

DEEP WITHIN THE ARCHIVES OF THE INTERNATIONAL FEDERATION OF SNACKS, INTREPID RESEARCHERS RECENTLY DISCOVERED ACCOUNTS OF DARING ADVENTURES THAT HAVE NEVER BEEN SHARED. THESE ARE THOSE STORIES.

UNTOLD TALES OF •

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FOREWORD Angry Video Game Nerd

STOWAWAY Morgan Beem

THE GOOD THE BAD AND THE SLIMY Alec Kozak

WANDERLUST Maria Capelle Frantz

P.R.E.T.Z.L. TO THE RESCUE Nicholas Straight

DOCTOR O.RYEN Tom Scioli

CHEX JEST Joe Bevill

ORIGIN OF THE FLEMOIDS Tyler Bence and Bill Crabtree

EVEN ODDS David Stoll

PIN-UP GALLERY Various Artists

> Front cover by Tyler Bence and Bill Crabtree. Back cover illustration by Dave Carr and Barrett Lewis. Layout and design by Matt Pruett and John Meilner. Edited by Alex Colvin.

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In a world of cheap plastic toys buried underneath sugary clumps of cereal, Chex went above and beyond the call of duty with "Chex Quest." Seriously, a video game packed in a box of cereal?? How could you not love that?! Not to mention, the game is actually good??? What the **HARCOP**! It's such a crazy idea that it doesn't even sound real. A firstperson shooter about a humanoid Chex man evaporating booger aliens from another dimension?? It's an idea that nobody expected, and it worked so well! Now, over two decades later, I'm writing this foreword, a kind of love letter, for a "Chex Quest" comic book. Holy **HIP**!!!

Kieran (who's part of the Cinemassacre crew) was the one responsible for showing me "Chex Quest." It was the first PC game he ever played, and his favorite PC game to this day. He even still plays it regularly on his Twitch channel. His insight has definitely given me a new appreciation for "Chex Quest." Especially when he showed me "BRUTAL CHEX QUEST!"

When we started working on the "Chex Quest" episode of the "Angry Video Game Nerd," we set out to do something a little different than usual. This is a game we got a ton of requests for over the years, but we try to stick with reviewing sucky games. Which in all honesty, "Chex Quest" isn't. It wasn't just some run-of-the-mill advertising vehicle, or a half-hearted corporate mascot tie-in game. It was a fun and entertaining title that actually made an impact on gamers everywhere. So, instead of ripping the game apart, we wanted to bring attention to it. We researched heavily into the story of its development and continued legacy. In doing so, what we found was a devoted fan community and active modding scene. There was no lack of love for "Fred Chexter," the Chex Warrior. People were still talking about and playing "Chex Quest" over 20 years later! Just like in the film and movie world, there are cult classics in gaming as well. Something that started off as a clever advertising effort became a gaming experience. "Chex Quest" stood the test of time and became revered in a way that is usually reserved for major, triple-A titles! A video game made by a very small group of people - about CEREAL of all things! Who would have thought?

And as a conclusion to this love letter, I'd like to take a step back and appreciate those in the community: the people at Chex who approved this idea, to the developers who originally created it, to the Chex Mix team and volunteers working on bringing it back into the limelight today, and to the millions of fans who fondly remember finding a CD-ROM in a box of cereal back in 1996.

... Alright, enough of the mushy stuff! Let's finally dig into this comic and pay our respects to the greatest family friendly first-person shooter (or FFFPS) around, "CHEX QUEST"!!

"I'm from Chex Squadron, and I say SPOON AND ZORCH UNTIL IT IS DONE!!!"



BY MORGAN BEEM




































































































WHEATNEY CHEXWORTH FRED CHEXTER THE FLEMOIDS

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Please do not purchase a pet flemoid.



Chuck and Celeste Jacobi (IG: @creatrixrealms) are professional artists based out of Eugene, Oregon. Chuck is a professional game developer and lead artist on the original "Chex Quest." Celeste is a fine artist and graphic designer. *Page 44*



Seth Robinson (IG: @sethdraaws) is a creative producer and visual artist working in LA. As part of show creator Joel Hodgson's development team, Seth wrote and produced on recent seasons of the acclaimed show, "Mystery Science Theater 3000," the "MST3k Live!" show, and comic book. *Page 45*



Kreepture (IG: @kreepture) My name is Kian Spreeth. I'm 20 years old and I live in Cape Town, South Africa. *Page 42*



Marc Ericksen, (marcericksen.com) a well-known San Francisco illustrator, has created nearly 100 video game cover illustrations for over 30 separate major gaming companies spanning 40 years. His credits include the art for "Tetris," "Megaman 2," "Strider," "Bad Dudes," "Galaga," "Afterburner," "Thunder Force II" and "Steel Empire." *Page 48*



Beastwreck was raised on a steady diet of comic books, Saturday morning cartoons, monster movies, fantasy and sci-fi pulps, board games and 80's toys! Now, all that gunk crammed in his noggin bleeds out into whatever he makes – and he has SO much stuff he wants to make! Check out his shirts, stickers and more at the beastwreckstuff.com shop! *Page 46*



Nicholas Straight (IG: @n_straight) has been hand-illuminating paper for decades. He currently illustrates for the toy industry and the occasional comic book that comes his way. Nicholas resides in the Twin Cities area with his twin aloe plants. *Pages 17-22*



Born and raised in the mountains of North Carolina, **Belle Dee** has been drawing since she could hold a pencil. Her art style combines her love of old cartoons, classic horror and Halloween. Since 2017, she has been working with Beastwreck Stuff, creating designs for stickers, pins and T-shirts. You can find more of Bee's stuff at beastwreckstuff.com. *Pages 47*



Phil FTW (IG: @PhilFTW) was born in the caverns of Bazoik and spent his formative years running riboflavin in the Gamma Sector. He currently enjoys temporary residence on Earth for as long as his telomeres tolerate. He slumbers in the caverns under General Mills living only off Totino's Pizza Rolls. *Pages 43, 50*



David Stoll lives in Denver, Colorado, and has worked on projects for Webtoon, Mad Cave, Image and more. He loves adding dynamism and action to everything he draws. Find him on all social media outlets @stollcomics! *Pages 39-41*



My name is **Tyler Bence**. I'm a 30 something, a husband, a dad to two insane little girls and a dude that's taken the long way around to coming back to my first love: comics. I have worked with Dark Horse comics, Image Comics and several other projects that are still midway through production. I am also working on my own personal book, posters, toys and recently signed with Inky Knuckles as my art rep. I may be new to comics, but I'm definitely here to stay. *Pages 33-38, front cover*



Originally from Mississippi, **Joe Lewis Bevill** (IG/Twitter: @mrbevill) is a cartoonist and designer currently living in Atlanta. In addition to drawing funny pictures, he loves playing bass, sampling music and searching for the best chicken wings in the city. *Pages 29-32*



Morgan Beem (IG: @morganbeem) is a freelance artist and member of the Jam House collective located in Denver, Colorado. Her work is predominantly in comics and illustration, and she has worked on such properties as "Adventure Time," "Planet of the Apes," and "Buffy the Vampire Slayer." She is the co-creator of the comic "The Family Trade" alongside writers Justin Jordan and Nikki Ryan from Image. *Pages 3-6*



Tom Scioli is the author of "Jack Kirby: The Epic Life of the King of Comics," "Fantastic Four: Grand Design" and "Go-Bots." He's one of a small number of mainstream comics creators who writes, draws, colors and hand-letters his work. *Pages 23-28*



Maria Capelle Frantz (Twitter: @mariacfrantz) is an Alaskan-born cartoonist who now lurks in the shadowy corners of the Pacific Northwest, where she spends her days creating comics and illustrations. Her stories tend to use fantasy to explore representation and gender roles, and aim to expand the limitations of the labels we carry with us throughout our lives. *Pages 11-16*



Alec Kozak is an independent illustrator and writer from Arizona. A lifetime fan of "Chex Quest" (which was his first video game), he worked on the "Chex Quest HD" video game. When he's not drawing, he's leading astronomers around the world to chase total solar eclipses. Find him at aleckozakart.com *Pages 7-10*



John Meilner (deathbysquirrel.com) is a graphic designer and illustrator. He currently lives in Minneapolis with his wife, banjo and video games. *Page 49*



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