THE HUMAN TORCH AND THE THING

QUESTPROBE

by SCOTT ADAMS
with art by
RON WILSON and
JOE SINNOTT

Fantastic Four ™
GAME CLUES

1. You can change from the THING™ to the HUMAN TORCH™ by typing: "CHANGE POINT OF VIEW".

2. As TORCH™, fly to THING™ in pit.

3. As THING™, hold breath while you sink, wait ten moves then "FEEL DOWN".

4. Smash machinery on bottom of tar pit that is sucking you down.

5. As TORCH™, "BURN TAR" with high flame and "FLY UP".

6. As TORCH™, "ENTER SHACK" and "GET CANDLE" for THING™ before he sinks.

7. As TORCH™, look under the cave in the hills, and throw high flame at boulder.

8. As THING™: find room with hole in ceiling, as TORCH™: find cave with boulder, push pebble under it.

9. As THING™, throw pebble up shaft as hard as you can.

10. As TORCH™, fall until last moment then fly down at super flame.

11. Travel in dark through gas jets, feel your way. At end of tunnel enter hole then turn flame on. Throw the lever, then "REST UP."

12. Get THING™ and fly up shaft at high flame.

13. As THING™, "CLOSE EYES", "ENTER TENT" and "GET CANNON".

14. Throw super flame at BLOB™, find gunpowder in village, load cannon with gunpowder and THING™, fire cannon at BLOB™, then throw high flame at him.

15. As TORCH™, throw a fireball down the tunnel, then as THING™ enter tunnel and rescue ALICIA™.

ADVENTURE INSTRUCTIONS

Type a two word command when the computer asks "WHAT SHALL I DO?" The first word must be a verb. The second word will indicate a direction or an object. For example, if you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing: "LIGHT TORCH" [RETURN]. (If you make a typing error, use the left arrow key to correct it.)

If the computer can't perform or doesn't understand a command, it will say "I CAN'T DO THAT" or "I DON'T UNDERSTAND". If this happens, reword your command. Make a verb out of the action. For example, instead of "GO SWIMMING", type: "SWIM". Most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type: "GET OX". Usually you can only do things to objects that are either visible or that you are carrying.

The following are some of the verbs you might find useful: CLIMB; EXAMINE; LEAVE; MOVE; QUIT; SAY; DROP; GO; LIGHT; PULL; READ; TAKE; ENTER; HELP; LOOK; PUSH; SAVE; WEAR.

COMMANDS

"C" – On/off lowercase. (Apple only)

"Z" – Graphics mode on/off: Turning the graphics display off speeds up play. You may wish to move through familiar territory without graphics. Type: "Z" again to restore graphics.

[RETURN] – Review text window: Valuable clues are often presented in the text window, so use this command often. Press [RETURN] again or type any command to return graphics to video display.

"N,S,E,W,U,D" – Directional Commands: To speed up play, type: "N", "S", "E", " W", "U", "D" instead of the commands "GO NORTH", "GO UP", etc.

"I" – Inventory: Because you often carry serveral objects with you, it is easy to forget which ones you dropped and which ones you are still carrying.

"SAVE GAME": Save your game and return to it later at the place you left off. Type: "SAVE GAME" when asked "WHAT SHALL I DO?" You will be prompted to insert a data disk and specify the area (A–D) in which to save the game. You can save a game in Area A and a friend's game in Area C. Up to four adventures in various stages of completion may be saved.

"QUIT": To end a game, type: "QUIT". If you intend to continue the game later, be sure you have saved it before using this command.

Before any game is started, you are asked if you wish to recall a saved game. If you do, type:"YES", specify the area you saved the game in, and the adventure will resume where you left off.

"HELP": If you get stuck, try: "HELP". You might get assistance depending on what you are carrying, where you are, etc.

ENTERTAINMENT SERIES

QUESTPROBE featuring
Fantastic Four

The QUESTPROBE Series licensed from Marvel comics, brings your favorite comic characters to life on your computer screen. This comic book on disk allows you to actually become one of the **Fantastic Four**. While on your quest, great interactive graphics allow you to search in different rooms, attack creatures, and journey to different lands in order to solve the different mysteries.
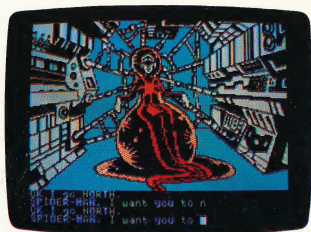
ENTERTAINMENT SERIES

QUESTPROBE featuring
Spider–Man

The QUESTPROBE Series licensed from Marvel comics, brings your favorite comic characters to life on your computer screen. This comic book on disk allows you to actually become **Spider–Man**.

While on your quest, great interactive graphics allow you to search in different rooms, attack creatures, and journey to different lands in order to solve the different mysteries. In the **Spider–Man** Adventure you must prove to the Chief Examiner that you can utilize the powers of **Spider–Man**. Your objective is twofold: to unlock the riddle of the Chief Examiner and...to survive!

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Fantastic Four

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SOFTWARE OPERATING INSTRUCTIONS
Turn off machine • Insert disk in drive, turn on machine

For use with your Atari 8-L, Apple IIe, Apple IIc.