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OF MYSTERO'S
ILLUSIONS--

--OR AM I
SEEING TWO
OF HIM?



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THE
AMAZING

SPIDER-MAN IN: MYSTERIO TIMES TWO!

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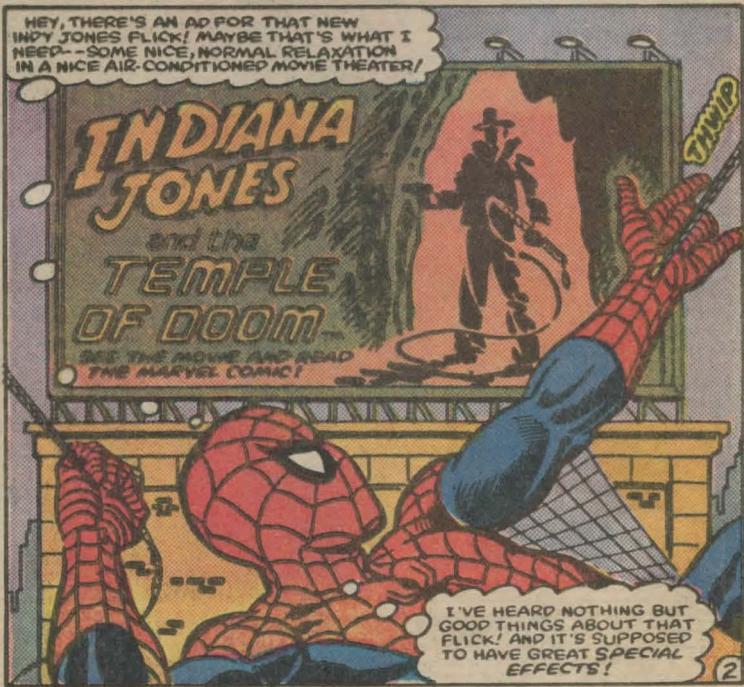
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JIM MOONEY
COLORED BY:
GEORGE ROUSSOS
CHIEF EXAMINER:
JIM SHOOTER

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!

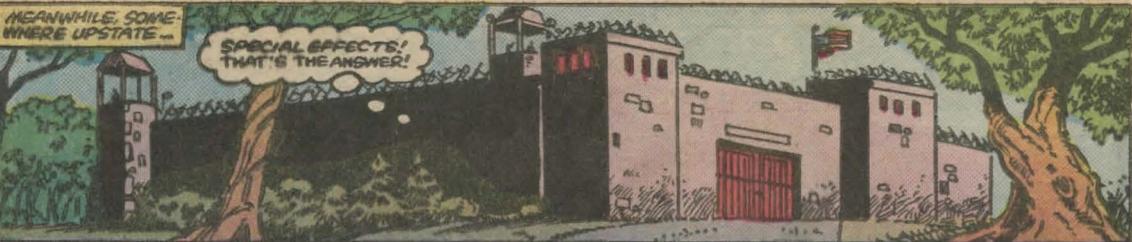
ISN'T THERE SOME SORT OF RULE THAT GLAMOROUS SUPER-TYPES LIKE ME OUGHT TO BE ABLE TO AFFORD AN AIR CONDITIONER?

QUESTPROBE™ Vol. 1, No. 2, January, 1985. 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 75¢ per copy in the U.S. and \$1.00 in Canada. Printed in the U.S.A. SPIDER-MAN, and the distinctive likeness thereof, is a trademark of the MARVEL COMICS GROUP. No similarity 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, Inc.



MEANWHILE, SOMEWHERE 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--

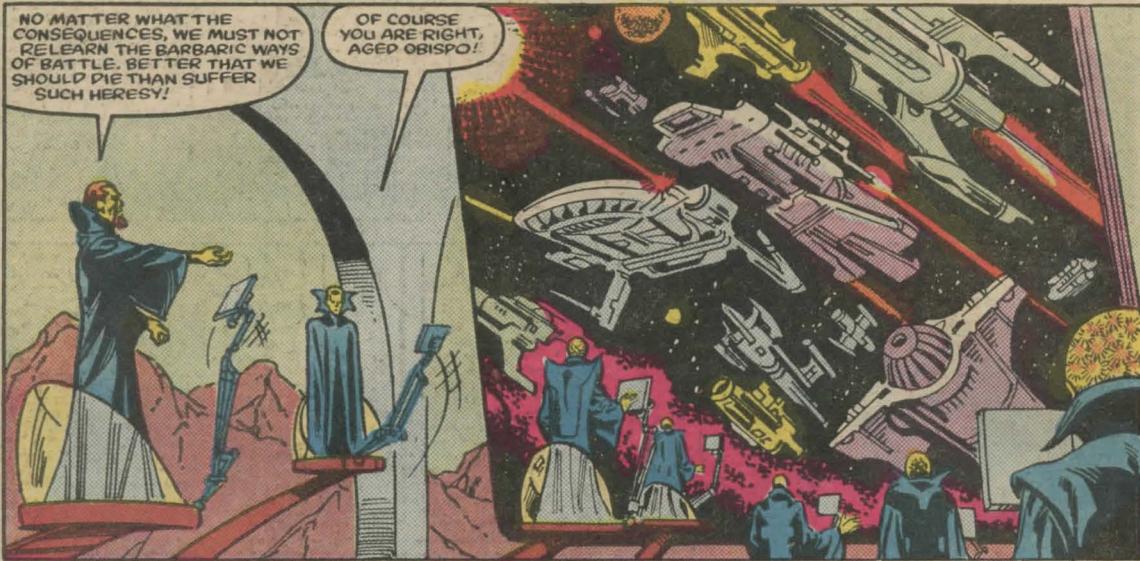


HERE IN THE COUNCIL CHAMBER, THIS PEACEFUL WORLD'S GREATEST THINKERS HAVE GATHERED TO TRY TO FIND THE KEY TO THEIR SALVATION.

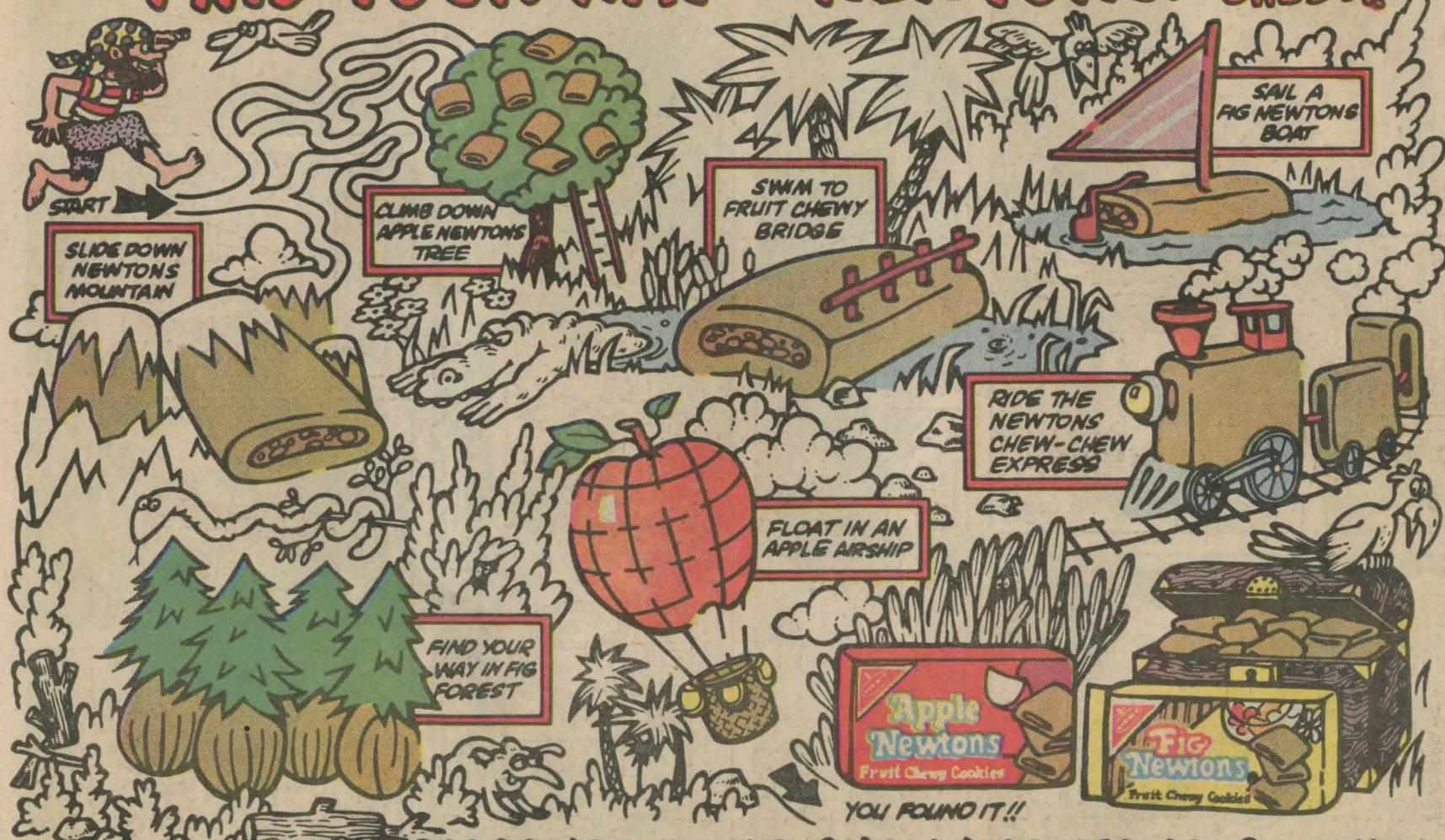
NO! OUR WORST FEARS ARE CONFIRMED! THE BLACK FLEET IS ATTACKING YET ANOTHER WORLD-- THIS ONE SEVERAL PARSECS CLOSER TO OUR OWN PLANET THAN THE LAST ONE!

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





FIND YOUR WAY TO THE NEWTONS. TREASURE CHEST!!



"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 THIS CHAMBER, THERE IS ONE YOUNG PHILOSOPHER WHO CONTINUES TO STUDY HIS SCREEN..."



"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!"



"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!"



-- 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 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 --



BONKERS

LOOK OUT WHEN NEW BONKERS® FRUIT CANDY HITS TOWN!

THIS
TOWN'S
GOING
BONKERS!

SOMETHING FRUITY
IS GOING ON
AROUND HERE!

BONKERS

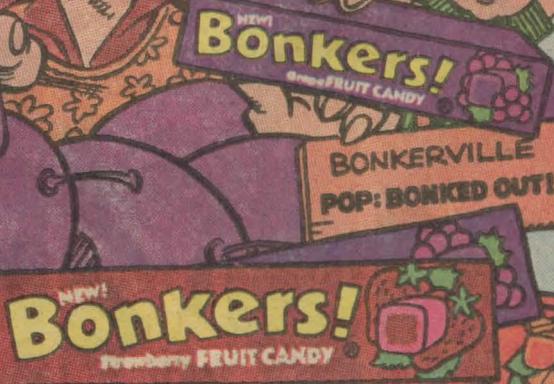
FRUITY,
CHEWY OUTSIDE,
SUPER FRUITY
INSIDE!

I'VE HEARD OF
BIG FRUIT TASTE,
BUT THIS IS
RIDICULOUS!

WATCH
FOR
FALLING
BONKERS

BONKERS

ALL 3 FLAVORS
BONK ME OUT!



BONKS YOU OUT!

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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!

HAH! 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 NEMENES 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 REUNITE 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 HARNESS, IT SENDS OUT
ONE LAST DESPERATE SURGE BEFORE ITS
CONSCIOUSNESS SUCCUMBS...

A SURGE THAT TRAVERSES LIGHT YEARS
IN AN INSTANT TO CONVEY ITS PLIGHT 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 REPUDIATE MY EFFORTS
TO FIND A MEANS TO ESCAPE THIS
ACCUSED 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--



AND ON THAT SELFSAME 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 MIST
OF COMMON FLOUR--

THEN STRIKE A
MATCH, AND...



FIRE! HELP ME, MY
CELL IS ON FIRE!

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BEFORE!

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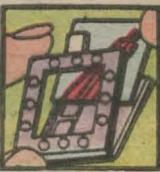
THE SECRET DECODING
SHIELD OF DOCTOR DOOM™
NOW COMMANDS MY DOOM
PLATOON -- BY LAND AND SEA,
BY SUN AND MOON -- TO MAKE
THE EARTH A LIVING
TOOOGOMB!

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AGAINST THE SECRET DECODING SHIELDS OF CAPTAIN AMERICA™
AND HIS MARVEL SUPER HEROES™ (SPIDER-MAN,™ IRON MAN™
AND WOLVERINE™) -- IN THE ULTIMATE
STRUGGLE BETWEEN GOOD AND EVIL FOR
CONTROL OF THE EARTH'S DESTINY.

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THE
SECRET
MESSAGE...



...INSIDE
THE
SECRET
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...TILT THE
SECRET
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AND YOUR
SECRET
MESSAGE
IS
REVEALED!



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TURBO CYCLE,™ AND DOOM CYCLE,™)
PLUS THE SINISTER TOWER OF DOOM™
PLAYSET...**

IN TIME TO SAVE THE WORLD!!

MEANWHILE, BACK AT
MARVEL SUPER-HEROES
HEADQUARTERS...

HOW CAN WE
STOP THEM,
CAPTAIN
AMERICA™?

THAT'S
OUR SECRET
SPIDER-MAN™!!

NEW FROM



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NOW, BEFORE ANY OF THE GUARDS CAN SHOW UP I'LL PUT ON THIS "PRE-BURNED" SHIRT I PREPARED--



AND APPLY THIS "BURNED SKIN" MASK I MADE FROM A MIXTURE OF CORNSTARCH AND FOOD COLORING!



WHAT'S GOING ON...? THERE IS A FIRE IN QUENTIN BECK'S CELL!

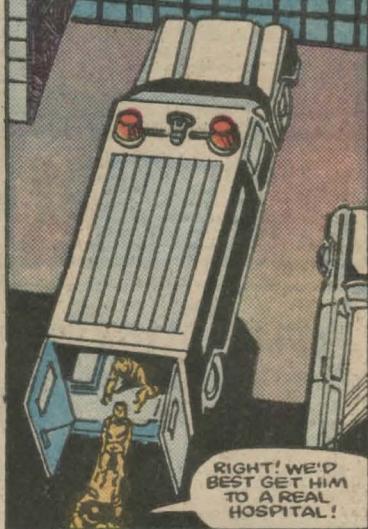


THERE, THAT SEEMS TO BE CONTROLLING IT! CAN YOU SEE BECK?

YEAH -- AND HE DOESN'T LOOK GOOD!



C'MON, WE'D BETTER HUSTLE HIM ON DOWN TO THE MOTOR POOL! HIS BURNS LOOK FAR TOO SERIOUS TO BE TREATED AT THE PRISON INFIRMARY!



RIGHT! WE'D BEST GET HIM TO A REAL HOSPITAL!

DID YOU SEE HIS FACE? IT-IT WAS...

I KNOW! I'LL GET IN THE BACK AND TRY TO ADMINISTER SOME FIRST AID!



YOU COULDN'T BE MORE RIGHT! HOW THOUGHTFUL OF YOU TO KEEP TWO TANKS OF ANESTHETIC GAS HANDY FOR ME!

ENJOY YOUR NAP, BOYS!



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

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 DUPS
STASHED ON THE ROOF
OF THE BUILDING.

I DID MANAGE TO GET
SOME SHOTS OF THE BATTLE
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 ANYMORE,
BUT THERE SHOULD BE
ENOUGH OF THOSE OTHER
COSTUMED CHARACTERS
TO SATISFY EVEN MY
DEMANDING EDITOR
IN CHIEF!

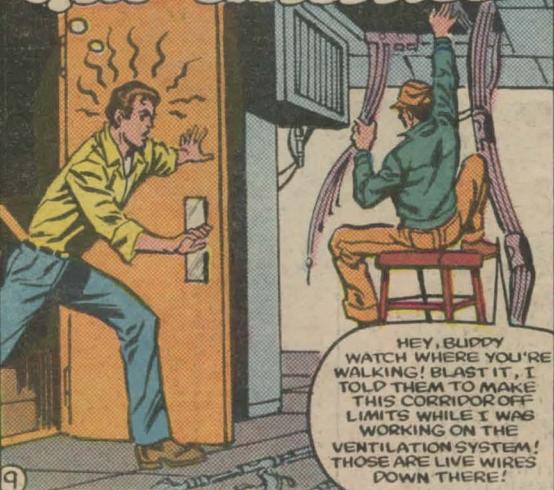
I HOPE THERE'S
ENOUGH TIME TO
GET THEM
DEVELOPED FOR
THE MORNING
EDITION!

-- I'LL JUST
TAKE THE OLD
STAIRWAY DOWN
FROM THE ROOF--

* AS SEEN IN PETER
PARKER #S 94-95 - BOB.

--AND WIND UP IN
THE NEWSROOM--
HEY!

MY SPIDER-SENSE IS BUZZING!
WARNING ME OF DANGER! IS THAT
WORKMAN A MENACE, OR...



HEY, BUDDY
WATCH WHERE YOU'RE
WALKING! BLAST IT, I
TOLD THEM TO MAKE
THIS CORRIDOR OFF
LIMITS WHILE I WAS
WORKING ON THE
VENTILATION SYSTEM!
THOSE ARE LIVE WIRES
DOWN THERE!

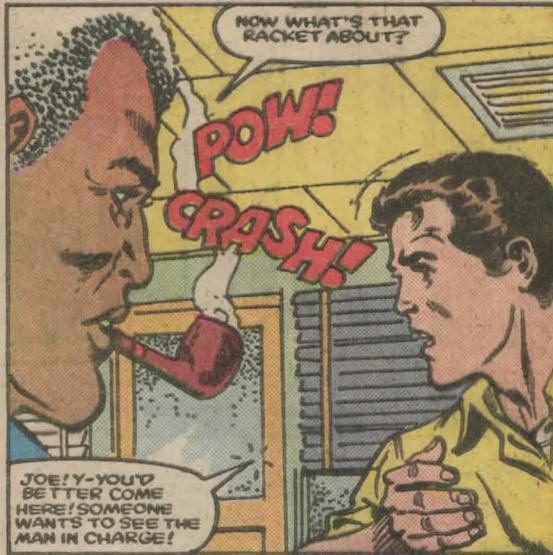
SO THAT'S WHY
MY SPIDEY-SENSE
WENT OFF!

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,
WILLYA? I GOT
WORK TO DO.

QUENTIN BECK DIDN'T BREAK OUT OF PRISON
JUST TO GET FOULLED UP BY SOME KID WHO
LIKES TO HANG OUT IN STAIRWELLS!



"---MYSTERO!"

I'VE SUFFERED TOO MANY INDIGNITIES AT THE WEB-SLINGER'S HANDS TO LIVE WITH! LET HIM MEET ME ONE LAST TIME IN A FIGHT TO THE FINISH!

IF OUR PUBLISHER, J. JONAH JAMESON HEARS WE LET THIS NUTCASE REWRITE OUR FRONT PAGE FOR US WE MAY NOT HAVE LONG TO LIVE EITHER!

I KNOW WHAT YOU MEAN! I'D ALMOST RATHER FACE THIS GUY THAN JONAH IN A BAD MOOD!

NO ONE MAKES A FOOL OF MYSTERO AND LIVES!

NOW JUST TAKE IT EASY MISTER... ER... MYSTERO! I'M THE EDITOR HERE AND I ASSURE YOU WE'LL COOPERATE! JUST STAY CALM SO NO ONE GETS HURT!

I HAVE NO WISH TO HARM ANYONE EXCEPT THAT CURSED ARACHNID! NOW PROCEED TO CHANGE THE FRONT-PAGE AT ONCE!

WHILE WITHIN JOE ROBERTSON'S OFFICE...

WELL, IF MY OLD FOE, QUENTIN BECK, WANTS SPIDER-MAN SO BADLY, WHY MAKE HIM WAIT TILL MORNING WHEN THE PAPER HITS THE STREETS?

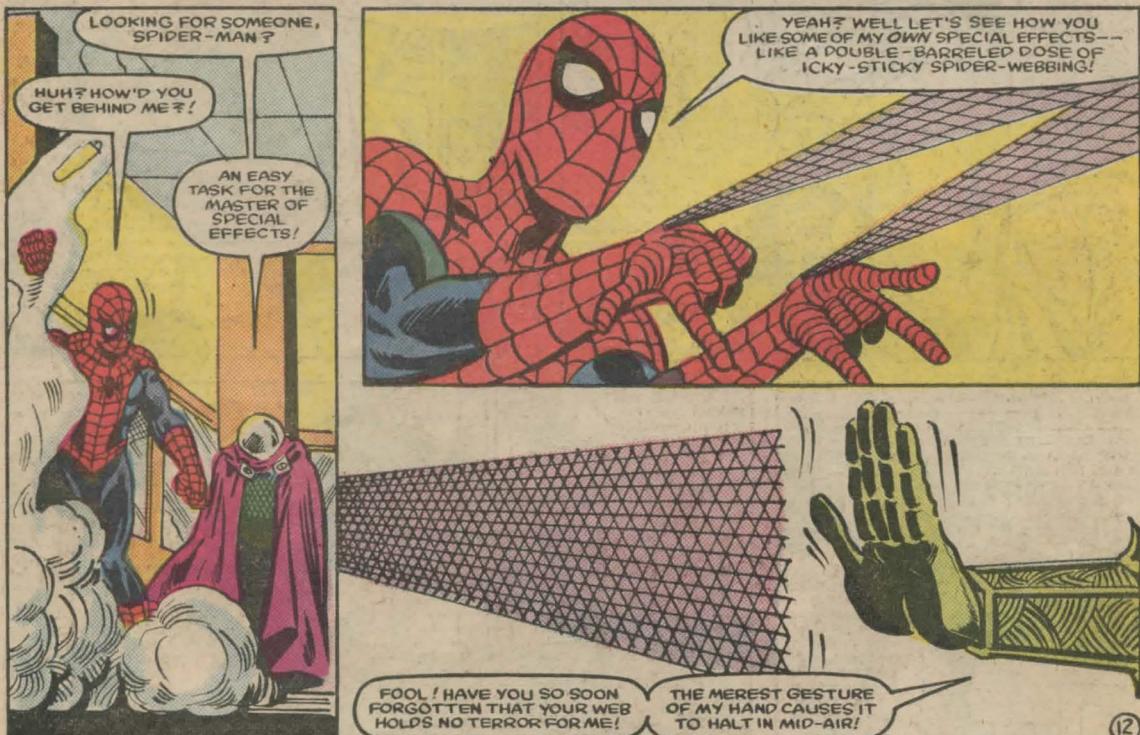
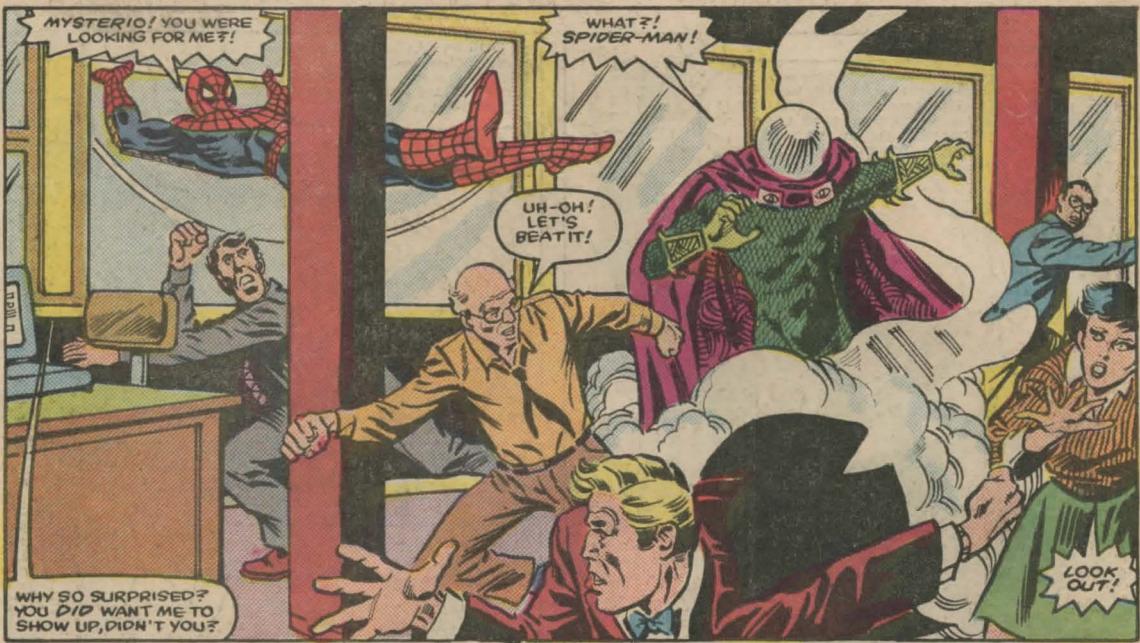
IT WOULDN'T DO FOR SPIDEY TO COME BOUNDING OUT OF AN OFFICE WHERE JOE LEFT PETER PARKER, SO I'LL JUST SCRAMBLE OUT THE WINDOW...

...AND RE-ENTER FROM ANOTHER SIDE OF THE NEWSROOM!

WHEN MYSTY SEALED OFF THE FLOOR HE DIDN'T BOTHER WITH THE WINDOWS.

SURE SEEMS TO TAKE ME FOREVER TO CHANGE INTO MY COSTUME THOUGH!

GUESS I'M STILL SPOILED BY THAT LIVING BLACK SUIT OF MINE WHICH COULD TRANSFORM FROM STREET CLOTHES TO COSTUME AT MY MENTAL COMMAND!



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!



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 HARNESSSED SUCH FORCES--

-- AND YET THE ROOM'S GETTING DARK... AND I'LL BE PARSED 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??

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

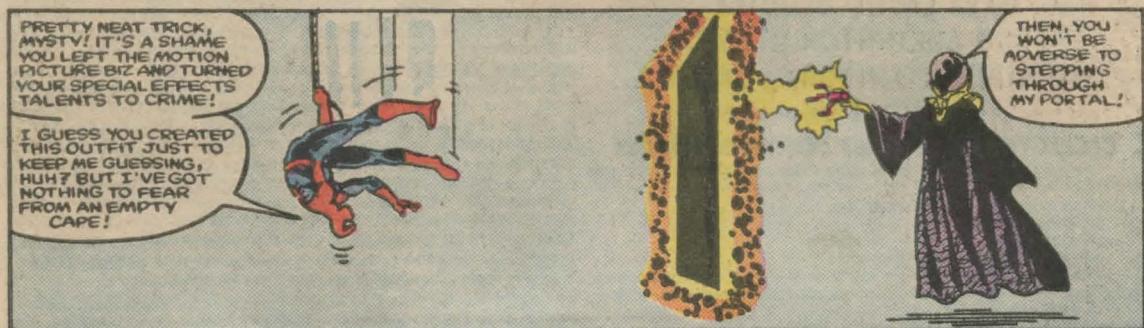
IT'S TAKING EVERY OUNCE OF MY STRENGTH TO RESIST! GOTTA GET THIS DOOR OPEN-- GET AWAY FROM THOSE HOLES!













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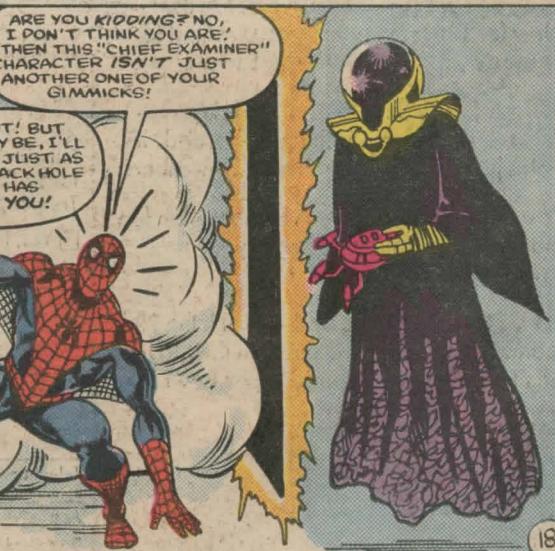
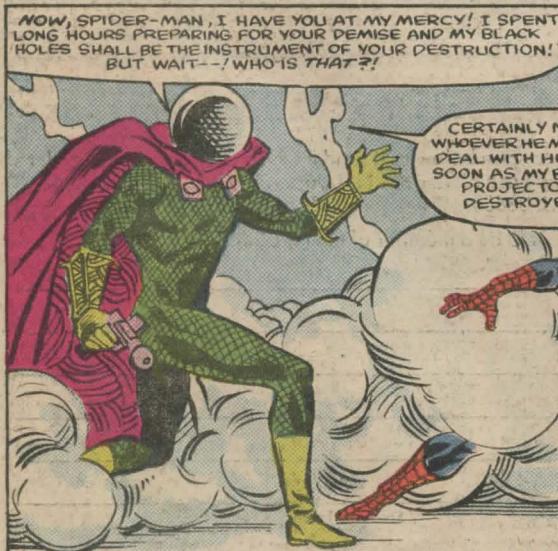
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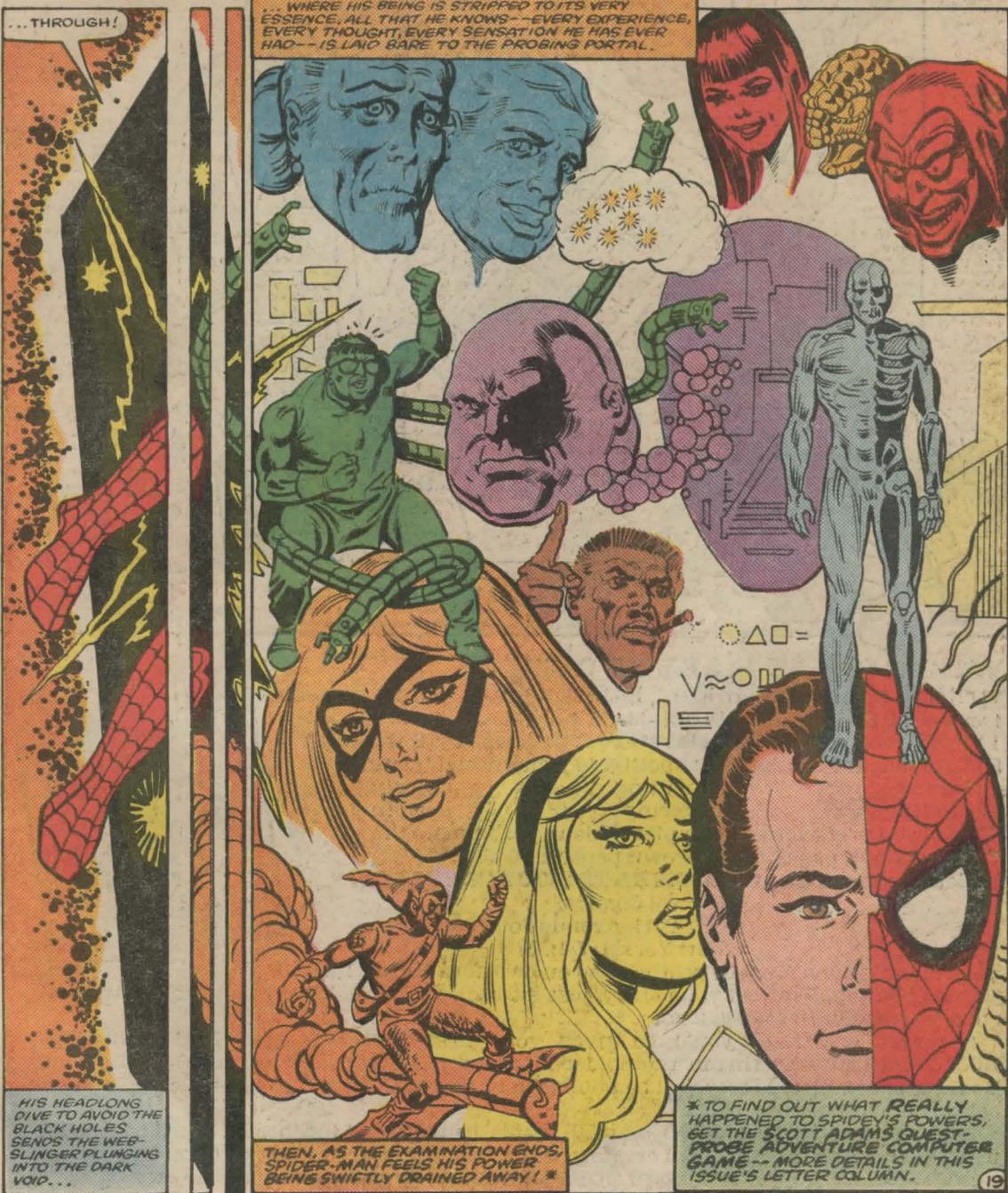
WELCOME, SPIDER-MAN! HOW NICE OF YOU TO SAVE ME THE TROUBLE OF TRACKING YOU DOWN AGAIN!

WHAAA--HUUZZ HOWZ? HOW CAN YOU BE WAITING FOR ME IN THIS ROOM TOO? UNLESS...

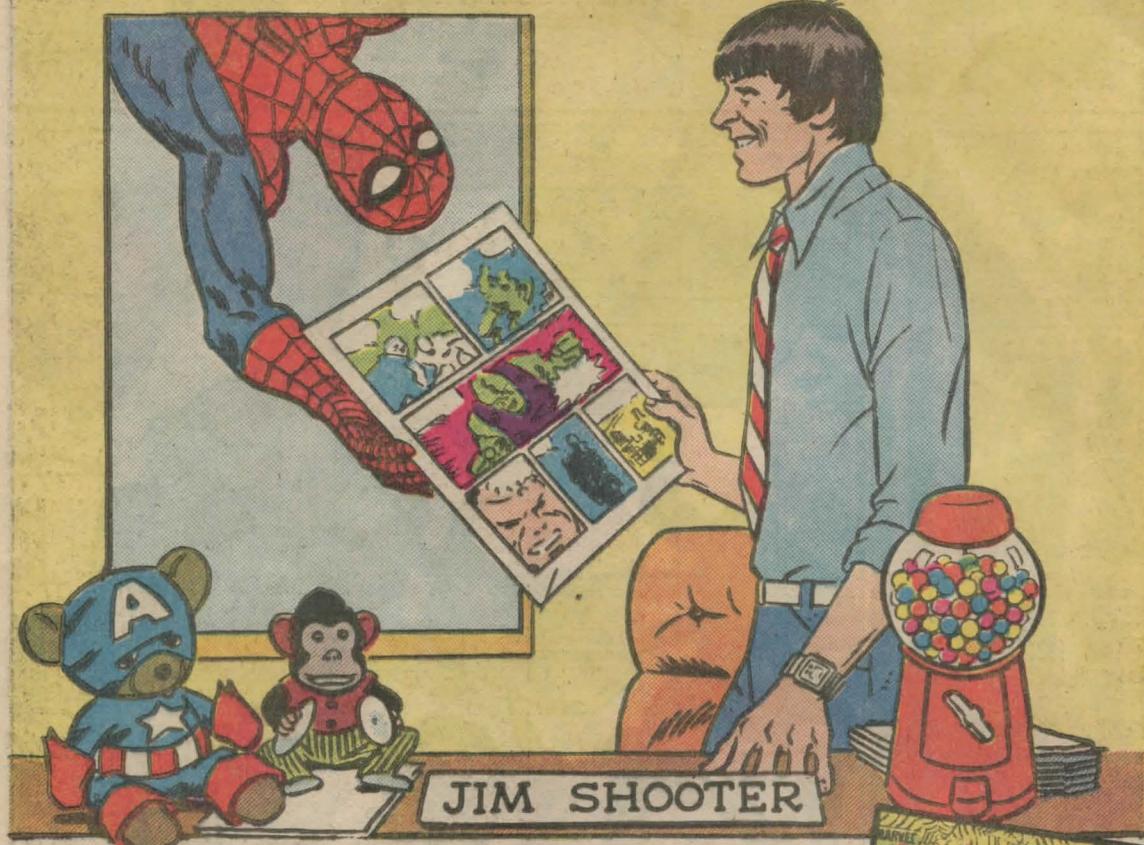
OH, I GET IT! YOU'RE PROBABLY JUST ANOTHER EMPTY PIECE OF CLOTH!

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





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



* AS SHOWN LAST ISSUE -- BOB.

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

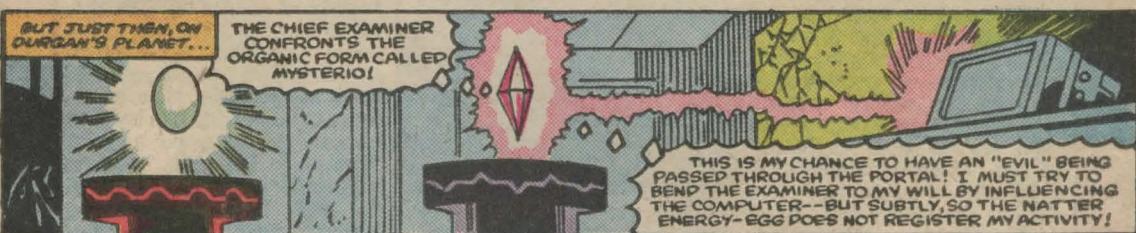


UNNGH! I -- I FEEL SO WEAK! LIKE I LEFT ALL MY ENERGY BEHIND ME IN THERE!

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

BUT JUST THEN, ON DURGAN'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 MATTER 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!



Bullpen Bulletins

I'M STILL STANDIN' ...

Better than I ever did! And that's surprising, considering that I'm just back from the summer convention circuit, which is fun, but, nonetheless, will wear down even a large economy-size Editor in Chief, like myself. After three weeks on the road, the Wretched Mess Ol' Bullpen looks pretty good.

GIRLS JUST WANNA HAVE FUN!

At the splendiferous CHICAGO COMICON, I met Colleen Doran, the beautiful, talented and diabolically clever artist who illustrates *A Distant Soil*, published by Warp Graphics, the same charming people who bring you *Elfquest*. Noticing the rather large number of good-looking guys on the Marvel creative staff, she suggested that on this page we run a *Marvel Hunk of the Month* feature. She suggested John Romita, Jr. (the *X-Men* penciler), Bill Sienkiewicz (the *New Mutants* artist), Carl Potts (Editor of Doctor

Strange, and other stuff), and a few others for openers. Well, I'm game, if you ladies out there demand it. Whattaya say?



I'll be waiting to hear from you female readers about this idea. It seems crazy to me, but . . .

One thing though — I drew the line at Colleen's other suggestion. I absolutely refuse to run a *Win a Dream Date With Bob Layton* (radio-active mutant writer / artist) Contest. Bob's a handsome guy, a terrific human being, and a close friend — but think how embarrassing it would be when he took the "lucky" winner to the movies and she found out that he glows in the dark.

PENNIES FROM HEAVEN!

Ever have to make a phone call — a really urgent one — race to a pay phone, and discover that you don't have any change? It happened to me in Chicago. Fortunately, DC Comics Editor Julius Schwartz happened by and contributed two quarters to solve my problem. Now he refuses to let me pay him back so he can tell everyone that I'm "forever in his debt." Having worked for Julie briefly back in the early 1970's, and having learned much from his legendary self at that time, I already was forever in his debt. Talk about overkill.

HYPE BOX

POWER PACK #6 — The smash sensation of the comic world breaks into the Marvel Universe! Join Energizer, Gee, Lightspeed and Mass Master as they run headlong into Dragon Man, Cloak and Dagger, and your friendly neighborhood Spider-Man! You're in for a front row seat, courtesy of LOUISE SIMONSON, JUNE BRIGMAN, and BOB WIACEK!

DAREDEVIL #214 — It's the end of the Micah Synn saga, and possibly of Daredevil himself! And what will be the startling effect upon those close to Matt Murdoch? You must read "The Crumbling!"

Story by DENNY O'NEIL. Art by DAVID MAZZUCHELLI.

THING #19 — John Byrne wrote a story that was just too big to appear all in this single issue, so it'll be continued this same month in *FANTASTIC FOUR #274*! That's right. You'll see the Thing appear in the pages of the FF for the first time since before the *SECRET WARS* began! "Monster Mash" is drawn by RON WILSON and JOE SINNOTT in *THE THING*, followed with art by JOHN BYRNE and AL GORDON in *FANTASTIC FOUR*! The Marvel Magic goes on!

WHEN WILL I SEE YOU AGAIN?

Next month. And by the way, thanks for making *Marvel Super Heroes Secret Wars* the most popular comics series in the last quarter century.

Sincerely,

Jim Shooter

CHECK LIST

- THE THING #19 — See Hype Box.
- DAREDEVIL #214 — See Hype Box.
- NEW MUTANTS #23
- DAZZLER #35
- MUPPETS TAKE MANHATTAN (Limited Series) #3
- RED SONJA #5
- MARVEL SUPER HEROES SECRET WARS (Limited Series) #9
- MACHINE MAN (Limited Series) #4
- CONAN THE KING #26
- AMAZING SPIDER-MAN #260
- CAPTAIN AMERICA #301
- INDIANA JONES #25
- POWER PACK #6 — See Hype Box.
- MICRONAUTS #4
- ALPHA FLIGHT #18
- TRANSFORMERS (Limited Series) #3
- CONAN THE DESTROYER (Limited Series) #1 — Featuring the Marvel adaptation of the second hit Conan movie!
- NEW MUTANTS ANNUAL #1 — The Mutants meet a rock star named Lila Cheney, who's out to steal the Earth and Cannonball's heart.

- INCREDIBLE HULK #303
- AVENGERS #251
- CONAN THE BARBARIAN #166
- MARVEL TALES #171 — Reprinting "Man on a Rampage" by STAN LEE and STEVE DITKO, from *Amazing Spider-Man* #32.
- X-MEN #189
- ROM #62
- POWER MAN / IRON FIST #113
- G.I. JOE #31
- QUESTPROBE (Limited Series) #2 — Marvel's computer game comic book returns with *Spider-Man* and *Mystero!*
- FANTASTIC FOUR #274
- MARVEL TEAM-UP #149 — Featuring *Spider-Man* and *Cannonball*.
- IRON MAN #190
- PETER PARKER, THE SPECTACULAR SPIDER-MAN #98
- DEFENDERS #139
- STAR WARS #91
- THOR #351

- STARRIORS (Limited Series) #3
- KITTY PRYDE AND WOLVERINE (Limited Series) #3
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- CRASH RYAN (Limited Series) #2
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- VOID INDIGO #1 — A stunning new series that takes you beyond the Graphic Novel!
- COYOTE #9

- MARVEL MAGAZINES
- SAVAGE SWORD OF CONAN #107
- MARVEL FANFARE #18
- MARVEL AGE #22

- GRAPHIC NOVEL
- #13: STARSTRUCK — The Off-Broadway science fiction smash by ELAINE LEE becomes Marvel's 13th Graphic Novel, with art by MIKE KALUTA!





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.

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!

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



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 WHO WAS ONCE A MAN CALLED DURGAN !

NEXT

THE FANTASTIC FOUR!

QUESTPROBE QUESTIONS

BOB BUDIANSKY: editor

MARTHA CONWAY: assistant editor

c/o MARVEL COMICS GROUP, 387 Park Avenue South, New York, New York 10016

Letters may also be addressed to:

ASK SCOTT, 155 Sabal Palm Drive, Longwood, FL 32779

(If you don't wish for your address to be printed, please tell us.)

If you're just joining us, what you have before you is the second issue of the QUESTPROBE maxi-series, the brain child of Scott Adams and John Byrne. QUESTPROBE is unique in that it is part comic and part computer game. Each of the projected 12 issues of the comic will feature a different Marvel character. The ending of each story will lead into a QUESTPROBE Computer Game in which you, the reader, will play the part of the star of the comic, each comic having its own game. So, as you read this, there probably sits on a shelf in a computer store in your neighborhood the further QUESTPROBE adventures of Spider-Man, eagerly awaiting to be taken home by someone like you.

Scott Adams is one of the most widely recognized microcomputer programmers in the world. He is the founder of Adventureland International, producer of a popular line of adventure, arcade, business and utility software programs. John Byrne is currently the writer and artist on THE FANTASTIC FOUR and ALPHA FLIGHT in addition to the thousand and one other things he does around the Marvel Bullpen.

Scott will be answering your questions and receiving your accolades, regarding the QUESTPROBE series, in this and subsequent letters pages.

Without further ado we present our letters page . . .

Dear Scott,

I think that the QUESTPROBE maxi-series is an idea that is long overdue. Once again, Marvel is ahead of the pack with the perfect combination — a comic book series in conjunction with a computer game. I wish you much success, even though I know you don't need it.

Could you please provide more information regarding the purchase of this spectacular new computer game? And please let me know which computers it can be played on.

Charles Stanco
Glen Cove, NY

Thank you for your kind words, Charles. You are not the only reader who has requested more information regarding the purchase of the QUESTPROBE Computer Game.

So, for all of you interested readers, here we go . . .

After the printing of QUESTPROBE FEATURING THE HULK, Commodore Computers International will be producing the following formats:

Commodore 64 Disk, Commodore 4/plus Disk, Apple II Disk, IBM PC Disk, IBM PC Jr. Disk, Atari Home Computers Disk.

These formats should be available from any outlet that sells Commodore products. If you can't find them, you can

order directly from Scott Adams, Inc., Box 3435, 155 Sabal Palm Drive, Longwood, FL 32750.

Yours truly will still be writing and programming the Adventures, but those formats will be marketed and produced by Commodore! They will be priced tentatively at \$29.95, but this may change when they hit the market. Also Scott Adams, Inc. will be selling the following formats directly: Atari 32k tape, Commodore 64 tape (with full graphics!), Color Computer tape 16k, TRS-80 Model 1, 3, 4 disk. Sorry to say, currently there are no plans for Colecovision, TI or Spectravideo. Macintosh owners standby — we will probably have a format out before the end of the year!

To the Wonderful, Terrific, and Great Scott Adams,

QUESTPROBE #1 was simply mind-boggling. But there was no way it could go wrong with a creative team consisting of Scott Adams, John Byrne, Bill Mantlo, Mark Gruenwald and John Romita. Keep up the good work.

I am aware that the Hulk, Doctor Strange and Spider-Man are slated for future QUESTPROBE books. Who else among Marvel's mightiest will appear in these illustrious pages?

Jessie Roland
Alexandria, LA

Great Scott? Jessie, you're not related to my mother, are you?

But seriously, Marvel and I have presently scheduled the Fantastic Four to appear in QUESTPROBE #3. Beyond that we're not sure, but we would love to hear from you, the readers. Write in and tell us which of Marvel's greatest you would most like to see adorning these questing pages (or meandering across your video-screen) and we'll see what we can do. Okay?

Dear Marvel,

Computers and Comics! What a perfect combination. And of course it is presented to us by Scott Adams and Marvel Comics. Keep them coming.

Will the QUESTPROBE games be graphics, text or both? And how many players will be able to participate in each game?

Jon Holt
Little Rock, AR

Jon, the QUESTPROBE adventures will be both text (on most tape versions) and graphic (on most disk versions).

Adventures usually allow one player at a time, or as many friends who care to sit around the screen and kibitz. I'm hoping that QUESTPROBE #3, for some disk formats, will allow the player to control all of the members of the Fantastic Four. I think that will be another first in the field of high-resolution computer adventure games. Also, starting with QUESTPROBE #2, there will be full sentence input. Two word sentences were fine for the Hulk, but we all know that Spider-Man is a bit more verbose.

Dear Marvel,

I've been fooling around with computers and comics for quite some time. And I'm very glad to see the two hobbies merge.

The QUESTPROBE software has yet to show up in my area, but since the store I work for carries Mr. Adams' other Adventure Games I'm sure it will be just a matter of time before I get to try it out on my Commodore 64.

As far as the comic book goes, it was great to see John Romita's work in the pages of QUESTPROBE. Bill Mantlo and Mark Gruenwald certainly contributed their utmost to make this book a success. All in all the first outing of QUESTPROBE proved to be an excellent one. I hope to see more of the same.

Stephen Smith

Barbourville, WV 25504

Thanks, Stephen. We are certainly going to try to give loyal QUESTPROBE readers our best in future issues. Only you — along with the Chief Examiner, of course — can be the final judge of our efforts.

Dear Staff,

QUESTPROBE #1 was very well written and illustrated. I found it to be a very enlightening story about the Hulk. The story showed the heroic side of the Hulk that is usually overlooked. I'm glad that you began your series with him.

One question before I sign off. Why did the natter energy-egg and the bio-gem explode?

Albert Garvey
Staten Island, NY

Albert, we know that if you are reading this letter column you already know something about why the natter energy-egg exploded. And you can bet that there's more to the story than what we've shown so far, a subject which will be explored further in future issues of QUESTPROBE.

Thank you all for the wonderful letters and cards. I answered all the ones personally that remembered to send in an SASE (Self-Addressed Stamped Envelope) and I hope to hear from you all again real soon! P.S.: If you like QUESTPROBE Adventure Games please don't pirate them or give them away, but help out and buy your own copy, OK?

So, what's next, you ask? Next is . . . further developments on the approach of the Black Fleet . . .

. . . more on the mystery of the Bio-Gem . . .

. . . additional info about the motives of the Chief Examiner . . .

. . . new findings by the young philosopher, Tuskar . . .

. . . and . . . startling revelations on the fate of Durgan!

Whew!! All this . . . and the Fantastic Four too!!! What more could you want? What else would we have room for? See you in 90 days (or thereabouts).

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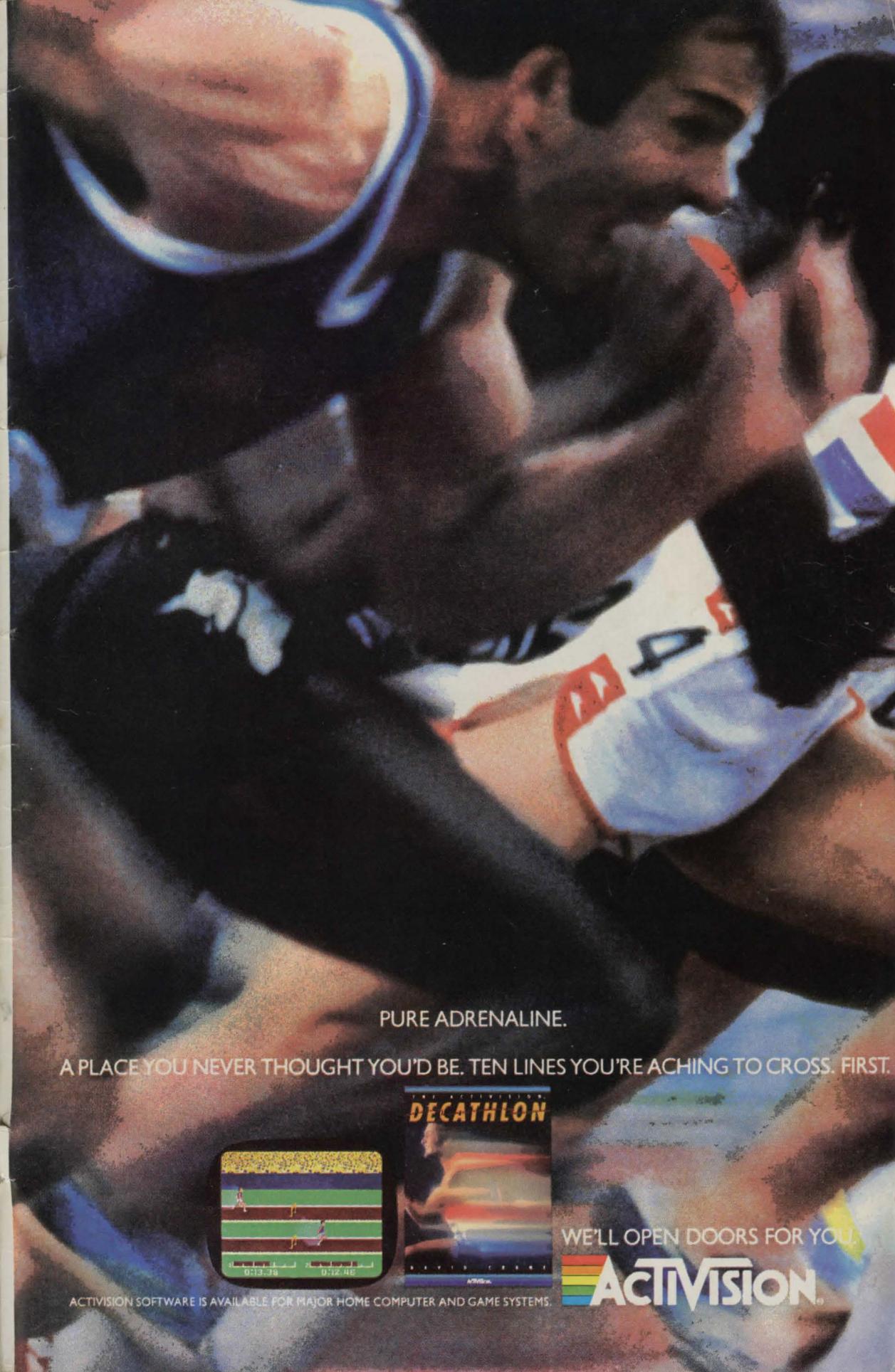
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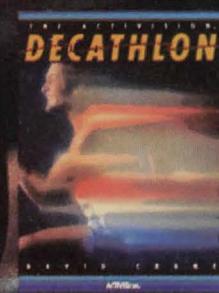
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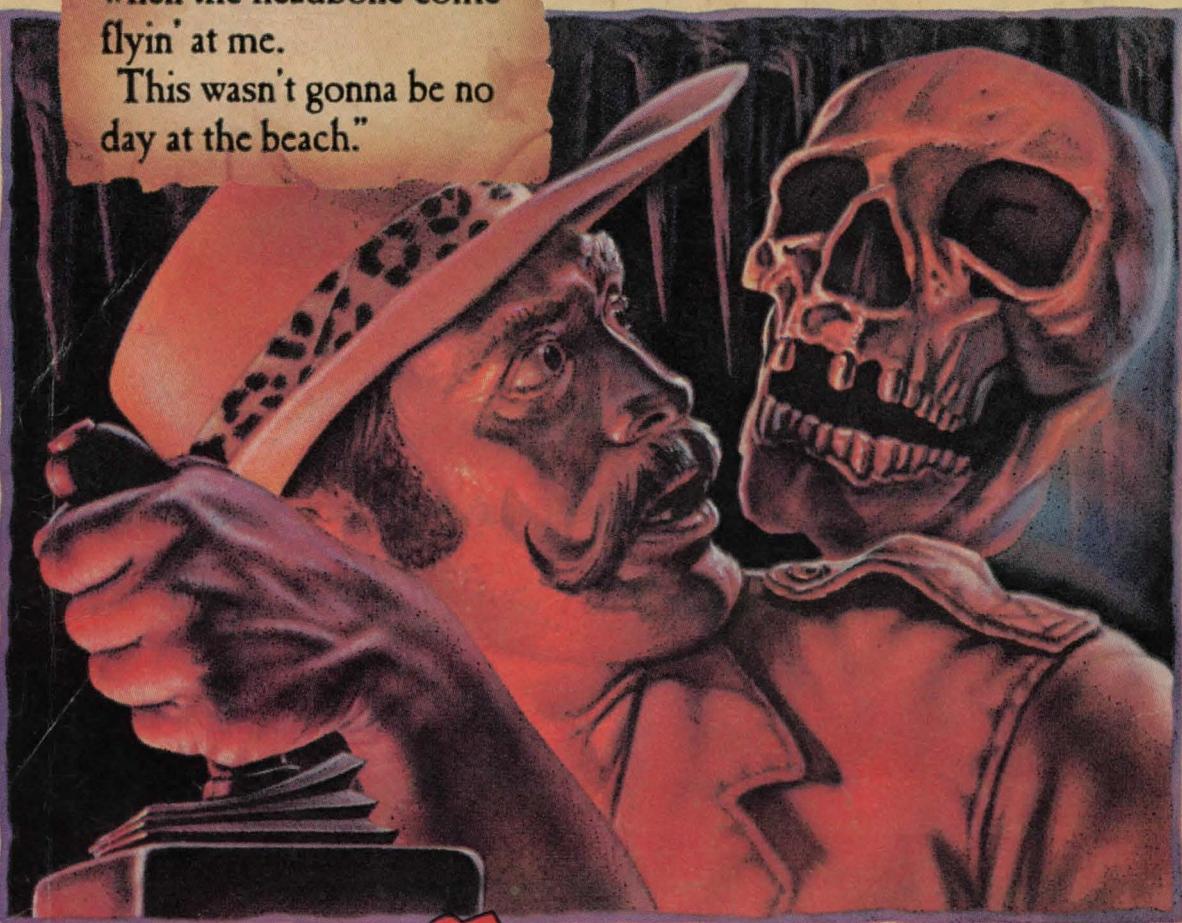
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I had to think quick—
remember where I seen
that key or I'd be hotfootin'
it over a fire pit. That's
when the headbone come
flyin' at me.

This wasn't gonna be no
day at the beach."



Montezuma's Revenge

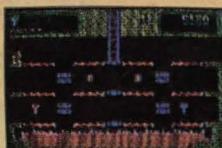
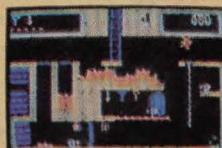
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*24 Rooms in Atari 2600. †Parker Brothers is not affiliated with these companies.