONAH JAMESON EVER WAS. CONSIDER THIS MY LITTLE WAY OF PAYING YOU BACK!

BY THE WAY, I THINK YOU'D BETTER HAVE YOUR MAINTENANCE DEPARTMENT COME UP AND DO AN OVERHAUL OF YOUR VENTILATION SYSTEM.

IT SEEMS OUR FRIEND MYSTERIO RIGGED THEM UP WITH A SUPER-POWERED SUCTION DEVICE --

--WHICH IS HOW HE CREATED THE ILLUSION OF THE BLACK HOLES. HE MUST HAVE A RHEOSTAT ATTACHMENT THAT TURNED THE LIGHTS LOWER TOO. THAT'S WHY THEY SEEMED TO DIM WHENEVER HE USED THAT PHONY GUN OF HIS.

I'LL HAVE IT TAKEN CARE OF. THANKS AGAIN.

WELL, I SEEM TO HAVE ANSWERED ALL THE QUESTIONS ABOUT MYSTERIO -- BUT WHAT ABOUT THAT CHIEF EXAMINER CHARACTER? FIRST THAT PORTAL OF HIS WEAKENED ME, THEN HE WENT AFTER MYSTY WHICH GAVE ME A CHANCE TO GET BACK INTO THE FIGHT.

WONDER IF I'LL EVER FIND OUT WHAT HE WAS ALL ABOUT?

I GUESS THIS IS ONE MYSTERY EVEN MORE MYSTERIOUS THAN MYSTERIO!

AND, AS SPIDER-MAN PONDER'S THIS, ON THE WORLD WE'VE COME TO KNOW AS DURGAN'S PLANET...

HMM. THAT UNUSUAL DRAIN ON THE PLANET'S COMPUTER SYSTEM SEEMS TO HAVE STOPPED. AND I'M NO CLOSER TO LEARNING WHAT HAPPENED TO DURGAN.

I'LL HAVE TO DISCUSS THE MATTER WITH MY FELLOW PHILOSOPHY STUDENTS. PERHAPS IF WE PUT OUR MINDS TOGETHER WE CAN SOLVE THIS MYSTERY.

AND WITHIN THE DESERTED MUSEUM ON THAT SAME PLANET...

MY EFFORTS TO INFLUENCE THE COMPUTER AND TAKE CONTROL OF THE CHIEF EXAMINER WERE FRUSTRATED THIS TIME, BUT MY MENTAL MANIPULATION WILL BECOME MORE POWERFUL WITH EACH ATTEMPT.

SOON NOW, MY MASTERY OVER THE COMPUTER WILL BECOME COMPLETE, AND THEN THIS ACCURSED EGG WILL KEEP ME CAPTIVE NO LONGER!

AND WITHIN THE DEPTHS OF THE COMPUTER'S PRINTED CIRCUITS, IN A STRANGE ELECTRICAL NETHERWORLD WHICH EXISTS ONLY IN THE MEMORY BANKS OF THE MACHINE --

-- SOMEONE WAITS. SOMEONE WHO PLANS THE NEXT STEP IN ACQUIRING THE POWERS OF THE MOST POWERFUL BEINGS ON EARTH --

-- SOMEONE WHO WAS ONCE A MAN CALLED DURGAN!

NEXT THE FANTASTIC FOUR!

So – there is more to come. In fact, the complete storyline spreads across the entire series of 12 comic-strip adventures, all involving different Marvel characters, and each story launches you into a separate and complete QUESTPROBE computer game. So, without further ado, let's get straight to this story's adventure. . .



WHAT IS AN ADVENTURE?

If you have never played an adventure game before then you are in for a real treat. Adventuring permits the player to move at will within the game environment, and to examine objects for clues that will help reach the objective of the game.

For example, an adventure might start thus:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You may want to start by entering a direction (North, South, up, down etc.) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the door. So, let's try something simple. You type:

OPEN THE DOOR

But the computer answers in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Since the ruby encrusted box appears to be the only other object in the room, let's take a closer look. You type:

TAKE THE RUBY-ENCRUSTED BOX

However, the computer responds with:

SORRY, I JUST DON'T UNDERSTAND

Don't despair, Pilgrim. The nature of adventuring is such that the computer will generally not understand adjectives, so we must simplify our command. Try again, and type:

TAKE THE BOX

This time the computer says:

O.K.

By saying O.K. the computer is telling you that it has understood your command and the box has now been taken. To check this you can type:

INVENTORY

The computer now responds with:

I AM CARRYING: A RUBY-ENCRUSTED BOX

Now let's take a look inside:

OPEN THE BOX

O.K.

EXAMINE THE BOX

O.K. THERE IS A KEY AND A RARE POSTAGE STAMP.

TAKE THE KEY

Then:

UNLOCK THE DOOR

Computer responds:

O.K. THE DOOR OPENS

At last we are out and the first obstacle has been successfully overcome. You are on your way.

SOME USEFUL NEW FEATURES

There are several new features which have been introduced in Spider-Man to help you interact more easily with your computer.

1) Stringing together of more than one command using 'Then' or a comma (,) e.g.

GET THE BOX, OPEN THE BOX THEN TAKE THE KEY

2) The use of full full sentences, e.g.

GO ALL THE WAY UP.

TAKE THE GEM FROM THE AQUARIUM.

TALK TO MADAME WEB.

3) The ability to take or drop more than one object at a time, e.g.

TAKE EVERYTHING

DROP THE GEMS

DROP ALL

SOME HELPFUL WORDS

Although, the vocabulary accepted by your computer is extensive, you may find the words listed below to be of some use as you set about your adventure. Remember these are just a few of the many words available.

CLIMB	MOVE	TALK	TAKE	PUSH	DROP	EXAMINE
GO	ENTER	READ	LEAVE	QUIT	SAVE	LOOK
OPEN	TURN	PULL	RAISE	DIG	LISTEN	JUMP

Finally, the computer can understand much more than you may think, so experiment.

ONE LETTER COMMANDS

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you want then hit return.

C	-turn on/off lowercase (Apple only)
V	-turn on/off optional Vortrax speech unit (or printer output on Apple or Atari only)
Z	-turn on/off graphics mode (Graphic disk versions only)
ENTER	-review text window (Graphic disk versions only)
N,S,E,W,U,D	-go north, south, east, west, up or down
O	-output to printer (Atari only)
A	-Atari character set (Atari only)
B	-script-style character set (Atari only)
L	-look
I	-take inventory of items carried

DESCRIPTIONS OF MARVEL CHARACTERS YOU MAY MEET

Spider-Man – Friend.

Real name: Peter Parker.

Occupation: Freelance photographer, adventurer.

Identity: Secret.

Base of operations: New York City.

Origin: Parker was bitten by a massively irradiated spider and as a result, soon found that he had gained the abilities of a spider and hugely increased strength. Using his new-found powers, Parker started a short-lived show-business career that was soon given up in favour of crime-fighting. Peter Parker now works for the Daily Bugle as a freelance photographer, mainly selling photographs of Spider-Man in action.

Height: 5'10"

Weight: 165 lbs.

Eyes: Brown

Hair: Brown

Powers: Spider-Man possesses superhuman strength, reflexes and equilibrium, the ability to cling to almost any kind of surface, and a subconscious danger sense (Spider-sense). He can lift up to 10 tons, and his reflexes are on average 15 times faster than a normal man.

Weapons: Spider-Man has developed a spider-like web-spinning device and a silk-like compound that mimics a spider's natural abilities.

Madame Web – Friend.

Real name: Cassandra Webb.

Occupation: Professional medium.

Identity: Publicly known.

Base of operations: New York City.

Origin: Cassandra Webb has been blind since birth but discovered at an early age that she possessed clairvoyant abilities. She became a professional medium later in life but was stricken by a disease of the nervous system which left her totally dependent upon a large spider-web like life support system equipped with robot arms that take the place of her useless limbs.

Height: 5'6"

Weight: 110 lbs

Eyes: Pale grey

Hair: Black and silver

Powers: Madame Web possesses a number of psychic sensory powers. With great concentration she is able to scan peoples' thoughts or project her own thoughts into the minds of others. She also has the ability, to a limited extent, to predict future events.

Electro – Foe.

Real name: Maxwell Dillon.

Occupation: Professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: While working for an electrical power company, Dillon was struck by lightning which caused a mutagenic change in his nervous system. This resulted in him becoming a human electrical capacitor.

Height: 5'11"

Weight: 165 lbs

Eyes: Blue

Hair: Red-brown

Powers: Electro has the ability to generate electrostatic energy (up to 1,000 volts per minute) and is able to store up to 100,000 volts at any time. This can be discharged at a controlled rate, with anything from one volt, to the full 100,000 being released at a time (capable of killing a man at a range of ten feet). He can release a bolt of lightning which can travel up to 100 feet at a speed of 1,100 feet per second. Electro is also capable of travelling at great speed along electrical power lines simply by creating imbalances in his magnetic field, and he can manipulate certain electronic devices to a limited extent.

Sandman – Foe.

Real name: William Baker.

Occupation: Former professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Baker was on the run from the police after escaping from prison in New York. He sheltered in a nuclear testing site where he was exposed to a massive dose of radiation. This caused his body to take on the properties of animated sand.

Height: 6'1" Eyes: Brown Weight: 450 lbs Hair: Brown

Powers: Sandman can convert all or part of his body to sand, compact his body to make it as hard as sandstone or loosen it to make him invulnerable to physical attack.

Mysterio – Foe.

Real name: Quentin Beck.

Occupation: Former Hollywood special effects designer, now professional criminal.

Identity: Known to the police, secret to the public.

Base of operations: Mobile.

Origin: Beck was an extremely accomplished stunt man and special effects designer before he set himself the task of killing Spider-Man and taking his place, but as Mysterio, he was defeated and ended up in prison.

Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Black

Powers: Mysterio is a skilled fighter and athlete, a master hypnotist and illusionist. He wears a 'fishbowl' type helmet with an oxygen supply; carries portable projectors for the creation of large-scale illusions, and has canisters attached to his back which emit a thick gas which not only obscures vision but also acts against Spider-Man's spider-sense.

Ringmaster – Foe.

Real name: Maynard Tiboldt.

Occupation: Circus ringmaster and professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Born into a circus family in Austria, Tiboldt became the master of his own circus after the second world war and came to America. However he soon discovered that his small circus could not make profits while in competition with huge American circus troupes, so he turned to crime. He now runs an outfit called the 'Circus of Crime' which travels across America hypnotising and

robbing its audiences.

Height: 6'1" Eyes: Green Weight: 190 lbs Hair: Grey-black

Powers: Ringmaster has some skill in acrobatics and hand-to-hand combat but his main skills lie in hypnosis through the 'nullatron' device, concealed in his top hat. The hat is also equipped with projectors which transmit bright lights through a spinning disc mounted on the front. These lights can daze and disorient potential victims, making them less able to resist his mind-control.

Doctor Octopus – Foe.

Real name: Otto Octavius.

Occupation: Ex-atomic research consultant, criminal mastermind.

Identity: Publicly known.

Base of operations: New York City.

Origin: Octavius constructed a chest harness with four tentacle-like arms to enable him to manipulate radioactive substances at a safe distance. In a freak accident the harness became bonded to his skin and nervous system due to exposure to radiation.

Height: 5'9" Eyes: Brown Weight: 245 lbs Hair: Brown

Powers: Dr. Octopus can mentally control his four electronically powered telescopic limbs to great effect. Each tentacle is five inches in diameter, can be extended from a length of six feet up to a maximum of twenty-four feet. The arms each end in three pincers capable of gripping with a force of up to 175 pounds per square inch, and rotating a full 360 degrees in a screwdriver-like fashion. Each tentacle can lift 3 tons and travel at speeds of up to 90 feet per second. By spinning his arms like a giant fan Dr. Octopus can create a wind of up to 50 miles per hour. The limbs can be separated from their harness and controlled by Octopus at distances up to 900 miles.

Lizard – Foe.

Real name: Dr. Curtis Connors.

Occupation: Research biologist.

Identity: Secret.

Base of operations: New York City and West Palm Beach, Florida.

Origin: Connors was an army surgeon until his arm was amputated following a wound in the Korean war. He turned to the study of reptiles and became a leading authority. He discovered the chemical that allows reptiles to regenerate, and when he applied it to himself he found that not only was his arm regenerated but his whole body took the form of a reptilian-humanoid.

Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Brown

Powers: The Lizard can lift up to 12 tons, jump over 18 feet, and run at 45 miles per hour. His reactions are about twice the speed of a normal man, and his 6'6" tail can be moved at a speed of 100 feet per second.

Hydro-Man – Foe.

Real name: Morrie Bench.

A man who can transform all or part of his body into water.

Chief Examiner – ?

The mysterious overseer of the QUESTPROBE Series, as yet very little is known about him.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure will often last longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type *SAVE GAME* at any time; you can save to tape or to disk.

To load a saved game simply answer *YES* to the question *WANT TO LOAD A PREVIOUSLY SAVED GAME?* at the start of the adventure.

To end a game in progress, type *QUIT*. If you intend to continue the game at a later date be sure to save the game before using this command.

LOADING INSTRUCTIONS

SPECTRUM 48K

1. Place cassette in recorder and rewind.
2. Type *LOAD* and hit *ENTER*
3. Press play on tape recorder and programme will load and run automatically. If programme fails to load alter tone and volume controls on tape recorder and try again.

COMMODORE 64

Disk

1. Place disk face up in drive one.
2. Type *LOAD'SP',8*.
3. When ready prompt appears type *RUN*.

Cassette

1. Place cassette in recorder and rewind.
2. Hold down the *SHIFT* key and press *RUN/STOP*.
3. Press play on tape recorder. Programme will load and run automatically.

BBC MODEL B

1. Place cassette in recorder and rewind.
2. Type *CHAIN* and hit *RETURN*.
3. Press play on tape recorder. Programme will load and run automatically. If programme fails to load, adjust tone and volume controls and try again.

ATARI 400/800 32K TAPE

1. Remove all cartridges (Basic/Rally Speedway etc.)
2. Place cassette in tape recorder and rewind.
3. Switch off machine.
4. Switch on machine while holding down *START* key.
5. Computer will beep once: press *RETURN* and programme will load and run automatically

ATARI 400/800 48K DISK

1. Remove all cartridges.
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short while further instructions will appear on the screen, follow these.

DRAGON 32K TAPE

1. Place cassette in recorder and rewind.
2. Type *CLOADM*.
3. Press play on tape and programme will load and run automatically.

The Sorcerer of Claymorgue Castle



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