INNOVATION" QUARTUM LEAD

## MOVATION

## "Oh, Boy! It's A Comic Book!"

Let's take a trip back in time. We won't be gone long, just about a year or so (well within my lifetime), at a time when I was still freelancing for Innovation.

Anyway, on one of my visits to the office, David Campiti (nice-guy publisher that he is) decided to take me to lunch. On the ride to the restaurant, he began telling me about his recent investors' meeting and how the runaway success of *Anne Rice's THE VAMPIRE LESTAT* had led to the decision to guide the company in the direction of bigtime licensing.

His next comment went something along the lines of, "So, what do you feel would make a good comic, out of all the novels and TV shows out there?" My mind raced! My heart pounded! My fries spilled all over the front seat of the car! What a question!!

I pondered the question for a while, then made out a list of five projects I'd like to see in print.

QUANTUM LEAP was on that list.

This show had all the elements I look for in my TV viewing: time travel, an amiable leading actor, time travel, a wise-cracking sidekick, time travel, neat special effects, and time travel (okay, I'm a sucker for time travel stories, so sue me!). The show also had an added twist that set it apart from others like *Time Tunnel* and *The Voyagers*. Our hero, Dr. Sam Beckett, could travel only within his own lifetime! No more guys in three-piece suits hobnobbing with Julius Caesar. No more "What if Abe Lincoln became a Hell's Angel?" storylines. This guy, along with Al, the project observer, would only be able to go back as far as 1953 (and usually only in America). He also didn't just visit people from bygone days; he became them! A neat twist to an old theme and one I felt would make a great comic book.

Anyway, my suggestions were taken and promptly forgotten, along with those of several other freelancers.

Leap ahead several months. I'm Innovation's art director (oh, boy!). This is a crucial factor to the *QL* scenario. As art director, I'm now in the office every day, which means I can now badger David *every day* to acquire the rights to those suggestions I'd made ages ago.

My incessant brow-beating must've worked.

I need to thank several people for their help and imput on this project. David, for finally caving in to my whining; Michael Malone, John Hornick, and Nancy Cushing-Jones from Universal, who provided the means (and photo reference) for us to get this project rolling; Mark Jones and Scott Rockwell for their superlative craftsmanship and, finally, special thanks to Christina Mavroudas for her "inside information."

In addition to providing the editorial found elsewhere in this issue, Christina is the editor of *Quantum Quarterly*, a nifty publication devoted to fans of *Quantum Leap*. Anyone wishing to subscribe may do so for \$6.00 for four issues (\$9.00 overseas). Send all inquiries and make checks payable to:

Jim Rondeau Quantum Quarterly 1853 Fallbrook Ave. San Jose, CA 95130

Tell 'em Innovation sent you. But first, sit back and enjoy this first issue of *QUANTUM LEAP*.

As for my other suggestions, you'll just have to keep reading. Oh, Boy!

-- George Broderick, Jr. June, 1991

(Actually, I didn't forget: After George joined us and proved himself by writing a couple of marvelous scripts for us and by showing what a top-notch editor he was, I promised him I'd get him at least one of the projects on his "wish list." Now I'm working on getting him another one. I love this man's stuff—and Innovation's QUANTUM LEAP will be as good as it can be, thanks to George. Now...enjoy!

-- David Campiti June, 1991)

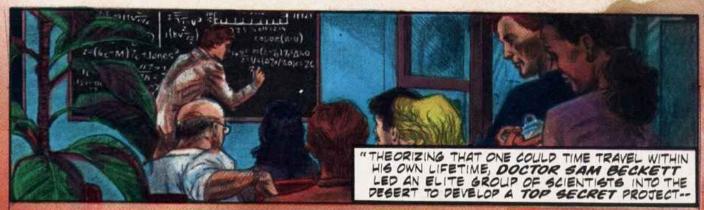
## QUANTUM LEAPIM

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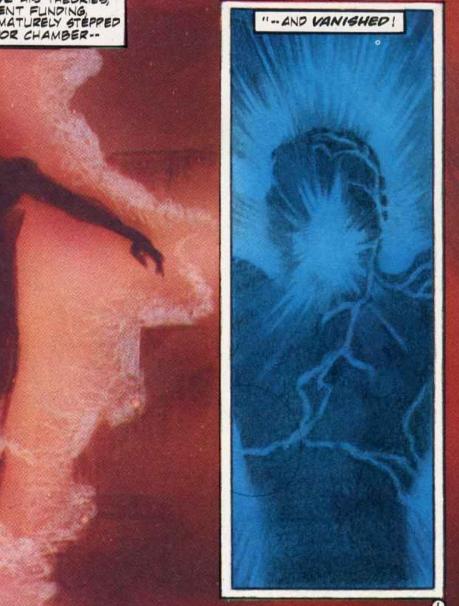
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"PRESSURED TO PROVE HIS THEORIES, OR LOSE GOVERNMENT FUNDING, POCTOR BECKETT PREMATURELY STEPPED INTO THE ACCELERATOR CHAMBER--





"HE AWOKE TO FIND HIMSELF IN THE PAST, SUFFERING FROM PARTIAL AMNESIA AND FACING A MIRROR IMAGE THAT WAS NOT HIS OWN.

