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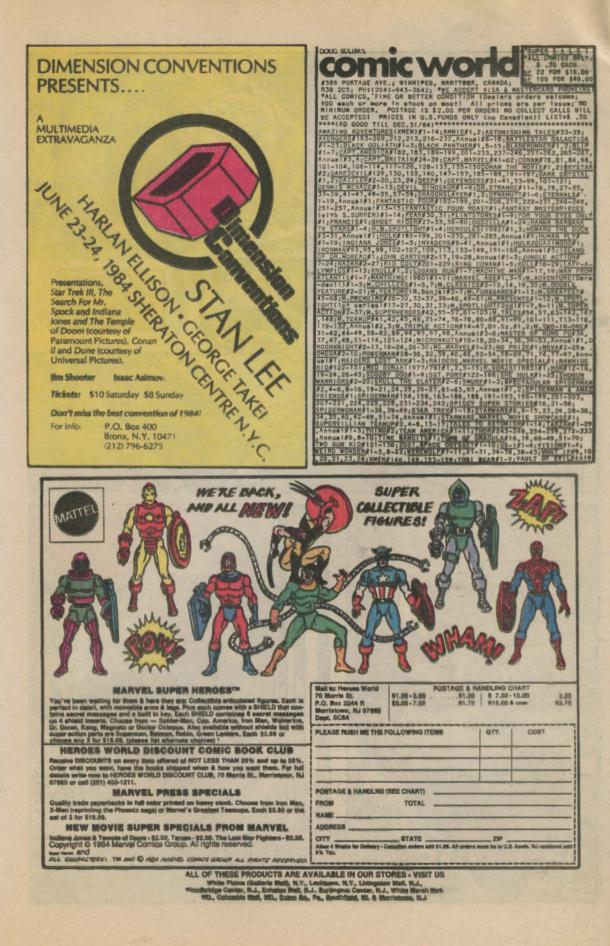
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## A TRAGIC MISTAKE ....!

Well, maybe not really tragic, but, anyway - a few months ago I was talking about being down in Florida Adventure International, visiting where they make the best darn computer games in the whole wide world, and I mentioned that a programmer named John Anderson made some favorable comments about our nowlegendary Assistant Editors Month. Oops.

It seems that the fellow I spoke to was in reality, Mr. Mark S. Murley, who's a Documentation Manager for A.I. as well as a Marvel Comics fan for nearly twenty years! John is a very nice guy, don't get me wrong — but it was Mark with whom I spoke about Assistant Editors Month! Sorry guys! From now on, I promise to keep the names straight.

#### WHICH BRINGS UP QUESTPROBE ...

Have you seen the first issue of our Questprobe Limited Series? We're doing this series in conjunction with Adventure International, which, if you don't know, is a division of Scott Adams, Inc. They're doing corresponding computer games to go with our comics - which by the way, are hot stuff all by themselves.

Whether you get along with com-puters or not, I think you'll like this series - especially since issue #1 marks the return of John Romita the elder to mainstream Marvel comics. He's finishing and inking the pencil layouts of Mark Gruenwald. The story featuring the Hulk is by Bill Mantlo, and if this thing isn't a collectors' item, I've never seen one.



- THE THING #14 DAREDEVIL #209
- **NEW MUTANTS #18**
- DAZZLER #33 TRANSFORMERS (Limited Series) #1
- See Hype Box. KA-ZAR #33

- MARVEL SUPER HEROES SECRET WARS (Limited Series) #4 AMAZING SPIDER-MAN #255
- **CAPTAIN AMERICA #296**
- THOR #346 INDIANA JONES #20
- POWER PACK #1 See Hype Box. DOCTOR STRANGE #66
- U.S. 1 (Limited Series) #11 MICRONAUTS #59
- IRON MAN #185

#### THREE TITLES KILLED!

Inen-Enlle

Yes, it's true. Issue #34 of Ka-Zar. issue #38 of Moon Knight and issue #59 of The Micronauts will be the last of those series. Why? Because those three titles were Marvel's three Direct Market-only books, sold ex-clusively at comics specialty shops. They were made all-direct as an experiment to find out whether or not the Direct Market was strong enough to support titles all by itself. Turned out it is - all three titles sold very well - which is why we now publish



**TRANSFORMERS** (Limited Series) #1 - It's a battle four million years in the making - and fought on the streets where we live! The combatants? Robots from the world Cybertron - who can change form at will to any machine they wish. And, as if you hadn't guessed already, that's why they're called . . . the Transformers! It's action and adventure in the Mighty Marvel Tradition by BILL MANTLO, FRANK SPRINGER and KIM De-MULDER

HIGH ADVENTURE #1 - Four stories of swashbuckling adventure in the most exotic places in the world — and crafted with tender, loving care by the best writers and artists in the business! This book has been nearly a year in the making, and we think it's been well worth the wait! Stories by STEVE EN-GLEHART, ANN NOCENTI, MIKE CARLIN and LOUISE SIMONSON. Art by JOHN SEVERIN, TONY SAL-MONS, GERRY TALAOC and STEVE LEIALOHA.

POWER PACK #1 - They're a new team of super-heroes! They have all-new super powers! They have a mission to save the world! And ... they're all under age 12? Never let it be said we do things the easy way around here! They're the Power Pack — and they debut this month in a special, double-size issue, courtesy of LOUISE SIMON-SON and BOB WIACEK (both of X-Men fame), and talented new-comer JUNE BRIGMANI

#### HE C

- THE THING #13 INCREDIBLE HULK #298
- **AVENGERS #2**
- **CONAN THE BARBARIAN #161**
- MARVEL TALES #166 Reprinting "The Menace of the Molten Man," by STAN LEE and STEVE DITKO, from Amazing Spider-Man #28 X-MEN #184
- **ROM #57**
- POWER MAN/IRON FIST #108
- **TARZAN OF THE APES (Limited Series)** #2
- G.I. JOE #26
- FANTASTIC FOUR #269
- MARVEL TEAM-UP #144 Featuring Spider-Man and Moon Knight
- DEFENDERS #134

whole bunch of stuff like EPIC Comics, deluxe reprint specials, and Graphic Novels exclusively for that market. However, the experiment is over -- we've found out what we want to know - so we're cancelling Ka-Zar, Moon Knight and The Micronauts. So much for them. They served their purpose. They blazed the trail for the likes of Dreadstar, Coyote and Void Indigo. Yep, no need for them anymore ... not in their special experimental, Direct-Market only format anyway, which is why . . .

#### TA-DAAA!

The Micronauts, Moon Knight and Ka-Zar are being reborn! Restaged! Relaunched into the world, each in its own full-fledged all-new comics series, sold at newsstands and comics specialty shops in the timetested traditional Marvel Comics format, priced at 60¢! It's a new beginning for some truly outstanding and deserving characters. When? MICRONAUTS: THE NEW VOYAGES #1 goes on sale June 12th, and THE FIST OF KHONSHU #1 also debuts June 12th. Ka-Zar will come along later. Watch for him.

Those of you who didn't or couldn't follow these guys when they were all-direct, don't worry. When I say it's a new beginning for them, I mean it. You'll be able to pick right up on these guys. Of course, if you want to check out what has gone before, your local comics specialty cealer (many of whom advertise in our comics) will cheerfully help you track down back issues!

So there!

# THAT'S ALL ...

Except to warn you that next month I'll be announcing a nifty freebee, yes, as in giveaway, courtesy of us guys. What is it? How many? How big?

Stay tuned.

And stay well,



**Editor in Chief** 

- PETER PARKER, THE SPECTACULAR SPIDER-MAN #93
  STAR WARS #86

  - ALPHA FLIGHT #13 WHAT IF #46 "What If Uncle Ben Had Lived?" Starring Spider-Man.
  - MARVEL MAGAZINES SAVAGE SWORD OF CONAN #102 MARVEL AGE #17
  - EPIC COMICS
  - **ALIEN LEGION #2**
  - DREADSTAR #11
  - COYOTE #6

  - SPECIAL EVENTS HIGH ADVENTURE #1 See Hype Box. IRON MAN TRADE PAPERBACK Reprinting Iron Man #120-128.



## SCOTT ADAMS

# **True Believers.** tangle with the Hulk - if you dare.

In this first of the

QUESTPROBE \*\* series, you and your micro can actually command Bruce Banner's intellect and the Hulk's savage fury. Using logic, reason, imagination (the stuff educators recommend Adventures for). you'll encounter Marvel Comics characters Ultron, MAnt-Man, Mand others in your attempt to unlock

## Nuff said.

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Scott Adams - recently named "Mr. Adventure" by Computer and Video Game Magazine





Package and graphics by Mark Gruenwald. John Romita. Sr. and Kem McNair

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the riddle of the Chief Examiner. With the Marvel Comics Group and "Mr. Adventure" behind you, how can you go wrong?

**TANGLE WITH** 

THE HULK

SCOTT ADAMS PRESENTS

MARVEL" ADVENT

WHAT'S GOING ON HERE?

The story you've just read may have said "The End" at its conclusion, but for QUESTPROBE it's just the beginning.

ESTPROBE DUESTION

QUESTPROBE is an entirely unique and unprecedented comic book. It's currently projected as a 12-issue maxiseries to be published over the next four years. Each issue will be a complete story involving a different Marvel super hero. Now here's the part that makes QUESTPROBE a comic unlike any other: The ending of each story will serve as a sort of "launching pad" for a QUESTPROBE Computer Game. The game will continue the adventures of the hero from the comic — with you, the reader, acting the part of the hero as you play the game! And just as there will be a different hero starring in each comic there will be a new computer game for each hero.

There are probably more immediate questions about this particular issue buzzing around your brain right now: What's happening on that nameless alien world? Who is the Chief Examiner and what is he up to? What happened to the Incredible Hulk when he passed through that black door? Well, for the answers to some of those questions, particularly the last one, run down to your local computerware store and tell the floppy disk-monger behind the counter that you want a copy of the QUESTPROBE FEATURING THE HULK Computer Game! Who says Marvel's not leading the comic book world into the future?

## WHO'S RESPONSIBLE FOR THIS?

QUESTPROBE is the product of a new kind of creative collaboration. The talents at Marvel and Scott Adams of Adventure International together bring you adventures of the world's most popular super heroes set to the exciting developments in the world of computer entertainment.

The original concepts and creative direction behind QUESTPROBE are the brainchildren of Scott Adams and John Byrne. Each man was perfectly qualified to contribute to this enterprise:

Scott Adams is the most widely recognized microcomputer programmer in the United States and abroad. The Scott Adams Corporation was founded in 1978 with the publication of "Adventureland," Scott's first microcomputer adventure which he designed for the Radio Shack TRS-80 Model 1. The subsequent mail-order success of this program by Scott and Alexis Adams led to the establishment of Adventure International, located in Fern Park, Florida. Since then, the Adamses have diversified their computer interests and established the Adventure International Computer Center, Adventure International's phenomental growth has led to the construction of a new large facility to be completed this year. Their continually growing software line includes a wide variety of Adventure, Arcade, Business, and Utility programs that have been well received by consumers and industry. Already having earned a string of professional awards and international recognition in his field, Scott is proud and thrilled to add this collaboration with the Marvel Comics Group to his list of achievements.

QUESTPROBE co-creator John Byrne designed characters such as The Chief Examiner, and worked with Scott Adams in developing the thematic approach of the QUESTPROBE series. Born in England and raised in Canada, John's imagination, style and energy make him one of comicdom's top talents. For those of you who are new to Marvel Comics, John is the multitalented writer and artist of THE FANTASTIC FOUR and ALPHA FLIGHT, and writer of THE THING. John's exceptional work has won him a dedicated fan following and tremendous popularity worldwide.

Each issue of QUESTPROBE will be brought to you by a different creative team. Here are the people who put this month's episode together:

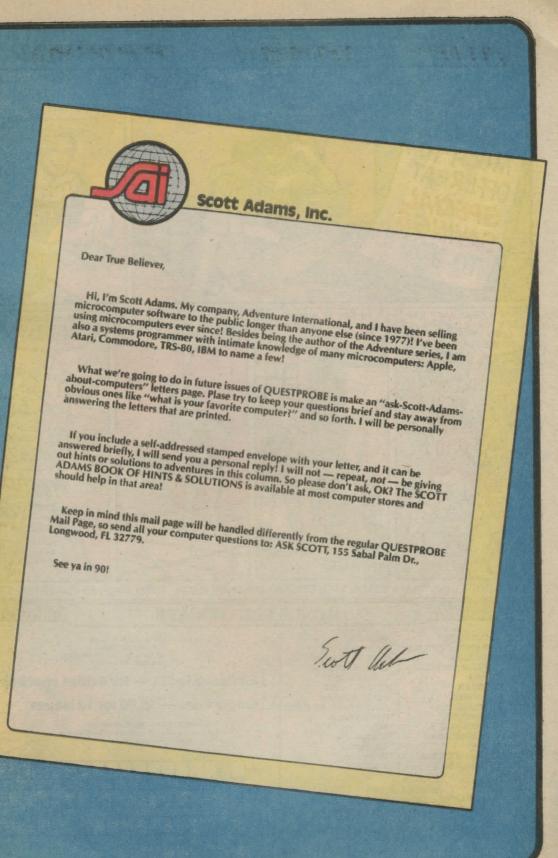
Bill Mantlo is not only one of comics most prolific plot-and-script men, but also one of its most versatile. Aside from writing THE INCREDIBLE HULK, ROM, and upcoming stories for MARVEL FANFARE featuring Spider-Man, Bill is current developing "Swashbuckler" for EPIC ILLUSTRATED. Bill has also created such memorable characters as Jack of Hearts and Cloak and Dagger. Bill's thorough familiarity with the Hulk made him the logical choice to write QUESTPROBE #1, and the story you've just read certainly bears this out.

Mark Gruenwald, penciler for this month's QUESTPROBE, is best known as the editor of THOR, CAPTAIN AMERICA, IRON MAN, and THE AVENGERS. Mark came to Marvel in 1978 following a long and distinguished career in comics fandom. Last year, Mark edited and supervised the production of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, the definitive text for all Marvel enthusiasts, fan and professional. Accomplished as a writer and editor, Mark is relatively new to penciling. Fans will remember his artistic prowess from last year's HAWKEYE Limited Series, which Mark wrote and penciled.

QUESTPROBE #1 marks the return of John Romita Sr. to the inked page, These days, John serves as Art Editor for the entire Marvel Comics Line, helping Jim Shooter maintain the quality of all pencil and ink art produced by the Marvel Bullpen. John's earliest notable credits include CAPTAIN AMERICA during the 1950's, John's interpretation of SPIDER-MAN, which he first penciled in the 1960's, has become a standard for later generations of SPIDER-MAN artists. Equally able as a penciler and inker, John Romita served Marvel as Art Director during the 1970's, and recently completed a term with Marvel's Special Projects Division. John's inking of QUESTPROBE #1 is proof that his art directorial duties can't keep him away from his first love, the comics.

# WHAT HAPPENS NEXT?

We're not telling. You'll just have to get QUESTPROBE #2 (which will probably feature a certain well known web-slinger) and find out for yourself!





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Four stories of exotic places, people and times by the top talents in comic art.

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AMAZIN



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