

# QUESTPROBE™

FEATURING

THE

# HULK™

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



Marvel Comics and Scott Adams have teamed-up to bring you a fantastic series of computer Adventure games that allow you to become your favorite MARVEL SUPER HERO(tm) character. In this, the opening installment, you will become the HULK(tm), and meet the mysterious overseer of the entire QUESTPROBE Series, the CHIEF EXAMINER.

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### SOME PLAYING TIPS

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

If you get stuck, type HELP and press <RETURN>. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions — they can be fatal!

Finally, if you are seriously stuck, special Hint books are available. The Hint Book can save you hours of frustration while you are having fun solving the adventure.

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

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### 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), cousin; Morris Walters, uncle  
Group affiliation: Former member of Avengers, former member of 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 test 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 civilian, a teen-ager 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 mutagenic effect on Banner's entire cellular structure, causing him to frequently transform into the vastly powerful, green-skinned superhuman named by the military present at the test site, "the HULK."  
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 cellular 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 100 tons, and leap almost 3 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 withstanding great heat without blistering (up to 3000 degrees Fahrenheit) and great cold without freezing (down to minus 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 the 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 ants. He can broadcast up to one mile, depending upon 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

**Formal 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

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 him he would only consider helping Strange 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' 2 1/2"                      Weight: 180 lbs  
Eyes: Grey                              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 this 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 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 power object is the Eye of Agamotto, 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 Agamotto, a crystal ball attuned to the mystic forces of the Earth. Through the Orb, DOCTOR STRANGE keeps constant vigil against the dark forces of the universe.

#### ULTRON - Foe

ULTRON is a robot possessing the capacity for creative intelligence and self-repair who has become a menace to humankind. Originally designed by Dr. Henry Pym (at that time known 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 it could undertake its own remodification process.

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

Over the years of its 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 that was 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.

#### NIGHIMARE - Foe

NIGHIMARE 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.

NIGHIMARE's ultimate goal is to expand his dimension into the waking world by occult means, perhaps overcoming the spirit of Eternity itself. NIGHIMARE 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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# HULK