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Scott Adams Presents
A Marvel Comics Adventure
THE QUESTPROBE(tm) SERIES

#1 The HULK(tm)

by Scott Adams

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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!

INTRODUCTION

Welcome to the HULK(tm), the first installment in the dynamic QUESTPROBE Series!

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.

Although the storyline spans the entire 12-installment series, each is a separate and complete Adventure. Collect and enjoy one Adventure or all 12!

HOW AN ADVENTURE WORKS

If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help solve the objective of the game. For example, an Adventure might begin something like this:

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

You might want to begin by entering a direction (North, South, East or 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. Let's try something basic.

You type:

OPEN DOOR

...but the computer tells 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, let's take a closer look. You type:

PICK UP THE RUBY-ENCRUSTED BOX

However, the computer says:

SORRY, I JUST DON'T UNDERSTAND WHAT YOU MEAN

Don't despair, Pilgrim. The nature of Adventuring is such that the computer only understands two-word commands, generally in the verb/noun format. Try again, and type:

GET BOX

...and the computer responds with:

OK

By saying "OK," the computer has let you know that the command has been accepted and the box "picked up." Now that you're "holding" the box,

let's see if we can peek inside. You type:

PERUSE BOX

...and the computer responds with:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN

This is your computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the computer's 120-plus-word vocabulary. Too, the problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

OPEN BOX

This time the computer understands and you are rewarded with the following response:

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

Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP

But the computer responds:

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

Ah, yes — asking the computer to get both the

key AND the stamp is most definitely a COMPOUND command, something that your computer can't understand. Try again, this time asking for the objects separately. You type:

GET KEY

...and then:

GET STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as 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 that's just outside (GO HALLWAY). You're on your way!

SOME HELPFUL WORDS

Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your Adventure. Remember: These are just a few of the words available.

Climb	Examine	Get	Hit	Quit
Say	Drop	Do	Light	Pull
Read	Take	Enter	Inventory	
Look	Push	Save	Help	

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 wish to use and press <RETURN>.

C	— Turn on/off lowercase (Apple only)
V	— Turn on/off optional Votrax speech unit (or printer out-put on Apple, Atari only)
Z	— Turn on/off Graphics mode
RETURN	— Review text window
S, E, W, N, U, D	— Go South, East, West, North, Up, or Down
I	— Display Inventory of items on your person
O	— Output to Printer (Atari and IBM only)
L	— Look

GRAPHICS MODE ON/OFF

If you are playing a version of the HULK(tm) that features graphics, you may cancel the graphics if you so choose. Turning the graphics off speeds up play, so you may wish to proceed without graphics while moving through familiar territory.

To cancel the graphics, press Z and <RETURN>. Press Z again to restore the pictures to the screen.

REVIEWING TEXT-WINDOW (Graphic Versions Only)

The text window continually updates as you move through the

Adventure. Often, valuable clues appear in the text window, so you'll want to check this area often.

Press <RETURN> at any time during play to display the text window. Note: This feature is not available on Commodore versions.

SAVING YOUR ADVENTURE FOR LATER PLAY

An Adventure will often last far 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 the WHAT SHALL I DO? message appears on your screen. You will be asked to specify A,B,C, or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a saved game, type YES to the "LOAD GAME?" question before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVED GAME? Type YES, and type the correct code letter (A,B,C, or D). The Adventure will resume at the point which you saved it. NOTE: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

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.

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'
Eyes: Blue

Weight: 185 lbs
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 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, 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.

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 from Adventure International. Call (305) 862-6917 for ordering information.

Here is a sample to show you how the Hint Book can save you hours of frustration while you are having fun solving the adventure.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number

with its associated word and you'll find an Adventure clue or solution!

- 1 - Can not get loose from chair??
4, 83, 47, 13, 167, 66, 26
- 2 - More help for above problem.
144, 83, 162, 174, 94
- 3 - Solution to above problem
5, 67

DICTIONARY

- 4 REMEMBER
- 5 BITE
- 13 EGO
- 26 MAD
- 47 ALTER
- 66 GET
- 67 LIP
- 83 YOUR
- 94 PAIN
- 144 GIVE
- 162 SELF
- 167 AND
- 174 SOME

SCOTT ADAM'S ADVENTURE
FOR THE COLOR COMPUTER

SYSTEM REQUIREMENTS

To play this adventure, you will need the following equipment:

- * A TRS-80 Color Computer with 16K memory
- * A cassette recorder

TRS-80 COLOR COMPUTER TAPE LOADING INSTRUCTIONS

- (1) Turn off the computer and remove all cartridges
- (2) Put the Adventure International tape in the cassette recorder.
- (3) Turn on the computer. Type CLOADM <ENTER> and press PLAY in the cassette recorder.
- (4) If the tape is loading correctly, the video display will indicate that the program has been found. After a few minutes, the title screen will appear. Press STOP on the cassette recorder and you may begin play.
- (5) If an error message appears, rewind the tape.

Adjust the cassette recorder's volume control slightly higher or lower, and try again.

SAVING A GAME

You may save a game you are currently playing, then reload it and continue playing later. To save a game:

- (1) Put a blank cassette in the recorder and press the RECORD and PLAY buttons simultaneously.
- (2) Type SAVE GAME, then press <ENTER>.
- (3) Press <SPACE BAR> when asked to do so, and the game will be saved on your tape.

RELOADING A GAME

- (4) Load the program.
- (5) Replace the Adventure International tape with the tape on which you saved the game.
- (6) Rewind the tape, and type LOAD GAME, then press <ENTER>.
- (7) Press the <SPACE BAR> when asked to do so, and press PLAY on the cassette recorder.
- (8) After the saved game loads, you may continue where you left off.

APPLE DISK

1. Place disk in drive one.
2. Switch machine off then on again.
3. After a short time, further instructions will appear on the screen; follow these.

COMMODORE 64 TAPE LOADING INSTRUCTIONS

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

COMMODORE 64
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.

SCOTT ADAM'S ADVENTURE
FOR THE ATARI

SYSTEM REQUIREMENTS

To play this adventure, you will need the

following equipment:

- * An Atari 400, 600XL, 800, 800XL or 1200XL with at least 24K of memory
- * A cassette recorder

ATARI TAPE LOADING INSTRUCTIONS

- (1) Your Atari computer and all peripherals should be turned off.
- (2) Remove all cartridges from the computer.
- (3) Place the Adventure International cassette into the cassette player. Rewind the tape to the beginning.
- (4) Turn on the monitor. While pressing START, turn on the computer. (For XL computers, hold down OPTION and START, and continue to hold OPTION until tone is heard from monitor.) You should hear a single tone and see a clear video display.
- (5) Press play on the cassette player and <RETURN> on the computer. It will take approximately 5 to 10 minutes for the tape to load. If BOOT ERROR or some other error message appears on the screen, rewind the tape and repeat the loading procedure from Step 5. If the tape has loaded successfully, the title screen will appear.
- (6) Press <RETURN> to begin playing the game. Be sure to press <RETURN> after typing any commands.

SAVING A GAME

You may save the game you are currently playing then reload it and play again later. To save a game:

- (1) Type SAVE GAME at any point in the game. You will see the prompt: HIT RETURN TO START
- (2) Remove the Adventure International cassette and replace it with a blank cassette. Make sure that the cassette is wound past the leader.
- (3) Press the RECORD and PLAY buttons simultaneously.
- (4) Press <RETURN> on the computer and the game will be saved to tape.

RELOADING THE GAME

If you wish to restore a previously saved game AFTER you have loaded the program:

- (1) Remove the Adventure International cassette and place the rewound cassette in which you saved the game into the cassette player.
- (2) Type LOAD GAME and press <RETURN>. You will see the prompt: HIT RETURN TO START.
- (3) Press PLAY on the cassette player and then <RETURN>.

The saved program will then load.

SCOTT ADAMS' ADVENTURE
FOR THE TRS-80 MODEL I
SYSTEM REQUIREMENTS

*TRS 80 Model with at least 48k of memory

*one disk drive

LOADING INSTRUCTIONS

(1) Put the copy of the Adventure International disk in Drive #0.

(2) Press the reset button (found at the rear of the keyboard on the left-hand side). The program will begin running.

IF YOU HAVE A MODEL III

The disk you have purchased is in Model I format. Use the CONVERT utility furnished with Model III TRSDOS to make the program compatible with your Model III. Note that while adventures may be enjoyed on a single-drive computer, two drives are required for this conversion process.

TO RUN CONVERT

1. Make a copy of Model III TRSDOS.
2. Remove all visible files from it using the KILL command. Visible files are those which appear when you type <DIR>.
3. Put the copy of TRSDOS you made in step 1 into Drive 0, and the Adventure International disk in Drive 1.
4. Press the Reset button (the small orange square in the upper right-hand corner of the keyboard).
5. When TRSDOS Ready appears on the video display, type CONVERT and press <ENTER>. Answer the "SOURCE DRIVE?" question by typing 0 <ENTER>.
6. If asked for a password, type PASSWORD <ENTER>. The Adventure will be converted for Model III operation and copied to your TRSDOS disk. When the conversion process is complete and the TRSDOS Ready prompt appears, remove the Adventure International disk and put it in a safe place. Then type:

ATARI 48K DISK

1. Remove all cartridges (BASIC, RALLY SPEEDWAY, etc.).
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short time, further instructions will appear on the screen; follow these.

IBM/MSDOS COMPATIBLE DISK

ONE DRIVE MSDOS MACHINES

Requires one doublesided drive, MSDOS (PCDOS) 1.0 or higher.

- 1) Remove any cartridges if machine is so equipped.
- 2) Boot your master MSDOS or PCDOS diskette in drive A.
- 3) If you have an IBM/PC compatible color graphics adapter and wish to view the graphics in the Adventure, set your column width to 40. Type: MODE C040. To play the game text only, type either MODE MONO or MODE BW80 depending on your hardware setup.
- 4) Type: B:.
- 5) You will be prompted to swap disks. Put your Adventure International disk into your drive when asked for your DRIVE B disk. Put your master DOS disk into drive when asked for your DRIVE A disk.
- 6) Type: START to begin playing.

TWO DRIVE MSDOS MACHINES

Requires two double sided drives with MSDOS (PCDOS) 1.0 or higher

- 1) Follow steps 1,2,3, and 4 above.
- 2) Insert your Adventure International disk in drive B.
- 3) Follow step 6 above.

HARD DRIVE MSDOS MACHINES

Requires one double sided drive and one hard disk with MSDOS (PCDOS) 1.0 or higher.

- 1) Follow step 1 in 1 drive instructions above.
- 2) Boot your hard disk. Follow step 3 above.
- 3) Type: A:
- 4) Follow step 6 above.