MARVEL®
QUESTPROBE™
FEATURING
SPIDER-MAN®
NO.2
IS THIS ONE OF MYSTERIO'S ILLUSIONS--
--OR AM I SEEING TWO OF HIM?
A SCOTT ADAMS MARVEL COMICS LIMITED SERIES

Welcome to the Spider-Man adventure in the highly acclaimed QUESTPROBE maxi-series.

Marvel Comics and Scott Adams have teamed up to bring you a unique combination of comics and computer adventure games that allow you to become your favourite Marvel Superhero. The end of this, the second adventure, leads you into the QUESTPROBE computer game in which you will control Spider-Man and meet his old friends and enemies, as well as the mysterious overseer of the whole QUESTPROBE series, the Chief Examiner.

Notes on the computer game, descriptions of the characters you may meet in the adventure, and loading instructions appear later in the comic, but right now... IT'S WEB-SLINGING TIME!

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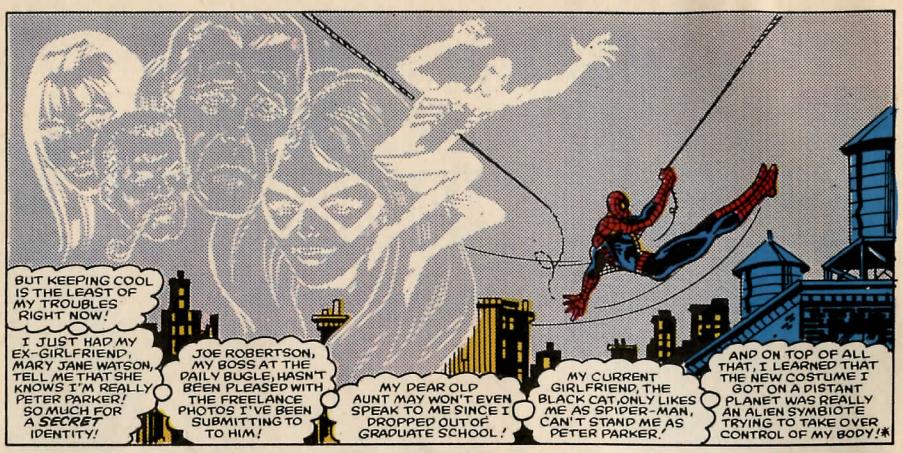
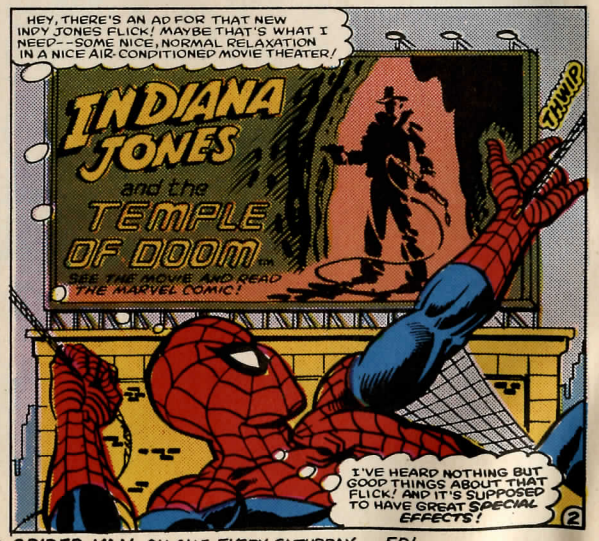
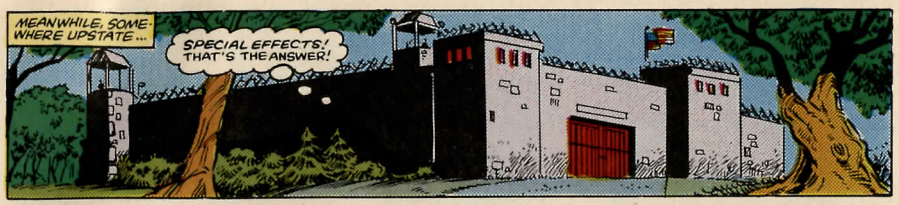
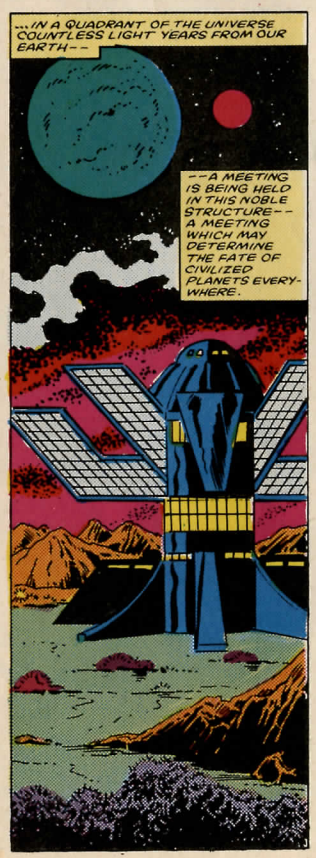
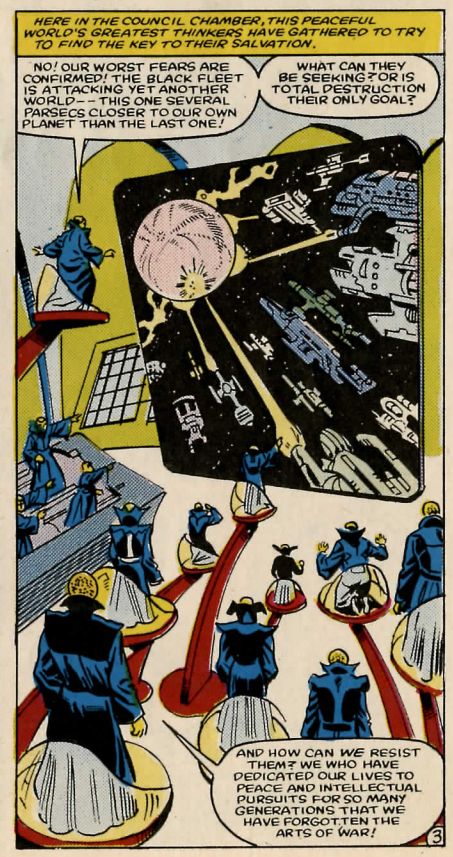


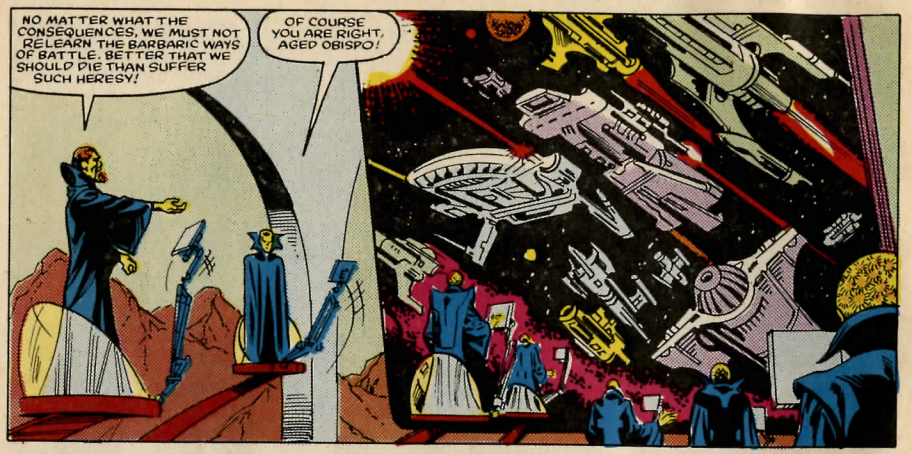


*TO CATCH UP WITH THESE EVENTS, READ **SPIDER-MAN** - ON SALE EVERY SATURDAY.... ED!





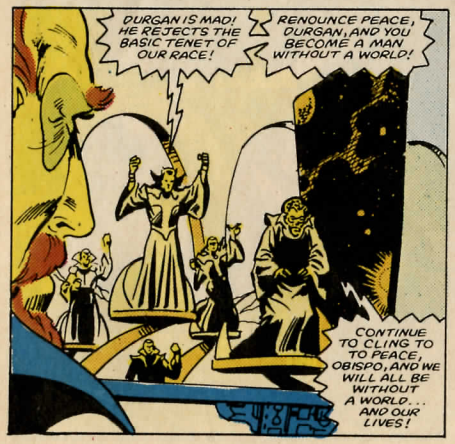


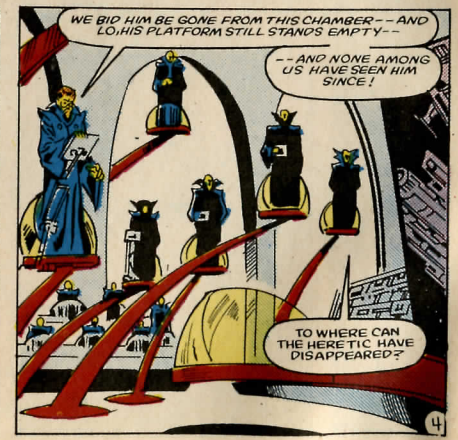

NO MATTER WHAT THE CONSEQUENCES, WE MUST NOT RELEARN THE BARBARIC WAYS OF BATTLE. BETTER THAT WE SHOULD DIE THAN SUFFER SUCH HERESY!
OF COURSE YOU ARE RIGHT, AGED OBISPO!

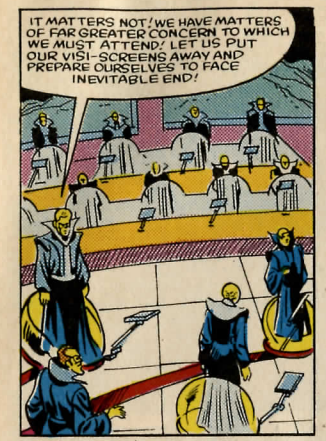
AYE! ONLY ONE AMONG US DARED SUGGEST THAT RESISTANCE WAS THE NOBLER COURSE -- THE PHILOSOPHER, DURGAN!
INDEED, OUR MONITORS CAPTURED HIS VERY WORDS AND ACTIONS. PAY HEED TO YOUR VISI-SCREENS, AND LEARN HOW LOW A MAN MAY SINK!

NO! CALL ME HERETIC IF YOU WILL, BUT I SAY TO YOU --

-- THAT THOUGH OUR HISTORY AND OUR MORALITY MILITATES AGAINST OUR FIGHTING BACK, IT IS A GREATER SIN TO DIE WITHOUT RESISTING!


DURGAN IS MAD! HE REJECTS THE BASIC TENET OF OUR RACE!
RENOUNCE PEACE, DURGAN, AND YOU BECOME A MAN WITHOUT A WORLD!
CONTINUE TO CLING TO PEACE, OBISPO, AND WE WILL ALL BE WITHOUT A WORLD... AND OUR LIVES!

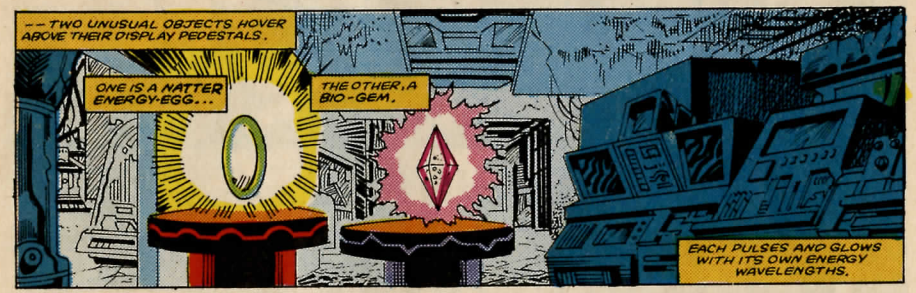

WE BID HIM BE GONE FROM THIS CHAMBER -- AND LO, HIS PLATFORM STILL STANDS EMPTY --
-- AND NONE AMONG US HAVE SEEN HIM SINCE!
TO WHERE CAN THE HERETIC HAVE DISAPPEARED?

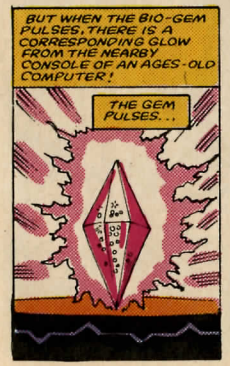

IT MATTERS NOT! WE HAVE MATTERS OF FAR GREATER CONCERN TO WHICH WE MUST ATTEND! LET US PUT OUR VISI-SCREENS AWAY AND PREPARE OURSELVES TO FACE INEVITABLE END!

BUT AMONG ALL THOSE PRESENT IN THE CHAMBER, THERE IS ONE YOUNG PHILOSOPHER WHO CONTINUES TO STUDY HIS SCREEN...
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!

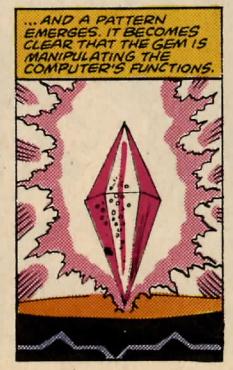
PERHAPS IF I PATCH MY VISI-SCREEN INTO THE MAIN COMPUTER DATA BANKS. HMM, CURIOUS, THERE SEEMS TO BE SOME SORT OF INTERFERENCE -- A DRAIN ON OUR PLANETARY COMPUTER HOOK-UP!
IT'S NOTHING MAJOR, AND WITH EVERY-ONE ELSE'S ATTENTION FOCUSED ON THE THREAT OF THE BLACK FLEET, NO ONE BUT MYSELF SEEMS TO HAVE NOTICED IT!

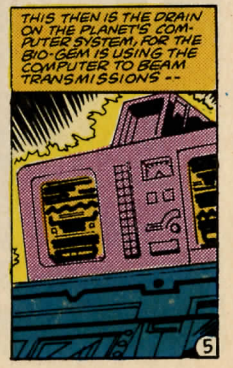
THIS MAY BEAR LOOKING INTO! I'LL BEGIN A CHECK ON THE SOURCE OF THE DRAIN AT ONCE!
WHILE A SHORT DISTANCE AWAY, IN AN ANCIENT MUSEUM THAT IS ALL BUT FORGOTTEN AMID THE MORE MODERN SPLENDORS OF THE PLANET --


-- TWO UNUSUAL OBJECTS HOVER ABOVE THEIR DISPLAY PEDESTALS.
ONE IS A NATTER ENERGY-EGG...
THE OTHER, A BIO-GEM.
EACH PULSES AND GLOWS WITH ITS OWN ENERGY WAVELENGTHS.

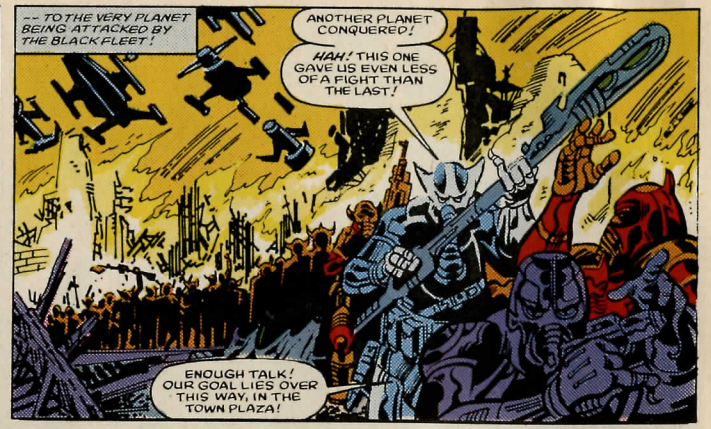

BUT WHEN THE BIO-GEM PULSES, THERE IS A CORRESPONDING GLOW FROM THE NEARBY CONSOLE OF AN AGES-OLD COMPUTER!
THE GEM PULSES..

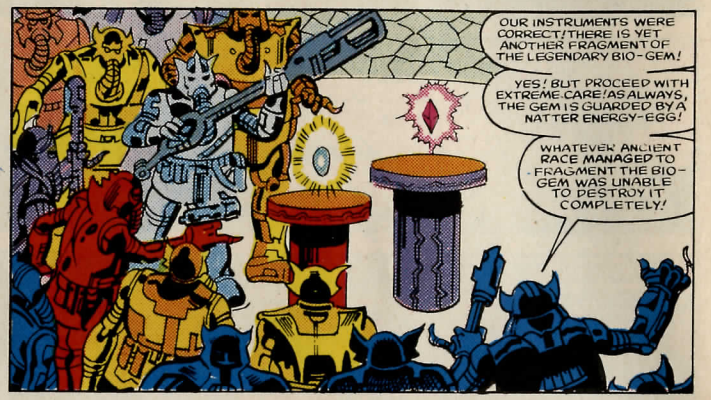
THE COMPUTER GLOWS...


...AND A PATTERN EMERGES. IT BECOMES CLEAR THAT THE GEM IS MANIPULATING THE COMPUTER'S FUNCTIONS.

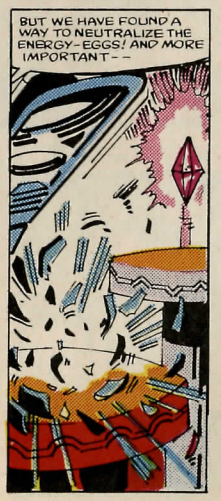

THIS THEN IS THE DRAIN ON THE PLANET'S COM-PUTER SYSTEM, FOR THE BIO-GEM IS USING THE COMPUTER TO BEAM TRANSMISSIONS --

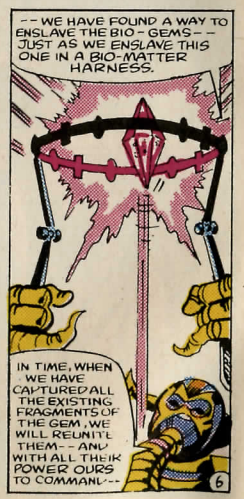
THE FIRST OF THESE TRANSMISSIONS TRAVELS THROUGH THE DISTANCE-REDUCING WARPS OF HYPER-SPACE--


-- 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 NEMESES 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--
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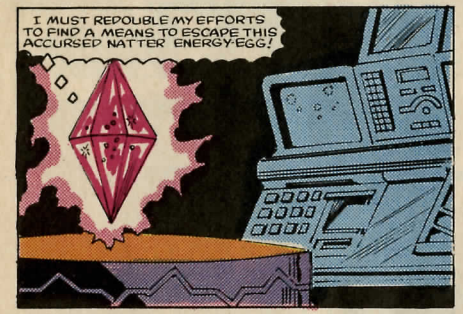
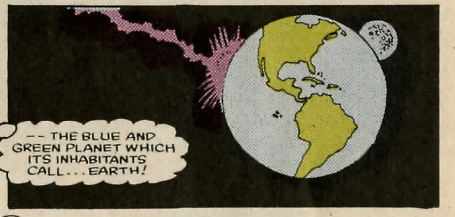
-- THE ENTIRE UNIVERSE WILL BOW DOWN BEFORE THE MIGHT OF THE BLACK FLEET!
EVEN AS THE BIO-GEM IS TRAPPED WITHIN THE CONFINES OF THE HARNESS, IT SENDS OUT ONE LAST DESPERATE SURGE BEFORE ITS CONSCIOUSNESS SUCCUMBS...

A SURGE THAT TRAVERSES LIGHT YEARS IN AN INSTANT TO CONVEY ITS PLIGHT TO ITS FELLOW GEM ON OURGAN'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 REDOUBLE MY EFFORTS TO FIND A MEANS TO ESCAPE THIS ACCURSED NATTER 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--

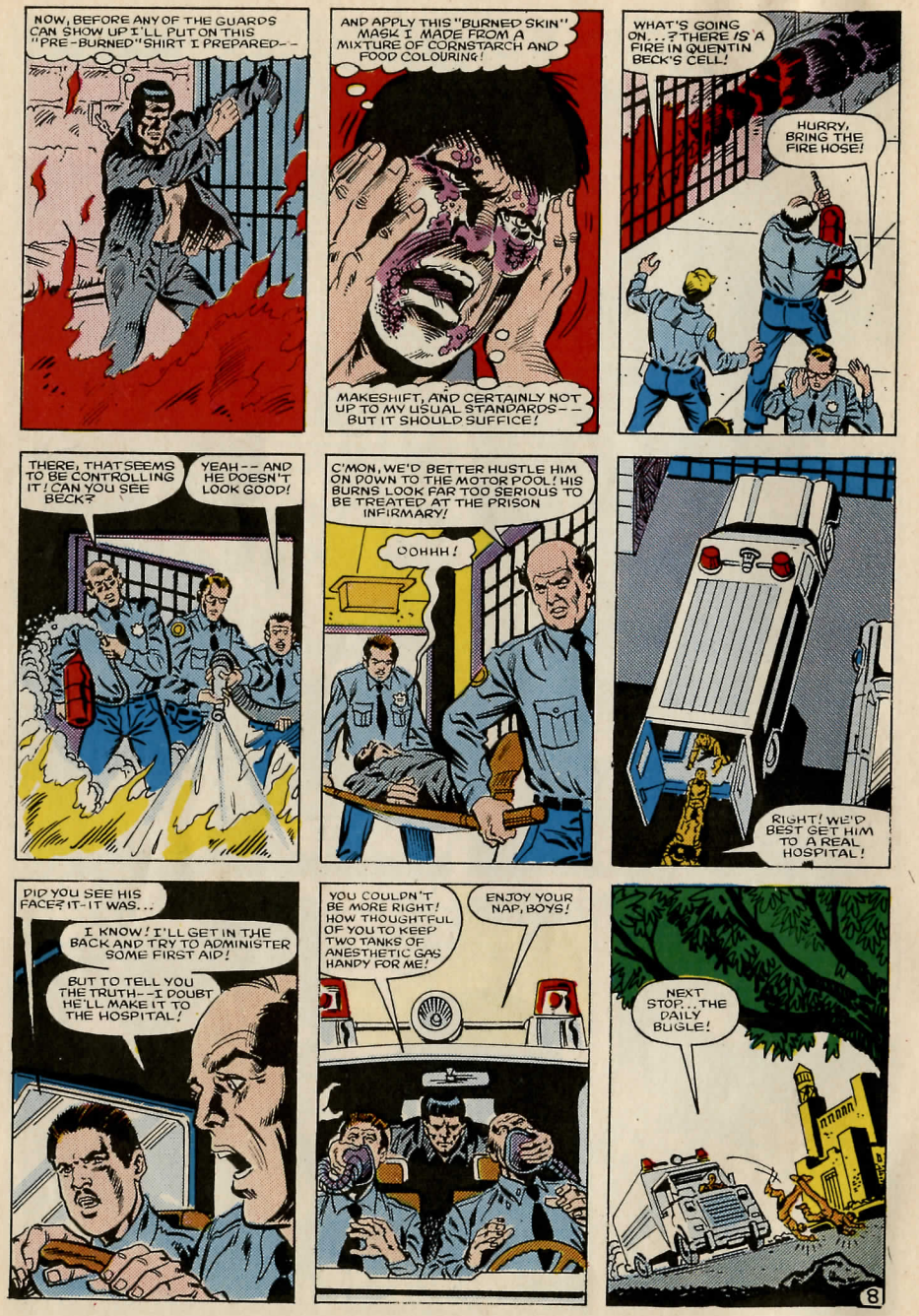
--ONLY THIS ONE IS AIMED AT THAT UNIQUE PRIMITIVE PLANET DURGAN HAS SPENT SO MUCH TIME STUDYING OF LATE--

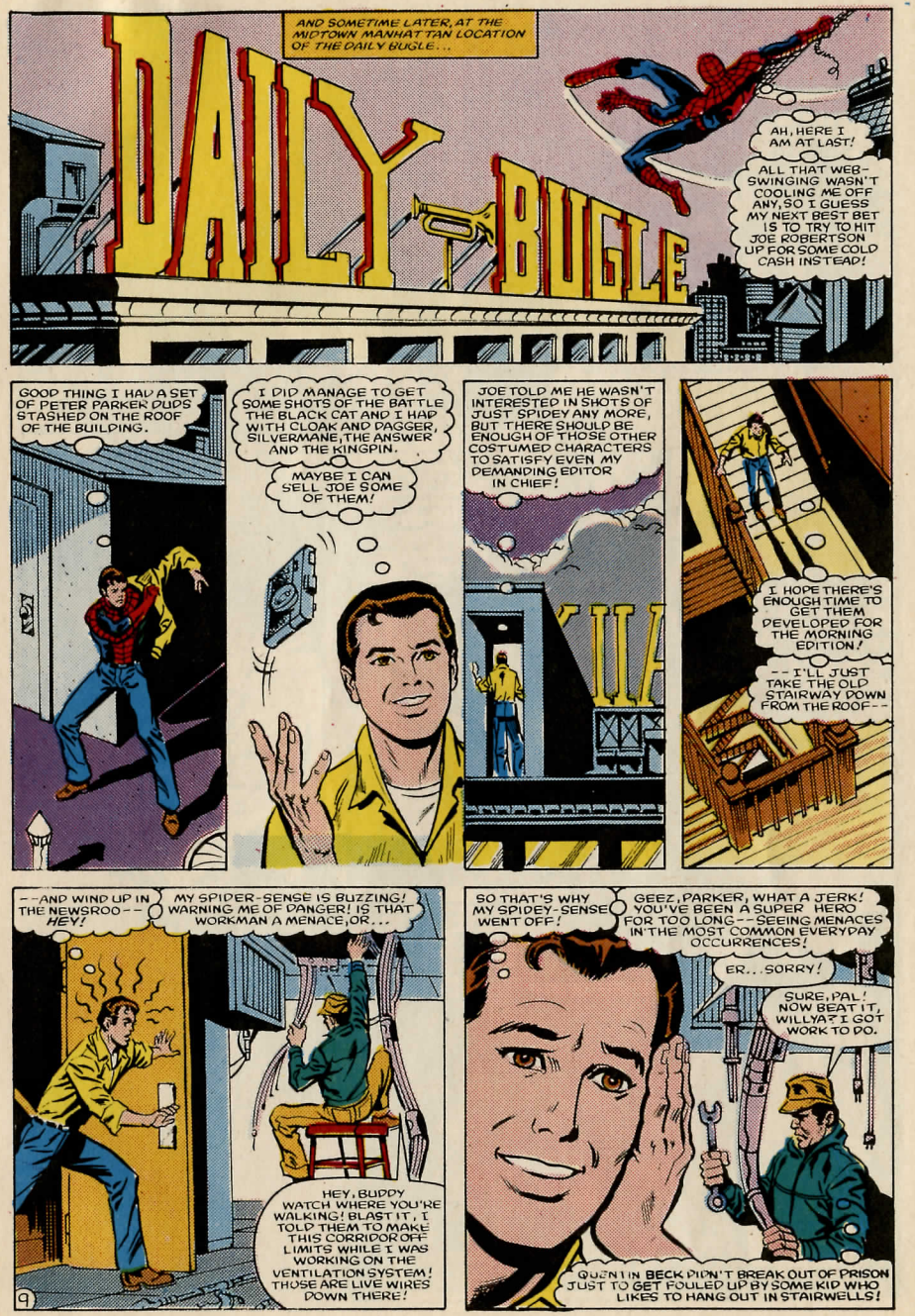

-- THE BLUE AND GREEN PLANET WHICH ITS INHABITANTS CALL... EARTH!

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...
SCRUNCH!

FIRE! HELP ME, MY CELL IS ON FIRE!
7


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 COLOURING!
MAKESHIFT, AND CERTAINLY NOT UP TO MY USUAL STANDARDS-- BUT IT SHOULD SUFFICE!
WHAT'S GOING ON...? THERE IS A FIRE IN QUENTIN BECK'S CELL!
HURRY, BRING THE FIRE HOSE!
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!
OOHHH!
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!
BUT TO TELL YOU THE TRUTH--I DOUBT HE'LL MAKE IT TO THE HOSPITAL!
YOU COULDN'T BE MORE RIGHT! HOW THOUGHTFUL OF YOU TO KEEP TWO TANKS OF ANESTHETIC GAS HANDY FOR ME!
ENJOY YOUR NAP, BOYS!
NEXT STOP...THE DAILY BUGLE!
8


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 DUDS 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 ANY MORE, 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--
--AND WIND UP IN THE NEWSROO-- 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 FOULED UP BY SOME KID WHO LIKES TO HANG OUT IN STAIRWELLS!
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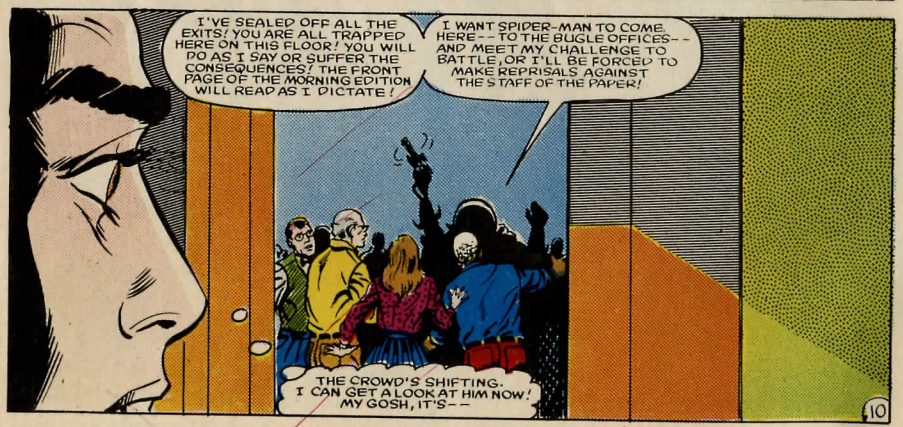
SHORTLY...
NOT BAD, PETER, WE CAN USE SOME OF THESE SHOTS.
YOU STILL NEED TO WORK ON YOUR TECHNICAL PROFICIENCY.
I KNOW, JOE. I'M PLANNING TO TAKE SOME PHOTOGRAPHY COURSES SOON, I JUST HAVE TO WORK OUT THE TIME AND THE FINANCIAL END...

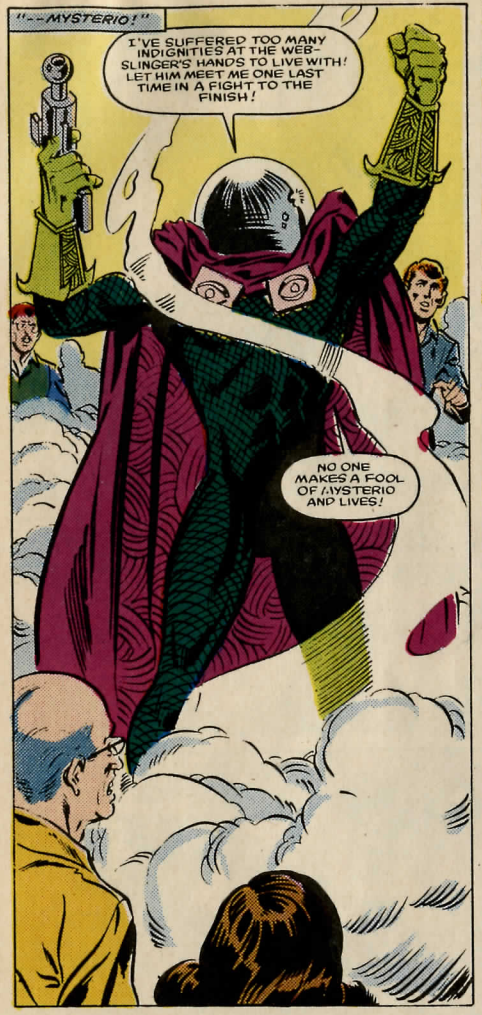
NOW WHAT'S THAT RACKET ABOUT?
POW!
CRASH!
JOE! Y-YOU'D BETTER COME HERE! SOMEONE WANTS TO SEE THE MAN IN CHARGE!

WAIT HERE, PETER! I'LL BE RIGHT BACK!
BUT--!
MY SPIDER-SENSE IS BUZZING AGAIN! THERE'S SOME SORT OF MENACE OUT THERE!

BUT I COULDN'T TELL JOE NOT TO GO OUT! WHAT WOULD I HAVE SAID -- THAT I HAD A PREMONITION THAT THERE WAS DANGER OUT THERE?
I'LL JUST LEAP OVER TO THE DOOR--

--OPEN IT A CRACK, AND SEE WHAT THE HECK IS GOING ON!

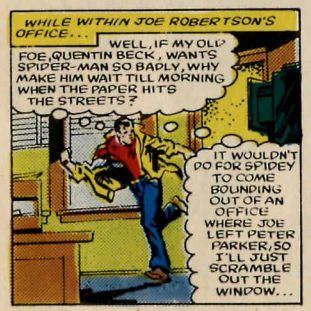

I'VE SEALED OFF ALL THE EXITS! YOU ARE ALL TRAPPED HERE ON THIS FLOOR! YOU WILL DO AS I SAY OR SUFFER THE CONSEQUENCES! THE FRONT PAGE OF THE MORNING EDITION WILL READ AS I DICTATE!
I WANT SPIDER-MAN TO COME HERE -- TO THE BUGLE OFFICES -- AND MEET MY CHALLENGE TO BATTLE, OR I'LL BE FORCED TO MAKE REPRISALS AGAINST THE STAFF OF THE PAPER!
THE CROWD'S SHIFTING. I CAN GET A LOOK AT HIM NOW! MY GOSH, IT'S--
10

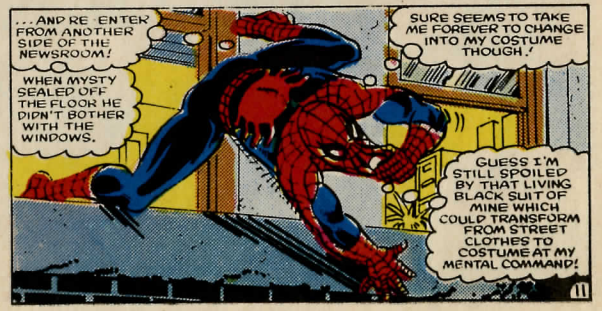

"--MYSTERIO!"
I'VE SUFFERED TOO MANY INDIGNITIES AT THE WEB-SLINGER'S HANDS TO LIVE WITH! LET HIM MEET ME ONE LAST TIME IN A FIGHT TO THE FINISH!
NO ONE MAKES A FOOL OF MYSTERIO AND LIVES!

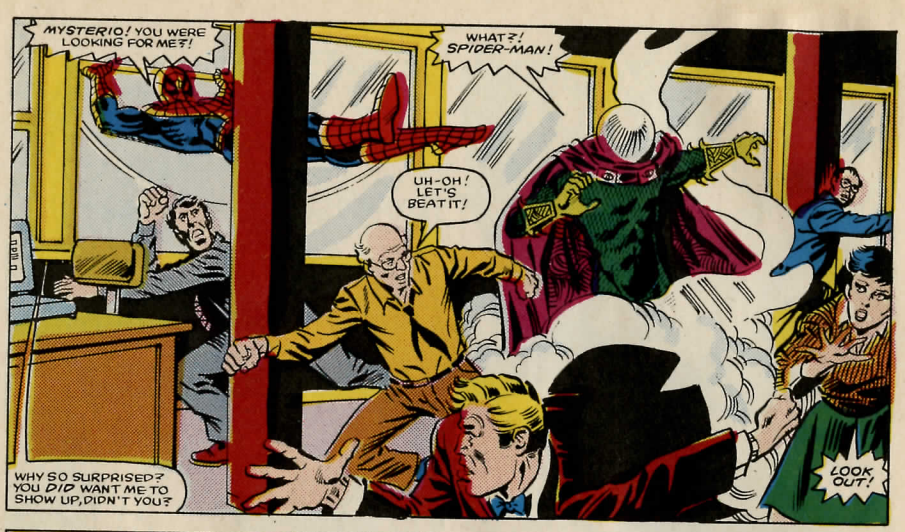
IF OUR PUBLISHER, J. JONAH JAMESON, HEARS WE LET THIS NUTCASE REWRITE OUR FRONT PAGE FOR US WE MAY NOT HAVE LONG TO LIVE EITHER!
I KNOW WHAT YOU MEAN! I'D ALMOST RATHER FACE THIS GUY THAN JONAH IN A BAD MOOD!

NOW JUST TAKE IT EASY MISTER... ER... MYSTERIO! 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...

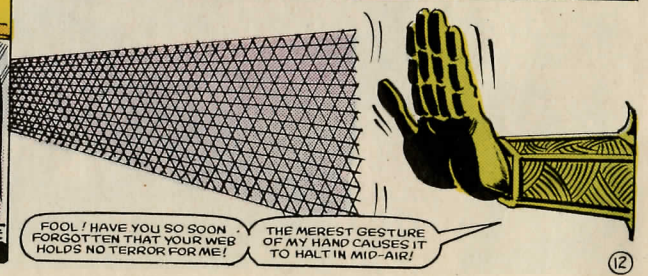

...AND RE-ENTER FROM ANOTHER SIDE OF THE NEWSROOM!
WHEN MYSTY SEALED OFF THE FLOOR HE DIDN'T BOTHER WITH THE WINDOWS.
SURE SEEMS TO TAKE ME FOREVER TO CHANGE INTO MY COSTUME THOUGH.
GUESS I'M STILL SPOILED BY THAT LIVING BLACK SUIT OF MINE WHICH COULD TRANSFORM FROM STREET CLOTHES TO COSTUME AT MY MENTAL COMMAND!
11


MYSTERIO! YOU WERE LOOKING FOR ME?!
WHAT?! SPIDER-MAN!
UH-OH! LET'S BEAT IT!
WHY SO SURPRISED? YOU DID WANT ME TO SHOW UP, DIDN'T YOU?
LOOK OUT!

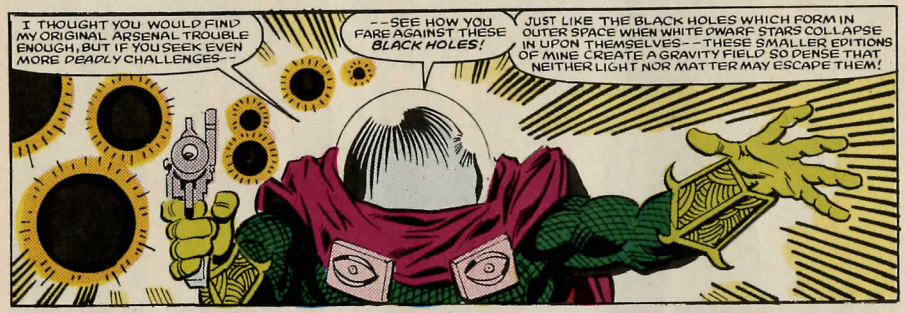
JUST GOES TO SHOW WHAT FAST RESULTS YOU GET WHEN YOU ADVERTISE IN THE DAILY BUGLE! NOW, IF YOU'LL JUST HOLD THAT POSE--
--WE CAN WRAP THIS UP IN A HURRY! OOPS!
DARN! HE'S ENVELOPED HIMSELF IN THAT SMOKE CLOUD OF HIS! AND HE MUST STILL HAVE THAT DEVICE WHICH NEUTRALIZES MY SPIDEY-SENSE, OR I'D BE ABLE TO AT LEAST GET A ROUGH FIX ON HIM IN THE SMOKE!

LOOKING FOR SOMEONE, SPIDER-MAN?
HUH? HOW'D YOU GET BEHIND ME?!
AN EASY TASK FOR THE MASTER OF SPECIAL EFFECTS!

YEAH? WELL LET'S SEE HOW YOU LIKE SOME OF MY OWN SPECIAL EFFECTS--LIKE A DOUBLE-BARRELED DOSE OF ICKY-STICKY SPIDER-WEBBING!


FOOL! HAVE YOU SO SOON FORGOTTEN THAT YOUR WEB HOLDS NO TERROR FOR ME!
THE MEREST GESTURE OF MY HAND CAUSES IT TO HALT IN MID-AIR!

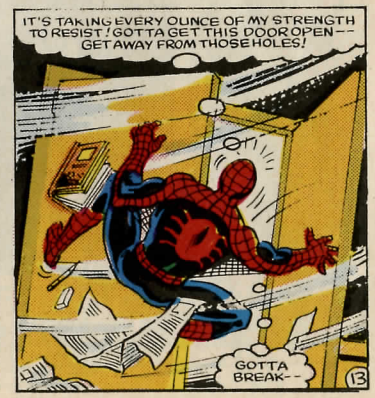
SPARE ME THE THEATRICS, MYSTY! YOU KNOW AS WELL AS I DO THAT YOUR GLOVES RELEASE A FINE MIST OF ACID THAT CAN DISSOLVE MY WEB-FLUID!
VERY WELL, IF YOU AREN'T IMPRESSED WITH THAT TRICK, PERHAPS YOU'LL ENJOY THE EFFECTS OF MY HALLUCINOGENIC GAS BOMB!
GOTTA HIT ME FIRST! DON'T YOU HAVE ANY NEW GIMMICKS?

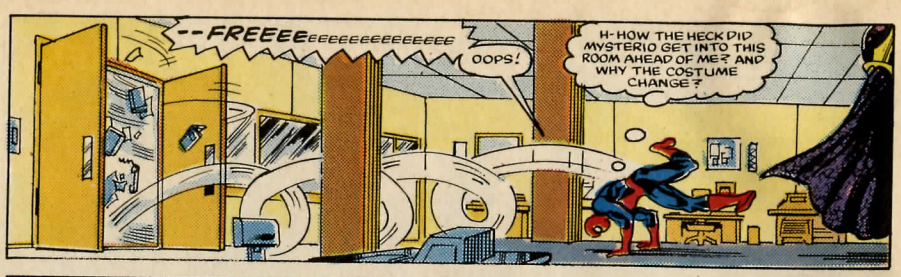

I THOUGHT YOU WOULD FIND MY ORIGINAL ARSENAL TROUBLE ENOUGH, BUT IF YOU SEEK EVEN MORE DEADLY CHALLENGES--
--SEE HOW YOU FARE AGAINST THESE BLACK HOLES!
JUST LIKE THE BLACK HOLES WHICH FORM IN OUTER SPACE WHEN WHITE DWARF STARS COLLAPSE IN UPON THEMSELVES--THESE SMALLER EDITIONS OF MINE CREATE A GRAVITY FIELD SO DENSE THAT NEITHER LIGHT NOR MATTER MAY ESCAPE THEM!

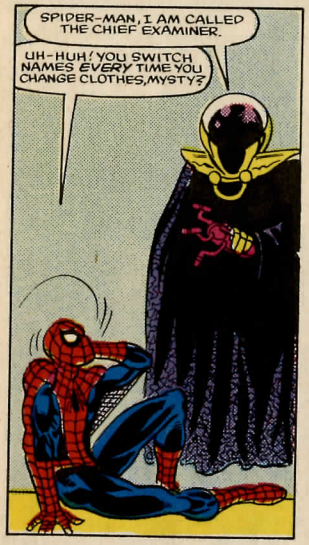
IT'S IMPOSSIBLE! THERE'S NO WAY MYSTY COULD HAVE HARNESSED SUCH FORCES--
--AND YET THE ROOM'S GETTING DARK...AND I'LL BE DARNED IF I'M NOT FEELING THE PULL OF THOSE THINGS ALREADY!

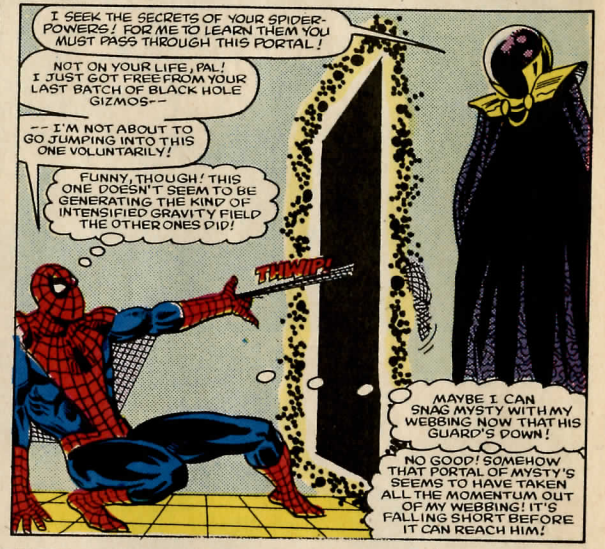
GOTTA GET AWAY FROM THEM BEFORE I'M SUCKED RIGHT INSIDE ONE!
HA! WHERE ARE YOUR WORDS OF BRAVADO NOW, SPIDER-MAN?!
IT-IT'S ALL I CAN DO TO KEEP FROM BEING PULLED RIGHT OFF THE WALL!

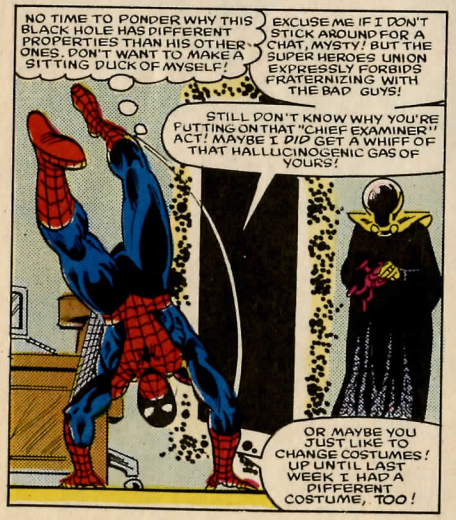
IF IT WEREN'T FOR MY SPIDER-LIKE ABILITY TO CLING TO ANY SURFACE, I'D BE A SPIDER-FRICASSEE RIGHT NOW!

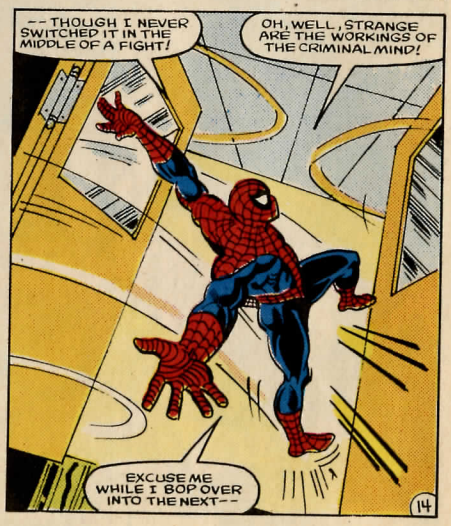

IT'S TAKING EVERY OUNCE OF MY STRENGTH TO RESIST! GOTTA GET THIS DOOR OPEN--GET AWAY FROM THOSE HOLES!
GOTTA BREAK--

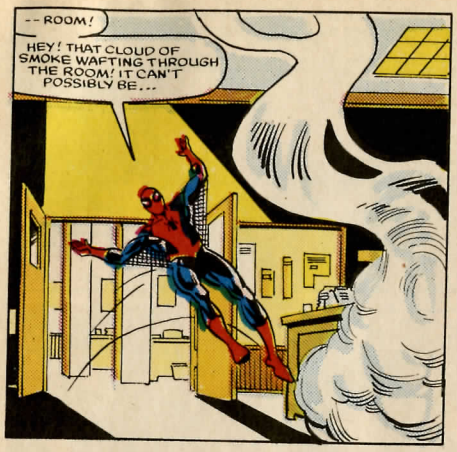

--FREEEEeeeeeeeeeeeee
OOPS!
H-HOW THE HECK DID MYSTERIO GET INTO THIS ROOM AHEAD OF ME? AND WHY THE COSTUME CHANGE?


SPIDER-MAN, I AM CALLED THE CHIEF EXAMINER.
UH-HUH! YOU SWITCH NAMES *EVERY* TIME YOU CHANGE CLOTHES, MYSTY?


I SEEK THE SECRETS OF YOUR SPIDER-POWERS! FOR ME TO LEARN THEM YOU MUST PASS THROUGH THIS PORTAL!
NOT ON YOUR LIFE, PAL! I JUST GOT FREE FROM YOUR LAST BATCH OF BLACK HOLE GIZMOS--
--I'M NOT ABOUT TO GO JUMPING INTO THIS ONE VOLUNTARILY!
FUNNY, THOUGH! THIS ONE DOESN'T SEEM TO BE GENERATING THE KIND OF INTENSIFIED GRAVITY FIELD THE OTHER ONES DID!
THWIP!
MAYBE I CAN SNAG MYSTY WITH MY WEBBING NOW THAT HIS GUARD'S DOWN!
NO GOOD! SOMEHOW THAT PORTAL OF MYSTY'S SEEMS TO HAVE TAKEN ALL THE MOMENTUM OUT OF MY WEBBING! IT'S FALLING SHORT BEFORE IT CAN REACH HIM!


NO TIME TO PONDER WHY THIS BLACK HOLE HAS DIFFERENT PROPERTIES THAN HIS OTHER ONES. DON'T WANT TO MAKE A SITTING DUCK OF MYSELF!
EXCUSE ME IF I DON'T STICK AROUND FOR A CHAT, MYSTY! BUT THE SUPER HEROES UNION EXPRESSLY FORBIDS FRATERNIZING WITH THE BAD GUYS!
STILL DON'T KNOW WHY YOU'RE PUTTING ON THAT "CHIEF EXAMINER" ACT! MAYBE I *DID* GET A WHIFF OF THAT HALLUCINOGENIC GAS OF YOURS!
OR MAYBE YOU JUST LIKE TO CHANGE COSTUMES! UP UNTIL LAST WEEK I HAD A DIFFERENT COSTUME, TOO!

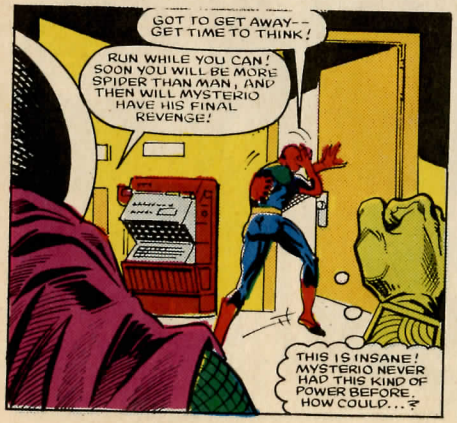

--THOUGH I NEVER SWITCHED IT IN THE MIDDLE OF A FIGHT!
OH, WELL, STRANGE ARE THE WORKINGS OF THE CRIMINAL MIND!
EXCUSE ME WHILE I BOP OVER INTO THE NEXT--

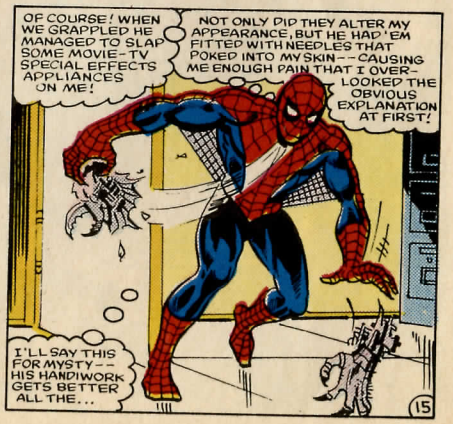

--ROOM!
HEY! THAT CLOUD OF SMOKE WAFTING THROUGH THE ROOM! IT CAN'T POSSIBLY BE...

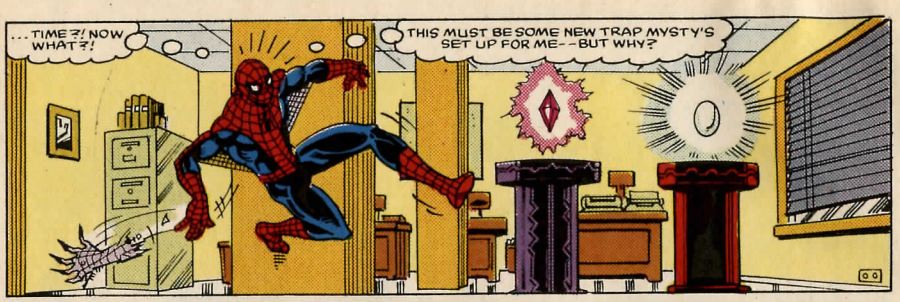
MYSTERIO! BUT HOW-- MMPF!
HOW COOPERATIVE OF YOU TO LEAP BACK INTO MY CLUTCHES, SPIDER-MAN!

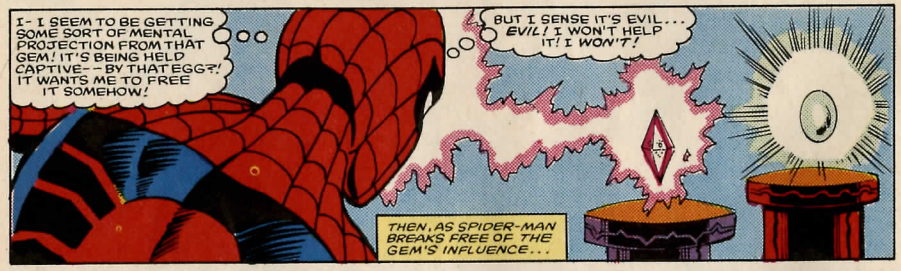
REALLY, MYSTY, YOU OUGHT TO KNOW BY NOW THAT YOU CAN'T BEAT ME IN HAND-TO-HAND COMBAT! IT'S A SNAP FOR ME TO BREAK FREE OF YOUR GRIP!
BUT I STILL CAN'T FIGURE OUT HOW YOU GOT INTO THIS ROOM AHEAD OF ME, CONSIDERING HOW FAST MY SPIDER-SPEED MAKES ME!
IF YOU ARE SO PROUD OF YOUR RESEMBLANCE TO THOSE VILE ARACHNIDS--

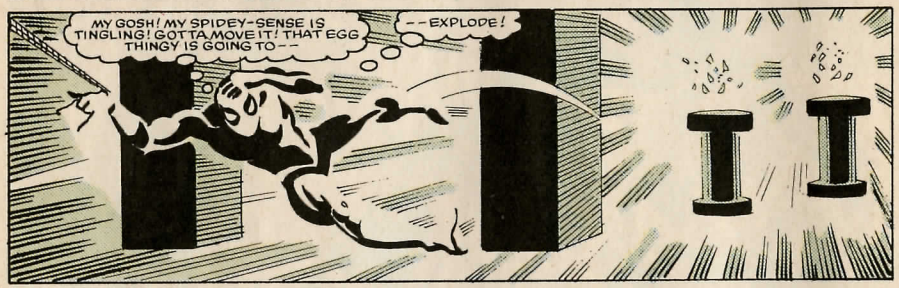
--THEN *BE* ONE!
ARRGGHH!! M-MY FACE--MY HANDS! THEY'RE CHANGING...GROWING!
AND THE *PAIN*--!

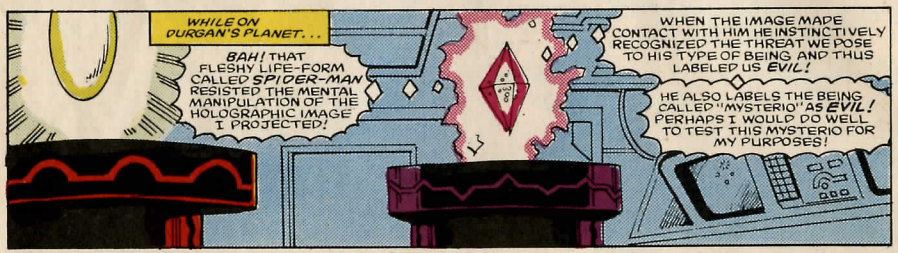

GOT TO GET AWAY-- GET TIME TO THINK!
RUN WHILE YOU CAN! SOON YOU WILL BE MORE SPIDER THAN MAN, AND THEN WILL MYSTERIO HAVE HIS FINAL REVENGE!
THIS IS INSANE! MYSTERIO NEVER HAD THIS KIND OF POWER BEFORE. HOW COULD...?

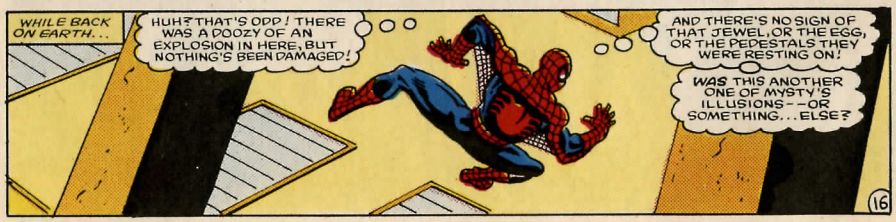

OF COURSE! WHEN WE GRAPPLED HE MANAGED TO SLAP SOME MOVIE-TV SPECIAL EFFECTS APPLIANCES ON ME!
NOT ONLY DID THEY ALTER MY APPEARANCE, BUT HE HAD 'EM FITTED WITH NEEDLES THAT POKED INTO MY SKIN--CAUSING ME ENOUGH PAIN THAT I OVER-LOOKED THE OBVIOUS EXPLANATION AT FIRST!
I'LL SAY THIS FOR MYSTY--HIS HANDIWORK GETS BETTER ALL THE...


...TIME?! NOW WHAT?!
THIS MUST BE SOME NEW TRAP MYSTY'S SET UP FOR ME--BUT WHY?

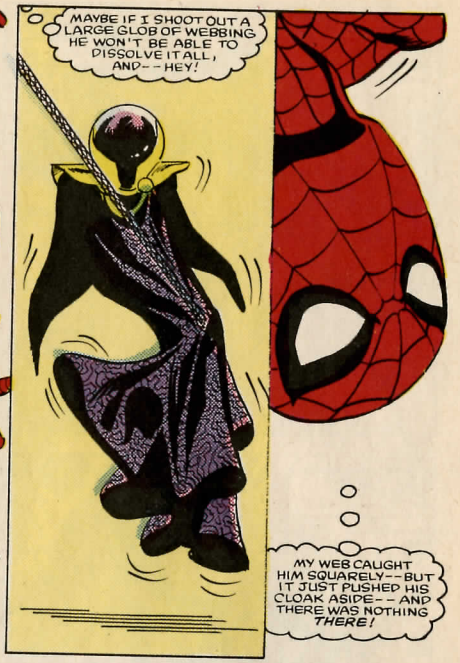

I-I SEEM TO BE GETTING SOME SORT OF MENTAL PROJECTION FROM THAT GEM! IT'S BEING HELD CAPTIVE--BY THAT EGG?! IT WANTS ME TO FREE IT SOMEHOW!
BUT I SENSE IT'S EVIL... *EVIL!* I WON'T HELP IT! I *WON'T!*
THEN, AS SPIDER-MAN BREAKS FREE OF THE GEM'S INFLUENCE...

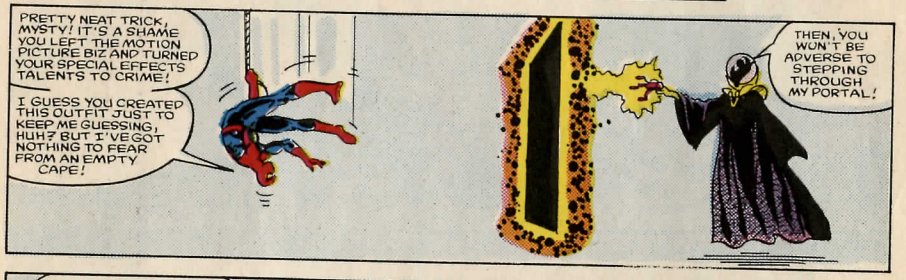

MY GOSH! MY SPIDEY-SENSE IS TINGLING! GOTTA MOVE IT! THAT EGG THINGY IS GOING TO--
--EXPLODE!

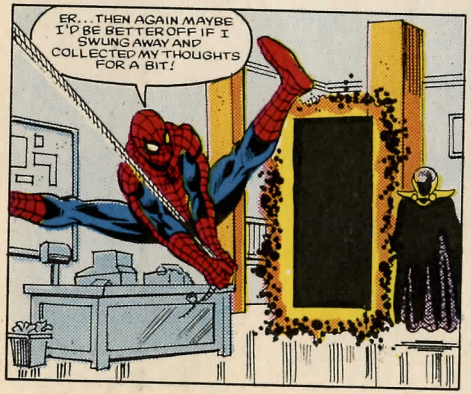

WHILE ON DURGAN'S PLANET...
BAH! THAT FLESHY LIFE-FORM CALLED *SPIDER-MAN* RESISTED THE MENTAL MANIPULATION OF THE HOLOGRAPHIC IMAGE I PROJECTED!
WHEN THE IMAGE MADE CONTACT WITH HIM HE INSTINCTIVELY RECOGNIZED THE THREAT WE POSE TO HIS TYPE OF BEING AND THUS LABELED US *EVIL!*
HE ALSO LABELS THE BEING CALLED "MYSTERIO" AS *EVIL!* PERHAPS I WOULD DO WELL TO TEST THIS MYSTERIO FOR MY PURPOSES!


WHILE BACK ON EARTH...
HUH? THAT'S ODD! THERE WAS A DOOZY OF AN EXPLOSION IN HERE, BUT NOTHING'S BEEN DAMAGED!
AND THERE'S NO SIGN OF THAT JEWEL, OR THE EGG, OR THE PEDESTALS THEY WERE RESTING ON!
WAS THIS ANOTHER ONE OF MYSTY'S ILLUSIONS--OR SOMETHING...ELSE?
16

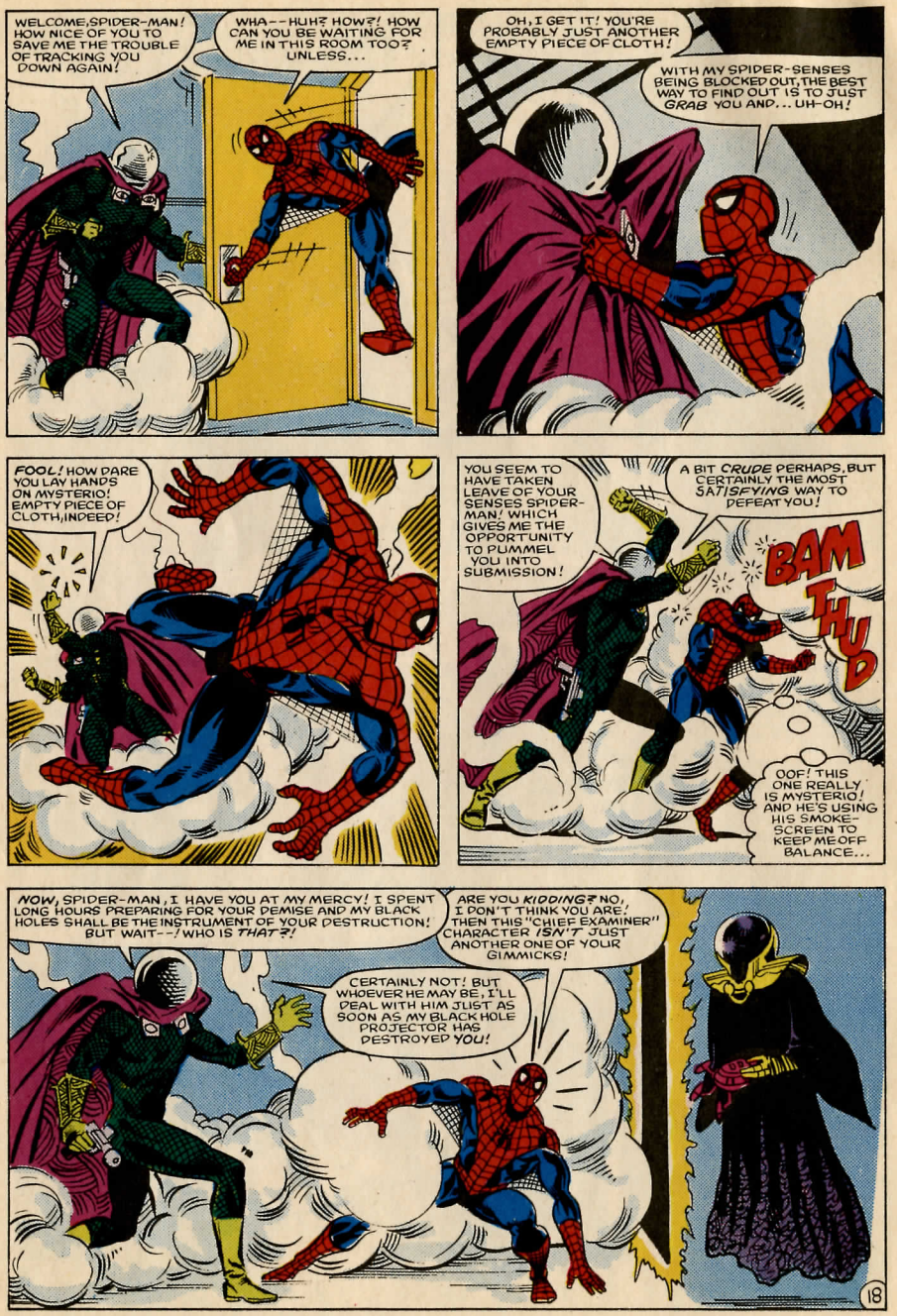
EH?!
WILL YOU PASS THROUGH MY PORTAL *NOW*, SPIDER-MAN?
NOT ON YOUR LIFE, BUBBY! AND SINCE YOU SEEM TO ENJOY SWITCHING THREADS SO MUCH--
--LET ME ADD A FEW NEW THREADS OF MY OWN TO YOUR WARDROBE!


MAYBE IF I SHOOT OUT A LARGE GLOB OF WEBBING HE WON'T BE ABLE TO DISSOLVE IT ALL, AND--HEY!
MY WEB CAUGHT HIM SQUARELY--BUT IT JUST PUSHED HIS CLOAK ASIDE--AND THERE WAS NOTHING *THERE!*


PRETTY NEAT TRICK, MYSTY! IT'S A SHAME YOU LEFT THE MOTION PICTURE BIZ AND TURNED YOUR SPECIAL EFFECTS TALENTS TO CRIME!
I GUESS YOU CREATED THIS OUTFIT JUST TO KEEP ME GUESSING, HUH? BUT I'VE GOT NOTHING TO FEAR FROM AN EMPTY CAPE!
THEN, YOU WON'T BE ADVERSE TO STEPPING THROUGH MY PORTAL!

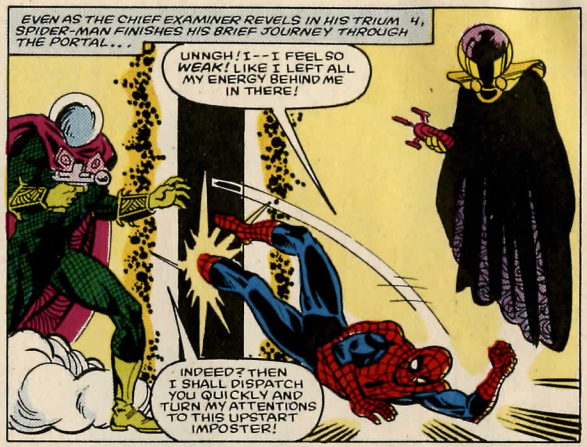

ER... THEN AGAIN MAYBE I'D BE BETTER OFF IF I SWUNG AWAY AND COLLECTED MY THOUGHTS FOR A BIT!

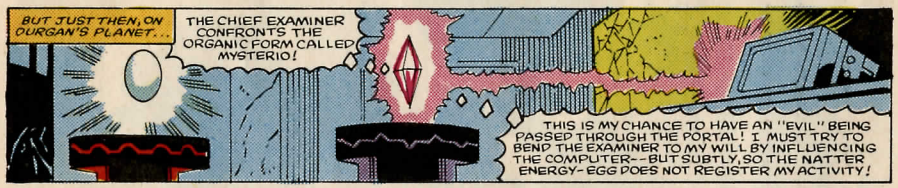
TA-TA, MYSTY, OR CHIEF EXAMINER, OR *WHATEVER* YOU'RE CALLING YOURSELF!
BOY, AM I GETTING TIRED OF GOING THROUGH DOORWAYS!
17


WELCOME, SPIDER-MAN! HOW NICE OF YOU TO SAVE ME THE TROUBLE OF TRACKING YOU DOWN AGAIN!
WHA--HUH? HOW?! 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!
FOOL! HOW DARE YOU LAY HANDS ON MYSTERIO! EMPTY PIECE OF CLOTH, INDEED!
YOU SEEM TO HAVE TAKEN LEAVE OF YOUR SENSES SPIDER-MAN! WHICH GIVES ME THE OPPORTUNITY TO PUMMEL YOU INTO SUBMISSION!
A BIT CRUDE PERHAPS, BUT CERTAINLY THE MOST SATISFYING WAY TO DEFEAT YOU!
BAM
THUD
OOF! THIS ONE REALLY IS MYSTERIO! AND HE'S USING HIS SMOKE-SCREEN TO KEEP ME OFF BALANCE...
NOW, SPIDER-MAN, I HAVE YOU AT MY MERCY! I SPENT LONG HOURS PREPARING FOR YOUR DEMISE AND MY BLACK HOLES SHALL BE THE INSTRUMENT OF YOUR DESTRUCTION! BUT WAIT--! WHO IS THAT?!
ARE YOU KIDDING? NO, I DON'T THINK YOU ARE! THEN THIS "CHIEF EXAMINER" CHARACTER ISN'T JUST ANOTHER ONE OF YOUR GIMMICKS!
CERTAINLY NOT! BUT WHOEVER HE MAY BE, I'LL DEAL WITH HIM JUST AS SOON AS MY BLACK HOLE PROJECTOR HAS DESTROYED YOU!
18

NOW DIE, SPIDER-MAN!
UH-OH, CORNERED! I DON'T KNOW WHAT THIS PORTAL THINGY IS--
--BUT I'VE SEEN WHAT MYSTY'S BLACK HOLES CAN DO, SO I GUESS I'LL TAKE MY CHANCES.
GOOD! SPIDER-MAN ENTERS THE PORTAL OF HIS OWN VOLITION!
GANGWAY! I'M COMING...
...THROUGH!
...WHERE HIS BEING IS STRIPPED TO ITS VERY ESSENCE. ALL THAT HE KNOWS--EVERY EXPERIENCE, EVERY THOUGHT, EVERY SENSATION HE HAS EVER HAD--IS LAID BARE TO THE PROBING PORTAL.
HIS HEADLONG DIVE TO AVOID THE BLACK HOLES SENDS THE WEB-SLINGER PLUNGING INTO THE DARK VOID...
THEN, AS THE EXAMINATION ENDS, SPIDER-MAN FEELS HIS POWER BEING SWIFTLY DRAINED AWAY! *
* TO FIND OUT WHAT REALLY HAPPENED TO SPIDEY'S POWERS, PLAY THE SCOTT ADAMS QUEST-PROBE ADVENTURE COMPUTER GAME--MORE DETAILS LATER THIS ISSUE!
19

EXCELLENT! THE SECRETS OF SPIDER-MAN'S POWERS ARE NOW ADDED TO THOSE OF THE HULK!* MY MISSION IS A SUCCESS!
* AS SHOWN IN QUESTPROBE #1 - 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!

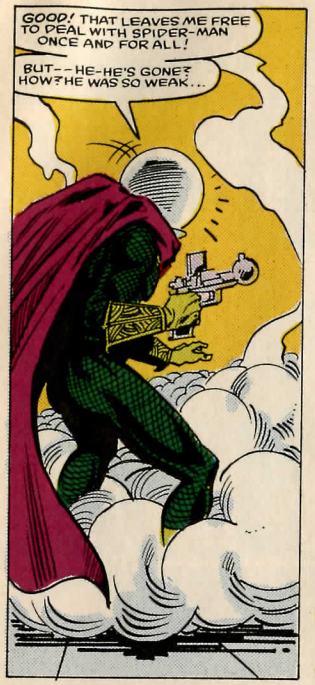

BUT JUST THEN, ON OURGAN'S PLANET...
THE CHIEF EXAMINER CONFRONTS THE ORGANIC FORM CALLED MYSTERIO!
THIS IS MY CHANCE TO HAVE AN "EVIL" BEING PASSED THROUGH THE PORTAL! I MUST TRY TO BEND THE EXAMINER TO MY WILL BY INFLUENCING THE COMPUTER--BUT SUBTLY, SO THE NATTER ENERGY-EGG DOES NOT REGISTER MY ACTIVITY!

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!


GOOD! THAT LEAVES ME FREE TO DEAL WITH SPIDER-MAN ONCE AND FOR ALL!
BUT--HE-HE'S GONE? HOW? HE WAS SO WEAK...

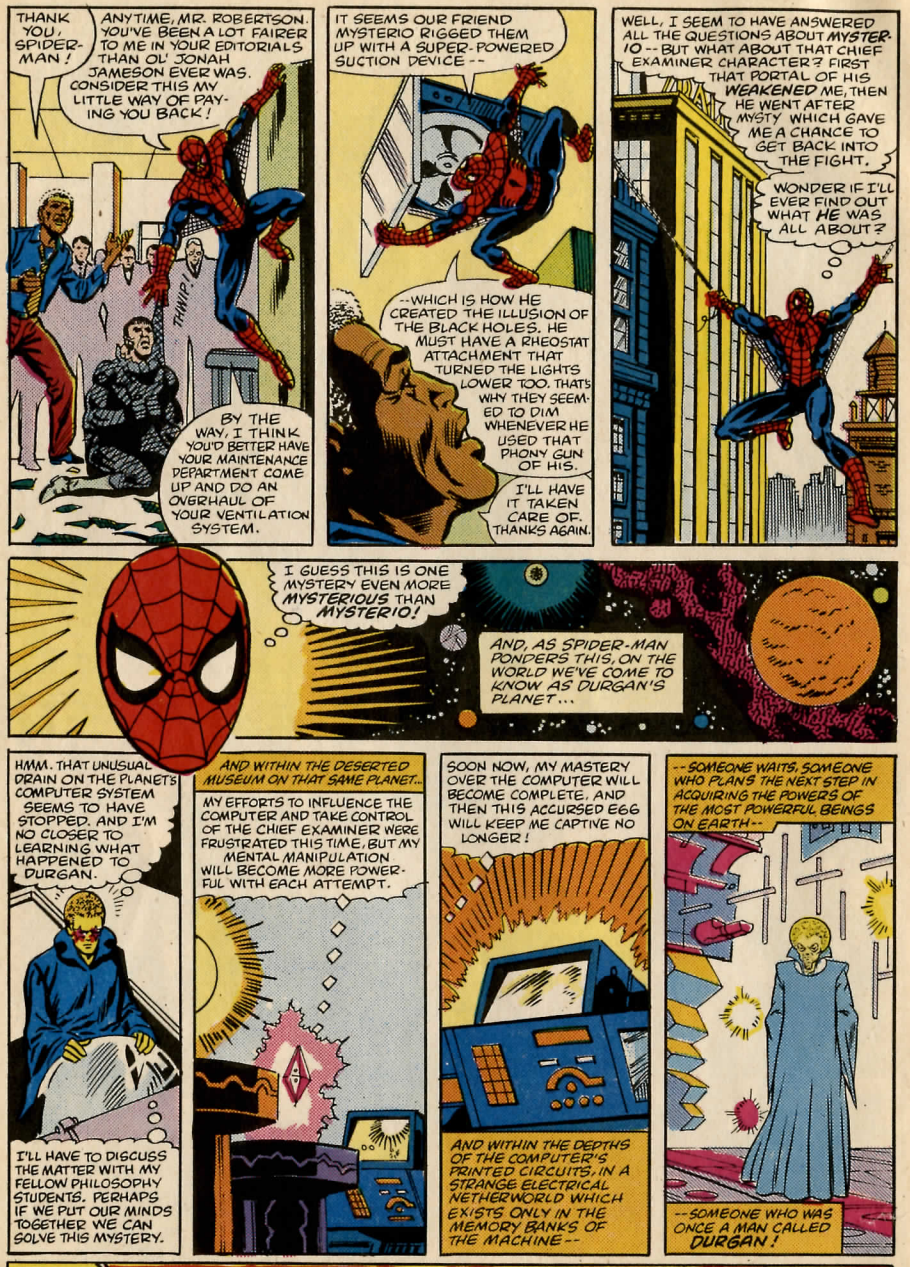
THWIP
HOW TOUCHING! I HAD NO IDEA YOU WERE SO CONCERNED ABOUT MY WELL-BEING, MYSTY! BUT DON'T WORRY, I'M FEELING STRONGER BY THE MINUTE!
MY GUN!

THAT MINI-CHASE YOU HAD WITH CHIEFY GAVE ME A BREATHER--
--NOW SUPPOSE I GIVE YOU A BREATHER BY LETTING SOME FRESH AIR INTO THAT STUFFY OLD HELMET OF YOURS!
CRASH!

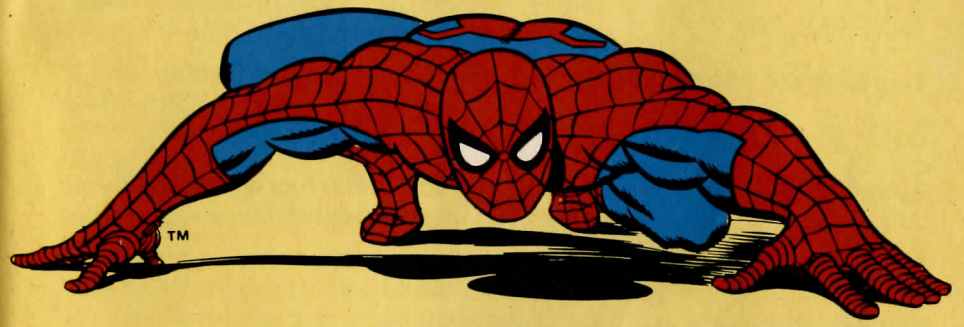
IF ONLY I HAD SOMETHING TO FAN AWAY THOSE NASTY FUMES--AH, THIS CLOAK WILL DO NICELY!
CRUNCH!
KRINCH!
OOPS! SORRY! I SEEM TO HAVE BROKEN YOUR SPIDER-SENSE JAMMERS!
YOU REALLY MUST LEARN TO HIDE THEM SOMEWHERE OTHER THAN THOSE SILLY EYE MEDALLIONS!

MAY AS WELL RELIEVE YOU OF THE REST OF YOUR GIZMOS WHILE I'M AT IT!
RIP!
SHRED!
ACID-GLOVES, SPRINGY BOOTS... MY, MY--QUITE AN ARSENAL!

OKAY, ALL YOU BUGLE EMPLOYEES, IT'S SAFE TO COME OUT NOW!
MAYBE YOU'D LIKE AN EXCLUSIVE ON WHAT THE WELL-DRESSED SUPER-VILLAIN ISN'T WEARING THESE DAYS!
YOU'LL PAY FOR THIS HUMILIATION!



So – there is more to come. In fact, the complete storyline spreads across the entire series of 12 comic-strip adventures, all involving different Marvel characters, and each story launches you into a separate and complete QUESTPROBE computer game. So, without further ado, let's get straight to this story's adventure. . .



WHAT IS AN ADVENTURE?

If you have never played an adventure game before then you are in for a real treat. Adventuring permits the player to move at will within the game environment, and to examine objects for clues that will help reach the objective of the game.

For example, an adventure might start thus:

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

You may want to start by entering a direction (North, South, up, down etc.) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the door. So, let's try something simple. You type:

OPEN THE DOOR

But the computer answers in no uncertain terms:

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

Since the ruby encrusted box appears to be the only other object in the room, let's take a closer look. You type:

TAKE THE RUBY-ENCRUSTED BOX

However, the computer responds with:

SORRY, I JUST DON'T UNDERSTAND

Don't despair, Pilgrim. The nature of adventuring is such that the computer will generally not understand adjectives, so we must simplify our command. Try again, and type:

TAKE THE BOX

This time the computer says:

O.K.

By saying O.K. the computer is telling you that it has understood your command and the box has now been taken. To check this you can type:

INVENTORY

The computer now responds with:

I AM CARRYING: A RUBY-ENCRUSTED BOX

Now let's take a look inside:

OPEN THE BOX

O.K.

EXAMINE THE BOX

O.K. THERE IS A KEY AND A RARE POSTAGE STAMP.

TAKE THE KEY

Then:

UNLOCK THE DOOR

Computer responds:

O.K. THE DOOR OPENS

At last we are out and the first obstacle has been successfully overcome. You are on your way.

SOME USEFUL NEW FEATURES

There are several new features which have been introduced in Spider-Man to help you interact more easily with your computer.

1) Stringing together of more than one command using *'Then'* or a comma (,) e.g.
GET THE BOX, OPEN THE BOX THEN TAKE THE KEY

2) The use of full full sentences, e.g.
GO ALL THE WAY UP.
TAKE THE GEM FROM THE AQUARIUM.
TALK TO MADAME WEB.

3) The ability to take or drop more than one object at a time, e.g.
TAKE EVERYTHING
DROP THE GEMS
DROP ALL

SOME HELPFUL WORDS

Although, the vocabulary accepted by your computer is extensive, you may find the words listed below to be of some use as you set about your adventure. Remember these are just a few of the many words available.

CLIMB	MOVE	TALK	TAKE	PUSH	DROP	EXAMINE
GO	ENTER	READ	LEAVE	QUIT	SAVE	LOOK
OPEN	TURN	PULL	RAISE	DIG	LISTEN	JUMP

Finally, the computer can understand much more than you may think, so experiment.

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 want then hit return.

C	–turn on/off lowercase (Apple only)
V	–turn on/off optional Vortrax speech unit (or printer output on Apple or Atari only)
Z	–turn on/off graphics mode (Graphic disk versions only)
ENTER	–review text window (Graphic disk versions only)
N,S,E,W,U,D	–go north, south, east, west, up or down
O	–output to printer (Atari only)
A	–Atari character set (Atari only)
B	–script-style character set (Atari only)
L	–look
I	–take inventory of items carried

DESCRIPTIONS OF MARVEL CHARACTERS YOU MAY MEET

Spider-Man – Friend.
Real name: Peter Parker.
Occupation: Freelance photographer, adventurer.
Identity: Secret.
Base of operations: New York City.
Origin: Parker was bitten by a massively irradiated spider and as a result, soon found that he had gained the abilities of a spider and hugely increased strength. Using his new-found powers, Parker started a short-lived show-business career that was soon given up in favour of crime-fighting. Peter Parker now works for the Daily Bugle as a freelance photographer, mainly selling photographs of Spider-Man in action.
Height: 5'10" Weight: 165 lbs.
Eyes: Brown Hair: Brown
Powers: Spider-Man possesses superhuman strength, reflexes and equilibrium, the ability to cling to almost any kind of surface, and a subconscious danger sense (Spider-sense). He can lift up to 10 tons, and his reflexes are on average 15 times faster than a normal man.
Weapons: Spider-Man has developed a spider-like web-spinning device and a silk-like compound that mimics a spider's natural abilities.

Madame Web – Friend.
Real name: Cassandra Webb.
Occupation: Professional medium.
Identity: Publicly known.
Base of operations: New York City.
Origin: Cassandra Webb has been blind since birth but discovered at an early age that she possessed clairvoyant abilities. She became a professional medium later in life but was stricken by a disease of the nervous system which left her totally dependent upon a large spider-web like life support system equipped with robot arms that take the place of her useless limbs.
Height: 5'6" Weight: 110 lbs
Eyes: Pale grey Hair: Black and silver
Powers: Madame Web possesses a number of psychic sensory powers. With great concentration she is able to scan peoples' thoughts or project her own thoughts into the minds of others. She also has the ability, to a limited extent, to predict future events.

Electro – Foe.
Real name: Maxwell Dillon.
Occupation: Professional criminal.
Identity: Publicly known.
Base of operations: Mobile.
Origin: While working for an electrical power company, Dillon was struck by lightning which caused a mutagenic change in his nervous system. This resulted in him becoming a human electrical capacitor.
Height: 5'11" Weight: 165 lbs
Eyes: Blue Hair: Red-brown
Powers: Electro has the ability to generate electrostatic energy (up to 1,000 volts per minute) and is able to store up to 100,000 volts at any time. This can be discharged at a controlled rate, with anything from one volt, to the full 100,000 being released at a time(capable of killing a man at a range of ten feet). He can release a bolt of lightning which can travel up to 100 feet at a speed of 1,100 feet per second. Electro is also capable of travelling at great speed along electrical power lines simply by creating imbalances in his magnetic field, and he can manipulate certain electronic devices to a limited extent.

Sandman – Foe.
Real name: William Baker.
Occupation: Former professional criminal.
Identity: Publicly known.
Base of operations: Mobile.
Origin: Baker was on the run from the police after escaping from prison in New York. He sheltered in a nuclear testing site where he was exposed to a massive dose of radiation. This caused his body to take on the properties of animated sand.
Height: 6'1" Eyes: Brown Weight: 450 lbs Hair: Brown
Powers: Sandman can convert all or part of his body to sand, compact his body to make it as hard as sandstone or loosen it to make him invulnerable to physical attack.

Mysterio – Foe.
Real name: Quentin Beck.
Occupation: Former Hollywood special effects designer, now professional criminal.
Identity: Known to the police, secret to the public.
Base of operations: Mobile.
Origin: Beck was an extremely accomplished stunt man and special effects designer before he set himself the task of killing Spider-Man and taking his place, but as Mysterio, he was defeated and ended up in prison.
Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Black
Powers: Mysterio is a skilled fighter and athlete, a master hypnotist and illusionist. He wears a 'fishbowl' type helmet with an oxygen supply; carries portable projectors for the creation of large-scale illusions, and has canisters attached to his back which emit a thick gas which not only obscures vision but also acts against Spider-Man's spider-sense.

Ringmaster – Foe.
Real name: Maynard Tiboldt.
Occupation: Circus ringmaster and professional criminal.
Identity: Publicly known.
Base of operations: Mobile.
Origin: Born into a circus family in Austria, Tiboldt became the master of his own circus after the second world war and came to America. However he soon discovered that his small circus could not make profits while in competition with huge American circus troupes, so he turned to crime. He now runs an outfit called the 'Circus of Crime' which travels across America hypnotising and

robbing its audiences.
Height: 6'1" Eyes: Green Weight: 190 lbs Hair: Grey-black
Powers: Ringmaster has some skill in acrobatics and hand-to-hand combat but his main skills lie in hypnosis through the 'nullatron' device, concealed in his top hat. The hat is also equipped with projectors which transmit bright lights through a spinning disc mounted on the front. These lights can daze and disorient potential victims, making them less able to resist his mind-control.

Doctor Octopus – Foe.
Real name: Otto Octavius.
Occupation: Ex-atomic research consultant, criminal mastermind.
Identity: Publicly known.
Base of operations: New York City.
Origin: Octavius constructed a chest harness with four tentacle-like arms to enable him to manipulate radioactive substances at a safe distance. In a freak accident the harness became bonded to his skin and nervous system due to exposure to radiation.
Height: 5'9" Eyes: Brown Weight: 245 lbs Hair: Brown
Powers: Dr. Octopus can mentally control his four electronically powered telescopic limbs to great effect. Each tentacle is five inches in diameter, can be extended from a length of six feet up to a maximum of twenty-four feet. The arms each end in three pincers capable of gripping with a force of up to 175 pounds per square inch, and rotating a full 360 degrees in a screwdriver-like fashion. Each tentacle can lift 3 tons and travel at speeds of up to 90 feet per second. By spinning his arms like a giant fan Dr. Octopus can create a wind of up to 50 miles per hour. The limbs can be separated from their harness and controlled by Octopus at distances up to 900 miles.

Lizard – Foe.
Real name: Dr. Curtis Conners.
Occupation: Research biologist.
Identity: Secret.
Base of operations: New York City and West Palm Beach, Florida.
Origin: Conners was an army surgeon until his arm was amputated following a wound in the Korean war. He turned to the study of reptiles and became a leading authority. He discovered the chemical that allows reptiles to regenerate, and when he applied it to himself he found that not only was his arm regenerated but his whole body took the form of a reptilian-humanoid.
Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Brown
Powers: The Lizard can lift up to 12 tons, jump over 18 feet, and run at 45 miles per hour. His reactions are about twice the speed of a normal man, and his 6'6" tail can be moved at a speed of 100 feet per second.

Hydro-Man – Foe.
Real name: Morrie Bench.
A man who can transform all or part of his body into water.

Chief Examiner – ?
The mysterious overseer of the QUESTPROBE Series, as yet very little is known about him.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure will often last 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; you can save to tape or to disk.

To load a saved game simply answer *YES* to the question WANT TO LOAD A PREVIOUSLY SAVED GAME? at the start of the adventure.

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

LOADING INSTRUCTIONS

SPECTRUM 48K
1. Place cassette in recorder and rewind.
2. Type *LOAD""* and hit *ENTER*
3. Press play on tape recorder and programme will load and run automatically.

If programme fails to load alter tone and volume controls on tape recorder and try again.

COMMODORE 64
Disk
1. Place disk face up in drive one.
2. Type *LOAD"SP*",8.*
3. When ready prompt appears type *RUN.*

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.

BBC MODEL B
1. Place cassette in recorder and rewind.
2. Type *CHAIN ""* and hit *RETURN.*
3. Press play on tape recorder. Programme will load and run automatically.

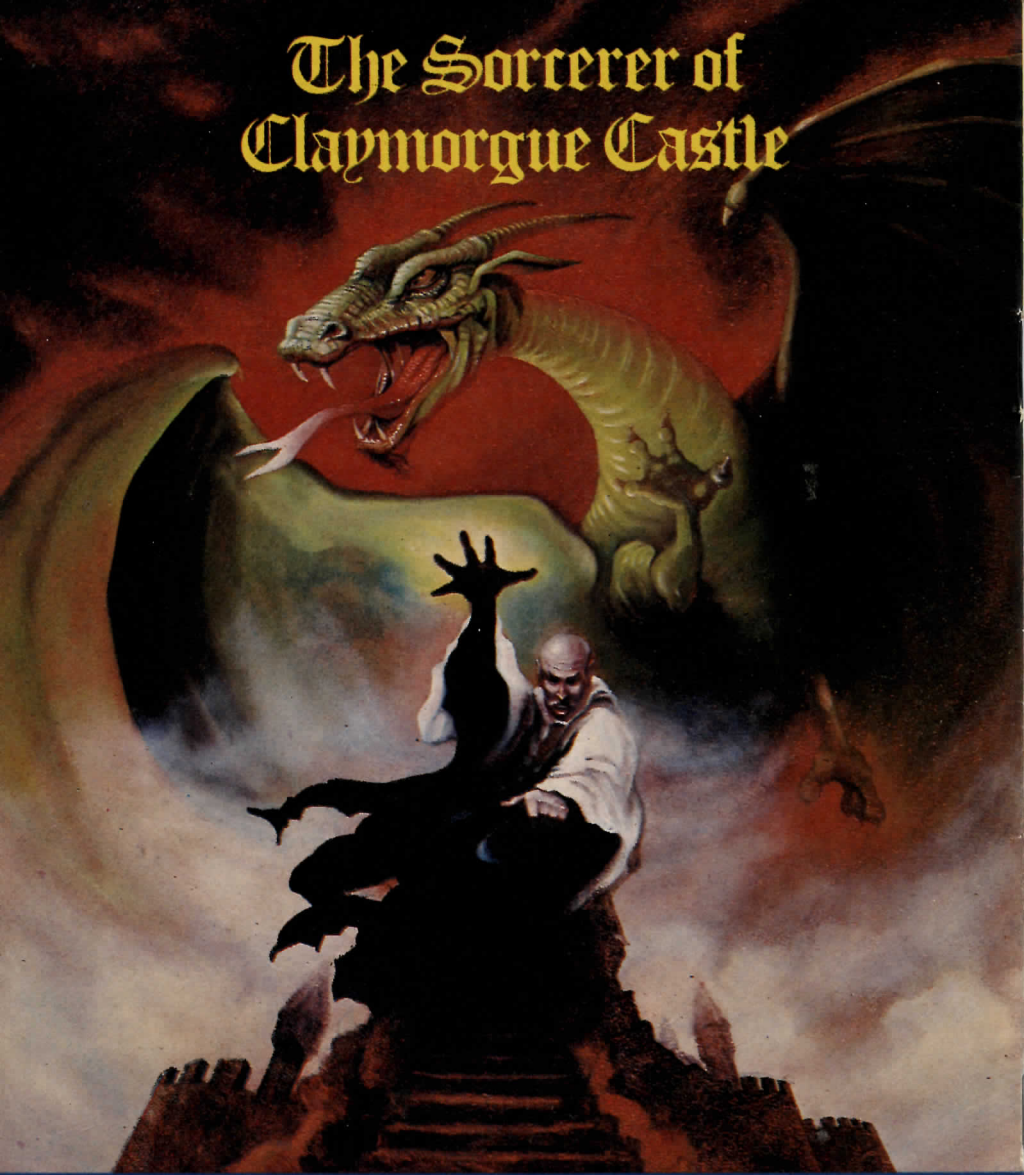
If programme fails to load, adjust tone and volume controls and try again.

ATARI 400/800 32K TAPE
1. Remove all cartridges (Basic/Rally Speedway etc.)
2. Place cassette in tape recorder and rewind.
3. Switch off machine.
4. Switch on machine while holding down *START* key.
5. Computer will beep once: press *RETURN* and programme will load and run automatically

ATARI 400/800 48K DISK
1. Remove all cartridges.
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short while further instructions will appear on the screen, follow these.

DRAGON 32K TAPE
1. Place cassette in recorder and rewind.
2. Type *CLOADM.*
3. Press play on tape and programme will load and run automatically.

The Sorcerer of Claymorgue Castle



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		and on disc for:	
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BBC MODEL B	£7.95	*ATARI 48K	£17.95
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