

C commodore Presents

QUEST FOR THE

FEATURING
THE HULK

T.M.

by **SCOTT ADAMS**
with art by
MARK GRUENWALD
& **JOHN ROMITA!**



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COMMODORE PRESENTS A MARVEL COMICS/SCOTT ADAMS ADVENTURE

THE QUESTPROBE (TM) SERIES

#1 THE HULK (TM)

by Scott Adams

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INTRODUCTION

The QUESTPROBE series is a unique adventure series that features Marvel Comics characters in fantastic challenges that lets YOU actually become your favorite MARVEL SUPER HERO(ES) (TM) character.

In the first QUESTPROBE adventure, you are THE HULK (TM), controlling (or losing control of) the incredible strength of The HULK, as well as the intellect of Dr. Robert Banner, The HULK's alter ego. You'll meet the mysterious CHIEF EXAMINER, the overseer of the entire QUESTPROBE series.

Although the storyline spans the entire 12-part QUESTPROBE series, each adventure is complete and separate, so you can collect and enjoy just your favorite MARVEL SUPER HERO character or the entire series.

STARTING THE GAME

Here's how to load THE HULK adventure:

1. Connect your computer, disk drive, and TV or monitor, and turn the power on.
2. Put the disk into your disk drive. Make sure the label faces up. Be sure the disk is in all the way.
3. Close the disk drive door.
4. Type: LOAD""",8,1 and press the RETURN key.
5. When the computer says READY, type RUN and press RETURN.

Loading the program takes approximately one minute.

When the title screen appears, you can start playing.

HOW AN ADVENTURE WORKS

You are in charge of the main character...any action, response, or behavior that the character performs comes from you. Everything that happens in the adventure affects YOU. You may move through the many locales described in the adventure (limited, of course, by the barriers and obstacles imposed upon you by the "environment"). You can perform acts and examine objects to solve the puzzles you encounter and overcome the challenges of the adventure. You control what to do in any given situation, using your wits to succeed. In the QUESTPROBE series, you face these situations with the powers (and liabilities) of your favorite MARVEL SUPER HEROES character.

An adventure might begin something like this:

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

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Try something basic, like typing:

OPEN DOOR

... but the computer informs you, in no uncertain terms:

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

Since the ruby-encrusted box seems to be the only additional object in the room, take a closer look. Type:

PICK UP THE RUBY-ENCUSTED BOX

But the computer replies:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN

Tough break, but don't despair, Pilgrim. The nature of adventuring is that the computer only accepts commands of two words (or less), generally a verb followed by a noun. Try again, typing:

GET BOX

The computer responds:

OK

By saying "OK", the computer is telling you that the command has been accepted and carried out—you have picked up the box. Now that you've got it, you can examine it further. Type:

PERUSE BOX

and the computer says:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN

This is how the computer tells you that it didn't understand your command. When this happens, it's usually safe to assume that a word you entered is not in the computer's 120-plus word vocabulary. (Remember, this is an adventure game, not a warm-up for the SAT.) The problem might also stem from any one of several factors, such as an incorrect spelling or a typo. Try changing the last command to:

OPEN BOX

This time the computer understands, and gives you this information:

OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.

Since you still want to get out of the room, trying to use the key to unlock the door might be a good idea. The postage stamp might come in handy later on, so type:

GET KEY AND STAMP

But the computer responds:

SORRY, I CAN'T DO THAT...YET!

Oh yeah—asking the computer to get BOTH the key and the stamp at one time is a COMPOUND command, something that the program doesn't understand. Try it again, asking for the objects separately. Type:

GET KEY

...and then:

GET STAMP

The computer answers "OK" each time, and you have each object in your possession. By "getting" the key and stamp, they are stored for later use, since you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway on the other side of the door (GO HALLWAY). You're on your way!

SOME USEFUL WORDS

Although the vocabulary accepted by your computer is extensive, some words may be of greater use to you. Some of the more frequently used words are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Hit

ONE LETTER COMMANDS

You can use the following single keys to perform a variety of tasks and to speed up playing time. Type the letter for the function you wish to use (instead of entering a command), and press RETURN.

LETTER	FUNCTION
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Z	Turn ON/OFF Graphics mode
N, S, E, W, U, D	Go North, South, East, West, Up, or Down
I	Display Inventory of items you are carrying
L	Look

GRAPHICS MODE ON/OFF

Your adventure features a graphics mode that presents THE HULK adventure visually on your monitor screen. You can turn off this mode if you wish, by pressing the Z key followed by RETURN. Turning off the graphics mode speeds up the game, allowing you to move through familiar territory without reviewing areas you have already seen. To restore graphics mode, press Z and RETURN again, and the pictures are again shown on the screen.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure often lasts longer than the time you have available to complete it in a single sitting. You can save a game that you are currently playing, and return to play from where you left off at a later time. To save a game in progress, when the "WHAT SHALL I DO?" message appears, type:

SAVE GAME

The computer responds:

SELECT GAME AREA (A-D)

When you choose A, B, C, or D (and press RETURN), you are specifying the code letter your game is being saved under. When you want to restore a saved game, before beginning a new game, type:

LOAD GAME

The computer asks:

DO YOU WISH TO RESTORE A SAVED GAME?

Type:

YES,

followed by the correct code letter (A, B, C, or D).

The adventure resumes at the point at which you saved it. To end a game in progress, type QUIT. If you intend to continue the game later, be sure you save it before using this command.

PLAYING HINTS

Be sure to examine the items you find during your adventure. Also, remember that most problems require no more than common sense to solve; special knowledge and information are rarely necessary. For example, if an area is too dark to see in, you'll need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on factors such as what you are carrying or where you are. Also, be careful about making assumptions, for they can be fatal.

Finally, if you are REALLY stuck, special Hint Books are available from Adventure International. The Hint Book contains listings of words, coded by number, that you can use to decipher messages and clues to help you solve problems in the adventure that bring you to a crashing halt. These tips can save you hours, or even days, of frustration. Call (305) 862-6917 for ordering information.

SPECIAL NOTE

In all of the Scott Adams Adventure programs there is a built in tester that Scott uses. If you want to play with it enter a "T" or "P" or "t" or "p" to activate the tester. To shut off the tester simply type an "X". This tester is there for your amusement and you need not use it to play the Adventure!

DESCRIPTION OF MARVEL CHARACTERS YOU MAY MEET

HULK—Friend



Real Name: Robert Bruce Banner

Occupation: Ex-Physicist

Identity: Publicly-known

Legal Status: American citizen with criminal record pardoned

Former Aliases: None

Place of Birth: Dayton, Ohio

Marital Status: Single

Known Relatives: Jennifer Walters (a.k.a. SHE-HULK) (TM), cousin
Morris Walters, uncle

Group Affiliation: Former member of Avengers and Defenders

Base of Operations: Mobile

First Appearance: HULK #1

Origin: Robert Bruce Banner was a thin, bespectacled nuclear physicist who worked on a government research facility in New Mexico. Having designed and overseen the construction of a nuclear weapon that had a high gamma radiation output, Banner was among those present in the instrumentation bunker of the test site of the bomb's first above-ground detonation. Observing that a civilian had breached security and entered the restricted area, Banner told his partner Igor Starsky to delay the countdown while he tried to get the civilian to safety. Starsky, secretly an enemy agent, did nothing, confident that Banner would die in the explosion and that the project would come to a halt. Reaching the teenager, a civilian named Rick Jones, Banner threw him into a protective trench. Before Banner could get himself to safety, the gamma bomb detonated, irradiating its inventor with highly-charged radioactive particles. The radiation had a mutigenetic effect on Banner's entire cellular structure, causing him to frequently transform into the vastly powerful, green-skinned superhuman, named "The HULK" by the military present at the test site.

Height: 7' Weight: 1,040 lbs.
Eyes: Green Hair: Green
Skin: Green

Powers: The HULK possesses extraordinary superhuman strength, making him perhaps the strongest mortal being ever to walk the Earth. The mutation to his body caused by certain frequencies of gamma radiation fortified his cell structure and added, in some as yet unknown way, over 800 pounds of bone marrow and tissue to his body. The transformation of Banner into the HULK is determined by Banner's emotional state, particularly the emotions of fear, rage, or stress. Perhaps the most important truism concerning the HULK: The madder he gets, the stronger he gets.

The HULK's powerful leg muscles enable him to leap to a height of 3,200 feet and a distance of 1.6 miles. He is capable of lifting 90 tons. Although the HULK has never been provoked into demonstrating a maximum output of strength, there may well be no upper limit. He has been known to lift over 90 tons and leap almost three miles.

In addition to great strength, the HULK's body possesses a high degree of imperviousness to injury, pain, and disease. The HULK's skin is capable of resisting great heat without blistering (up to 3000 degrees Fahrenheit) and great cold without freezing (down to -190 F), and great impacts without a puncture wound or laceration. It is possible to injure him; he could not, for example, survive a near-hit with a nuclear warhead. The HULK's highly efficient physiology renders him immune to all terrestrial disease.

The HULK's only power apparently not related to his physical attributes is his ability to see astral forms. The nature of this ability is not yet known.

ANT-MAN—Friend



Real Name: Dr. Henry "Hank" Pym

Occupation: Former adventurer, biochemist

Legal Status: United States citizen with a conviction for treason that was later overturned

Place of Birth: Elmsford, New York

Known Relatives: Marie, first wife (deceased)

Janet Van Dyne, ex-wife

Group Affiliation: Former member of the Avengers and Defenders

First Appearance: TALES TO ASTONISH #27

History: Dr. Henry Pym, a biochemist with extensive knowledge in other scientific fields, discovered a rare group of subatomic particles, which have become known as the "Pym particles." Pym was able, through the application of magnetic fields, to entrap the particles within two separate serums. One serum would reduce the size of persons and objects, and the other would restore them

to their normal size. Eventually, Pym discovered a way to store the serum in gaseous form, which, when used, allows him to shrink or enlarge at will.

Height: 6' Weight: 185 lbs.
Eyes: Blue Hair: Blond

Powers: As **ANT-MAN**, Pym is able to reduce himself to the size of an ant, approximately one half inch in height. However, his mass remains constant, meaning that a punch delivered by a half-inch high **ANT-MAN** feels like the blow of a normal-sized man.

Among Pym's more dubious accomplishments was the creation of the mad robot **ULTRON** (see below).

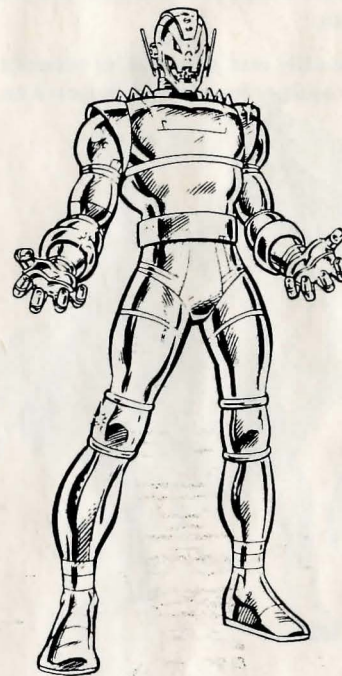
Equipment: **ANT-MAN** wears a cybernetic helmet he designed which permits him rudimentary communication with the ants. He can broadcast up to one mile, depending on the materials surrounding him.

DOCTOR STRANGE—Friend



Real Name: Stephen Strange
Occupation: Surgeon (retired), Occult Expert
Legal Status: American citizen with no criminal record
Identity: Publicly known
Other Current Titles: Sorcerer Supreme
Former Aliases: Stephen Sanders
Place of Birth: Philadelphia, Pennsylvania
Marital Status: Single
Known Relatives: None
Group Affiliation: Occasionally associates with the Defenders
Base of Operations: 177A Bleecker Street, New York City
First Appearance: **STRANGE TALES** #110

ULTRON—Foe



ULTRON is a robot possessing the capacity for creative intelligence and self-repair, that has become a menace to humankind. Originally designed by Dr. Henry Pym (known, at that time, as Goliath), the prototype ULTRON-1 was non-humanoid, consisting of one large torso/head on tank treads, with two slender limbs. Shortly after its completion, the robot developed an irrational hatred of its creator and tried to destroy him. Humbling Pym, ULTRON-1 hypnotized him to forget his robotic creation and evicted Pym from his own private laboratory so the robot could undertake its own remodification process.

ULTRON proceeded to design subsequent bodies. The end result was ULTRON-5, a humanoid robot with a body conducted by adamantium, an alloy which, once hardened, can withstand a nuclear blast.

Origin: Stephen Strange was a brilliant, ambitious, and somewhat arrogant neurosurgeon whose meteoric career was tragically cut short in an automobile accident. Strange sustained minor nerve damage which prevented him from holding a scalpel steadily enough to perform delicate surgery. He invested a fortune in attempted cures and fraudulent doctors and saw it dwindle to nothing. He swiftly degenerated from recluse to drifter to drunken derelict. Then Strange heard talk of a learned man in Tibet known only as The Ancient One, who could supposedly work miracles. Determined to find this miracle man, he made his way across the ocean and then the frozen wastes of the Himalayan Mountains.

Strange finally located The Ancient One. The aged sorcerer told Strange he would only consider helping him if the erstwhile surgeon proved himself worthy. Eventually, Strange proved himself worthy and thus became The Ancient One's disciple. He learned the arcane secrets of sorcery and, in time, returned to America to set up shop in Greenwich Village in New York City.

Height: 6' 2½"

Weight: 180 lbs.

Eyes: Gray

Hair: Black with white streaks

Powers: As Sorcerer Supreme of Earth, DOCTOR STRANGE possesses a greater knowledge and mastery of the arts of magic than anyone else on earth. Strange's magic, like most magicians, is derived from three major sources: personal powers of the soul/mind/body (mesmerism, astral projection, thought-casting, etc.); powers gained by tapping the universe's ambient magical energy and employing it for special effects (transportation, illusion casting, energy projection), and finally, powers gained through the tapping of extra-dimensional energy by invoking entities or other objects of power dwelling in mystical dimensions, tangential to our own. Strange also employs a number of occult power-objects, which he wields by mental control.

Weapons: Besides his array of magical powers, Strange wields three major occult power-objects. The first of these is his Cloak of Levitation, which enables his physical form to fly at moderate speeds (approximately 25 miles per hour) for indeterminate lengths of time. While Strange can levitate without the Cloak, the Cloak enables him to fly with no personal expenditure of magical energy. The second object is the Eye of Agomotto, an amulet which grants him certain mystical perceptions, such as the ability to divine the truth by gazing into another man's soul. Residing at his Greenwich Village mansion is the Orb of Agomotto, a crystal ball attuned to the mystic forces of the Earth. Through the Orb, DR. STRANGE keeps constant vigil against the dark forces of the universe.

Over the years of his existence, ULTRON has augmented his adamantium body with additional offensive weaponry, including an "encephalo beam", a high-power concussion blaster, tractor and pressor beams, an induction device able to absorb energy from Iron Man's armor, and a molecular rearranger able to shape adamantium.

ULTRON is physically and mentally far superior to man. Its hatred of humankind and capacity for survival makes it an ever-present threat to human life.

NIGHTMARE—Foe



NIGHTMARE is a malevolent humanoid entity whose origins are unknown, who rides a demonic steed and "feeds" upon the dreams of humans for sustenance and power. NIGHTMARE's ultimate goal is to expand his dimension into the waking world by occult means, perhaps overcoming the spirit of Eternity itself. NIGHTMARE has but one natural enemy in all the dimensions, the creature Gulgol, who never sleeps.

THE CHIEF EXAMINER—?



The mysterious overseer of the QUESTPROBE Series, not a lot is known about the CHIEF EXAMINER at this time.

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