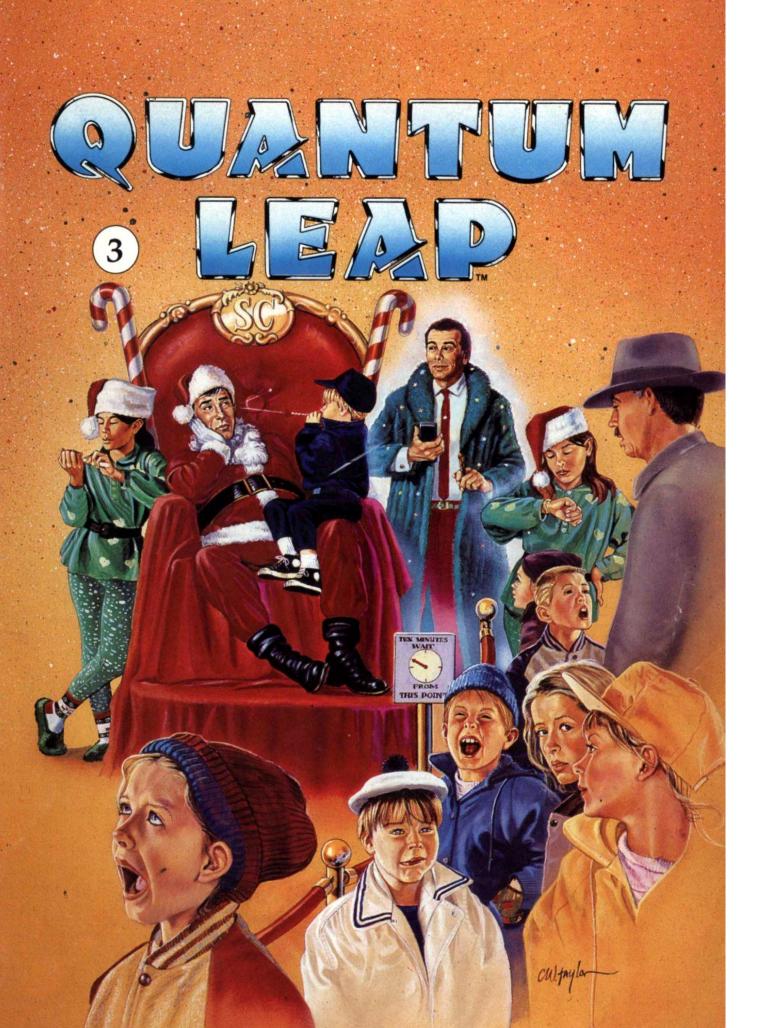
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## NOVATION

## A Prescription For Subscription

Welcome one and all to this terrific third issue of *QUANTUM LEAP* -- our special holiday gift to you. It took a little reshuffling, but we made it.

If you're one of those kinds of fans who ravenously gobbles up any advance information on your favorite titles, you've probably noticed that originally issue three (as promoted in all three major distributor solicitations) was to have been the "game show issue", with Sam leaping into the middle of the 50's game show scandals, written by Steven Dorfman and drawn by Mark Jones.

Surprise! Surprise! (Gomer says "Hey!").

It seems that Mark Jones, a meticulous, penciller to begin with, recently moved and lost several weeks in his schedule. When he dutifully informed me that three was running late due to this "down time", I had to do some deft juggling (I'm a nutty kinda guy who believes that Christmas issues of books *should* come out in December. It's a fetish. Shoot me.).

Mark's back on track now, though, so look for "The \$50,000 Quest" next issue. In the meanwhile, enjoy this double story holiday sampling, especially the fabulous Winston Taylor front cover and the charming Daerick Gross back cover caracature.

I see that I've still got some space to kill in this column, so I'm going to address a couple of miscellaneous items of some concern to folks far and wide.

The first item on the agenda is a growing concern rumbling through the bowels of fandom (now, there's a frightening bit of imagery!)

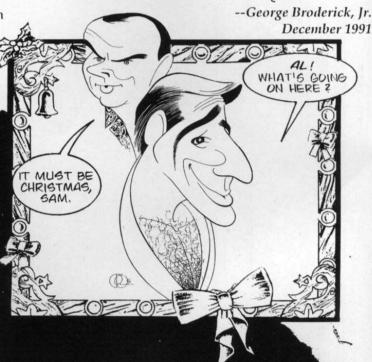
concerning our *LOST IN SPACE* comic that, if we've totally revamped the Robot, why do some of our artists "forget" to follow the new designs? The answer is we didn't and neither did they. Huh?

It's like this. Our licensing agreement forbids us to change the basic look of the Robot. To pull it in line with the new, modern approach we've taken, we reached a compromise. He works like a Swiss Army knife. Generally, he looks the same as always but all those neat doohickeys fold, ping, pop, and whirr out when needed for a specific job. Got it? Good. Class dismissed.

The second topic open for discussion involves a request that comes from our Office Manager, Sandy French. Seems we've been getting a lot of letters and phone calls lately from irate fans who don't seem to grasp the concept of a subscription. Many's the time we've received calls from consumers saying "I sent you \$36.00 for twelve issues of *LOST IN SPACE* and only got two"! I know. I've fielded several of these calls myself. (Note: It's not just Lost In Space that's affected, I just wanted to plug a book I'm co - editing. It's all our books, *especially* our Anne Rice titles.)

I thought everyone understood that a subscription was an ongoing thing, but for those of you who don't... Hey! Subscriptions are ongoing things! You'll get the books as they're *published*! Aaaahh! Aaaahh! (with apologies to Sam Kinison).

Well, that's all for this time. See ya all next month. Be there or... be somewhere else.



## QUANTUM LEAPIM

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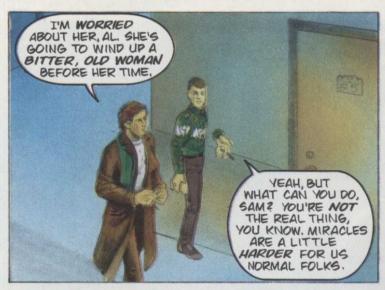


















































"...AND TO ALL, A GOOD NIGHT."



1. Callers with rotary or touchtone phones may access the service by dialing 1-900-7-SELENA (1-900-773-582), anywhere in the continental U.S. at any time, 24 hours a day. The charge of each call is \$1.95 for the first minute and 75¢ for each additional minute. 2. Only callers with touchtone telephones may enter the monthly sweepstakes drawing using their telephones. 3. Callers may call and enter the drawing as many times as they like, however only one entry per call is permitted. 4. Drawings will be held on the last day of each month beginning on December 31, 1991 and will continue until the drawing is suspended. One (1) first prize winner, three (3) second prize winners and twenty (20) third prize winners will be selected randomly each month. All winners will be notified by telephone. 5. No minimum age required. Anyone who is under 18 years of age must get parental permission before calling. All prizes won by persons under 18 years of age shall be awarded in the name of a parent or legal guardian. 6. Sponsors and their service provider are not responsible or liable for incorrect or inaccurate entry of information by callers, technical malfunctions of the telephone network, computer equipment, software or any combination therof, or lost or delayed

data transmissions. 7. Drawing open to all U.S. continental residents. Employees and families of West Interactive Inc. and Gramercy Enterprises Inc. and their affiliated companies and sponsors are not eligible. All federal, state, and local laws and regulations apply. Telephone entry of sweepstakes void in MD, AZ, VA, GA, MI and LA. 8. The prizes will be awarded. The odds of winning depend upon the number of entries received. No prize substitution or transfer is permitted. All taxes are sole responsibility of winner. 9. No purchase necessary to enter sweepstakes. For free entry, send a self-readdressed stamped envelope with your name, address, telephone number and age to the sponsor at: Selena's Comics Hotline, c/o Gramercy Enterprises Inc., 114 East 14th Street, Suite 276, New York, NY, 10003. Residents of VT and WA state need not include return postage. All written entries must be received seven (7) days prior to the monthly drawing date ("the deadline"). All written entries received after the deadline will be transferred to the next month's drawing. 10. Complete rules and/or list of prize winners may be obtained by writing to the sponsor at: "Selena's Comics Hotline-Rules" c/o Gramercy Enterprises Inc., 114 East 14th Street, Suite 276, New York, NY 10003.



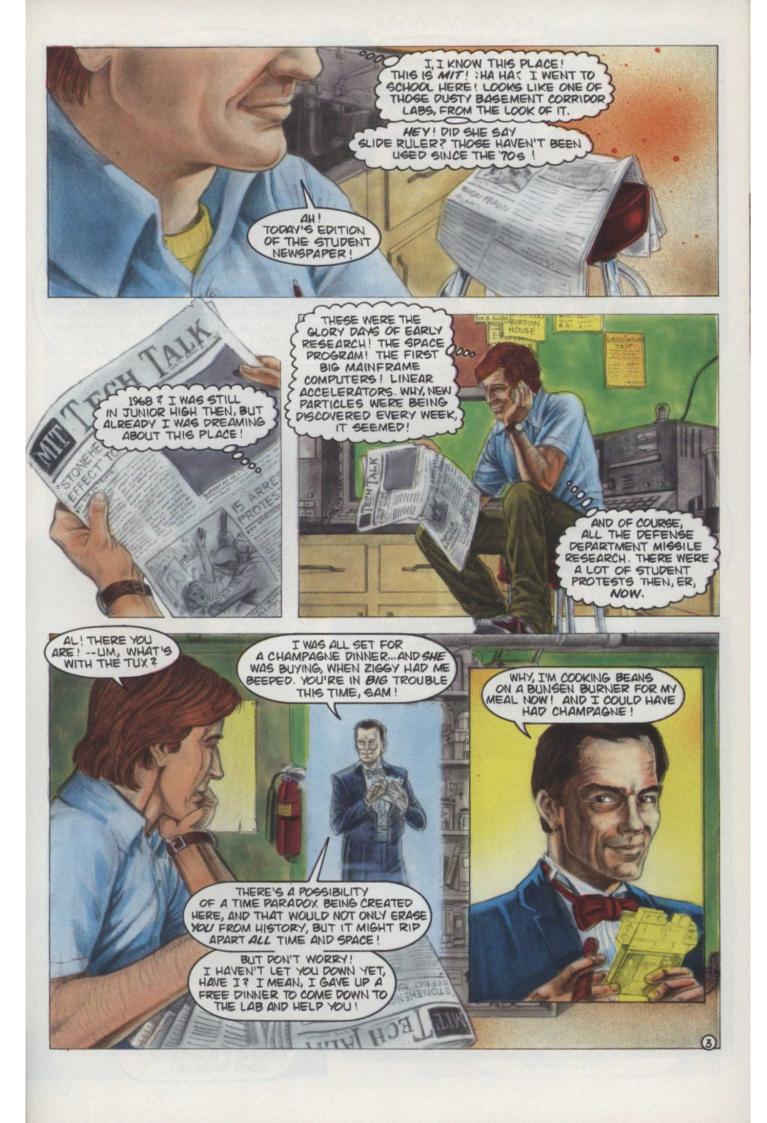
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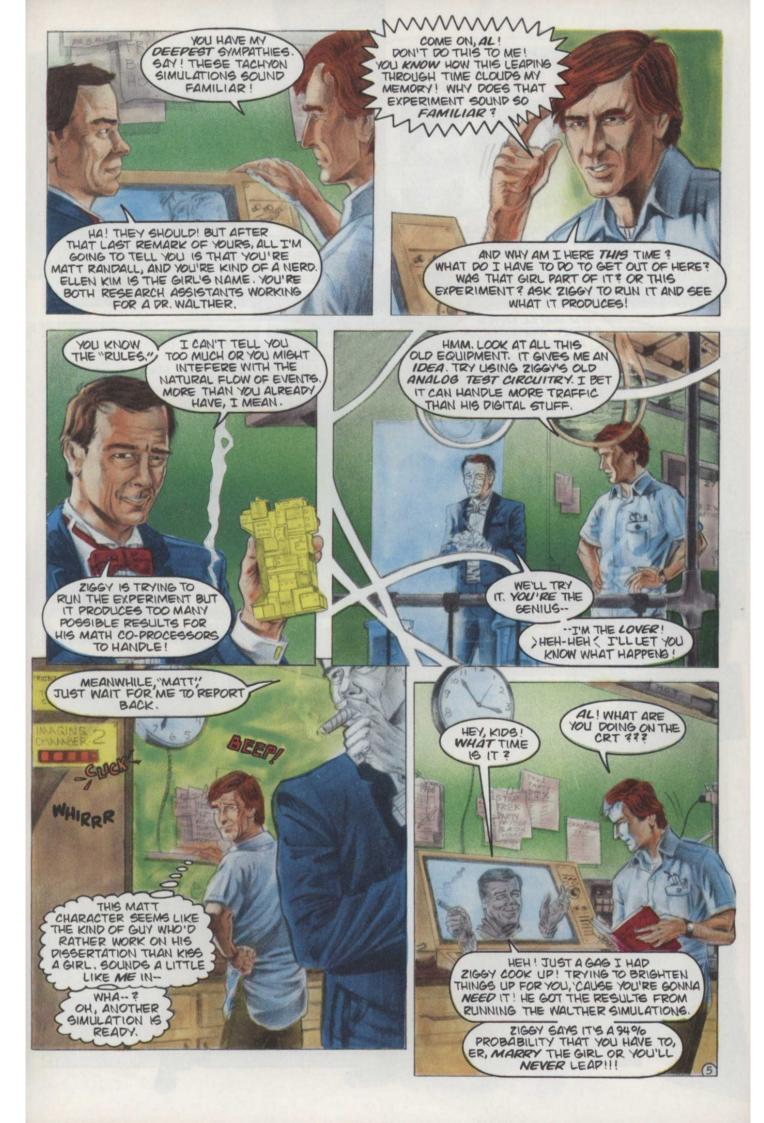


















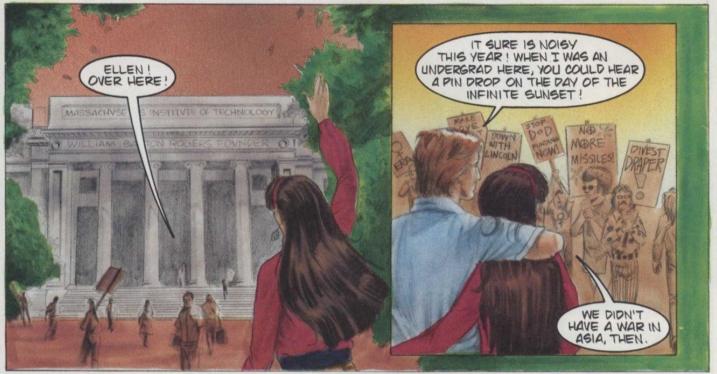


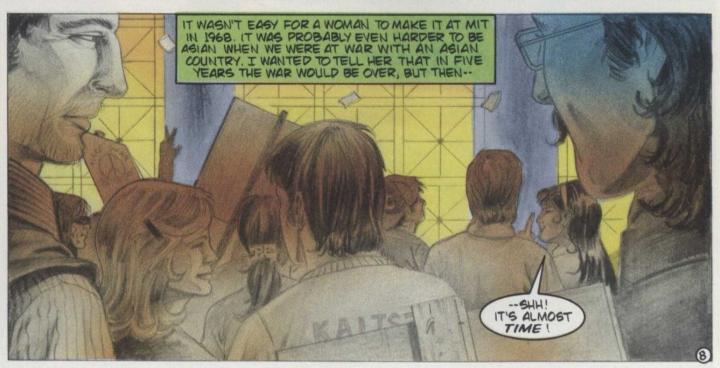




















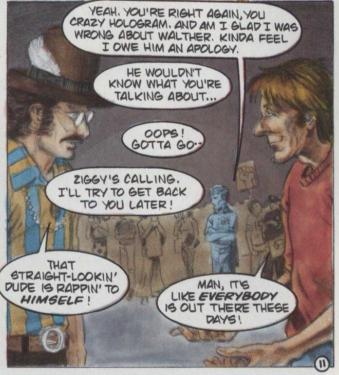


































By
JOHN HOLLAND
LINK YACO
ANDY PRICE
SCOTT ROCKWELL
VICKIE WILLIAMS
C. WINSTON TAYLOR
DAERICK GROSS, Sr.

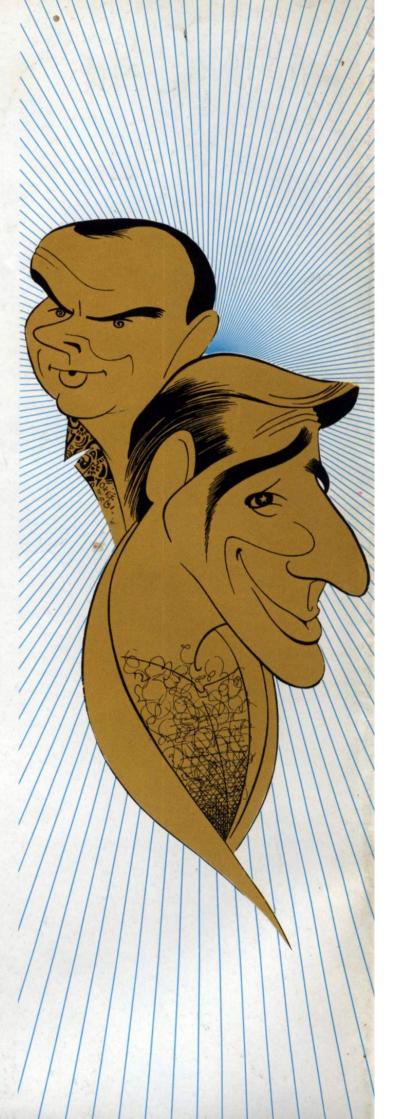
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As a special holiday gift to our readers, this issue features twin tales of our time-travelling twosome. In "He Knows When You've Been Bad or Good...", Sam™ enters the body of Nick, a man who's past is a mystery, even to Al™ and Ziggy™. His Mission? To restore a young girl's faith in Christmas, her father, and, especially, herself.

Next, Sam becomes a MIT computer nerd in the mid - sixties, where he's forced to take a hard, scientific look at the vagaries of time travel -- and the human heart -- as he and Al travel down "The Infinite Corridor".

"Two Lords A-Leaping..."



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