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 Chex Quest Anthology**

**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 #@%!!! It’s such a crazy idea that it doesn’t even sound real. A first-person 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 $#%!!!

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 Cheexter,” 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!!”

JAMES ROLFE, ANGRY VIDEO GAME NERD
“STOWAWAY” by Morgan Beem
MAIN SHIP EVACUATION COMPLETE

ZAP ZAP

OH...

...NO
I didn’t get more than one sector away when the on-board systems started shutting down.

And I know it ain’t because I only put 20 credits worth of plasma in the tank at the last outpost.

Stabilizers are off, landin’ gear ain’t respondin’, and the long-range comms are down, so my ship’s mayday ain’t reachin’ CheX Command.

At least the heat shield is workin’, or else I’d be one crispy breadstick.

We weren’t enough time to grab the emergency transponder, so I’ll have to sift through the wreckage to find it...

... Hopefully it’s in one piece.

I gotta keep a sharp eye open, though... that ship was runnin’ fresher than juice from an orange.

A ship that good doesn’t go down easy unless...

... I picked up a hitchhiker.
DANG NABBIT!

I ONLY GOT A LITTLE ZORCH LEFT!

BRAUBULA SHAHAGAA

WHAT IN THE WILD COSMOS...

I’M THE FASTEST ZORCHER IN THE GALAXY!

NOTHIN’ CAN OUTDRAW ME!

IT MUSTA BEEN AFFIXED TO THE UNDERSIDE OF THE SHIP OR SOMETHIN’

I KNEW I SHOULD’VA PAID FOR THE OPTIONAL SHIP WASH!

SPLAT!
I’ve two-stepped with these lêmoid fellers before, but I ain’t never seen one do that.

All of this confounded new Zorch tech musta messed with its molecular makeup!

‘Cause it’s time to brawl and belt out my catch——

Can’t dwell on the logic too long...

I bet my shiny spurs it’s somehow teleportin’ between their dimension and ours!

Fwuplat!!!
I reckon Chex Command is just gonna think my report ain’t nothin’ but a tall tale.

Lucky for me, they’ll send out a rescue in no time...

...just as soon as I figure out how to turn this durn thing on...

The Mission Continues...
Wanderlust
by Maria Capelle Frantz

This is a change
so quiet

maybe too quiet...

At least no one's asking me to save the world.
Part of me knows I could stay here.

for every planet
 torn apart by war

there are a hundred others

forgotten, and utterly untouched

I could disappear, if I wanted.

But then what would that make me?
It never stays quiet for long
and when the bad things come
there needs to be someone

who will rise to meet them
It never stays quiet for long once you know that

can you ever really enjoy the peace and quiet again?

everything changes everything always ends
But, I suppose

That means

Logically speaking

Sigh
The bad things must someday come to an end, too.
HELP!

BLEEP?

THE FLEMIOIDS ARE BACK, AND THEY’RE ACTIVATING THIS TELEPORTER!!

THIS IS THE LAST TIME WE GO HIKING BY OURSELVES.
OH MY GOSH, LOOK!

IT’S P.R.E.T.Z.L OF THE CHEX MIX SQUADRON!

HAACEKK!

SPLAT

EWWWWWWW!
WE'RE SO DOOMED!

I JUST WANTED TO COLLECT SOME COOL ROCKS.

I HAVE AN IDEA!

**ZZZrR**  **RRRRr**

P.R.E.T.Z.L! MY CANTEEN!

THACK!
URP, BURGLE.

SPLOOSH!

ZAP! ZAP!
THUMP

BOOP.

THAT WAS AMAZING!

VRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR RR
I know you’re alone and scared, but I need your help. Right now, I’m the only friend you’ve got. What are you doing here? How many of you are there? What do you want?

Snurk.

Snork.

Sniff.

Snurg.

Send him back where he came from.

Snirk...

Snickle!
He's gone, Dr. O.

Back to his dimension.

So they tell me.

I guess I'm next.

The process is painless.

Yuck!

"Painless" that was not.

I'm in the Flemoid dimension.

I've crossed over to the other side. So far so good. I'm venturing forth.
THE FLEMOID FLEET.

I SEE THE LOWEST FORMS IN THE HOLD... THE LARVA.

I MAKE MY WAY TO THE BARRACKS OF THE FOOT SOLDIERS.

THE ELITE TROOPS.

EACH ONE A STEP FORWARD IN FLEMOID EVOLUTION.

AND NOW THE COMMAND DECK

I HAVEN’T SEEN THIS FLEMOID VARIETY BEFORE.

STRANGE FORMS AND PROPORTIONS ALMOST UNRECOGNIZABLE AS INTELLIGENT LIFE.

SHE’S BEAUTIFUL.

SNURK
WE’VE MADE IT. THE LONG VOYAGE HOME IS FINALLY AT ITS END.

THERE SHE IS... THE CRADLE OF ALL CIVILIZATION IN THE FLEMOVERSE... FLEMULUS-1.

THIS IS A PILGRIM SHIP, MAKING A PILGRIMAGE TO THE HOLY SITE.

SO THIS IS A FLEMOID CITY. THE ARCHITECTURE IS NOT TO MY TASTE, BUT IT’S SURPRISINGLY ADVANCED. FLEMIOIDS UNDERSTAND AESTHETICS.

I FOLLOW THE PROCESSION OF THE FAITHFUL.

THE GREEN

MOUTHING FINAL PRAYERS TO THEIR GREAT GREEN GOD, THEY EMBARK ON THEIR FINAL JOURNEY.

IT'S A FESTIVAL, A CELEBRATION AND EVERYTHING THAT GOES WITH IT—SONGS, DANCING...

...AND FOOD.

CRUNCH CRUNCH CRUNCH CRUNCH

WELCOME BACK, DOC. WHAT'S THE WORD?

I HAVE SEEN THE ENEMY AND HE IS...GROSS.

THE FLEMOID MENACE MUST BE STOPPED AT ALL COST.
YA KNOW, A WELL-ROUNDED GUY LIKE ME HAS ALWAYS HAD HOOP DREAMS.

SLIME DUNK

NOTHING? OOF.
I knead you to know this kind of Zorcher won’t cut the mustard.

Get it? Because it’s a...

Yikes... no good, huh?

Keep your eyes on the slime, Doc!
WE DID IT GUYS!
ANOTHER VICTORY...

IT'S NOT...

...OVER.

[Comic panels showing a group of characters in a science fiction setting, discussing a victory.

A character says: "WE DID IT GUYS! ANOTHER VICTORY..."

Another character responds: "IT'S NOT...

And a third character: "...OVER."]
BEEP BOOP BEEP!

HA HAAAAA!!! AAAA!! ...

MWEH HEH HEH HEH HEH

HA HAH HAH HAH

AH HAH HEHEEEEE

HA HA HA HA HA

SIGH. I'M IN-SALTED.

THE END
OH HELLO. I DIDN'T SEE YOU THERE!

I'M DR. O RYAN AND I SUPPOSE I'M THE ACTING NARRATOR IN THIS STORY.

WELL GO ON. HAVE A SEAT.

SO, WHAT SECRETS OF THE UNIVERSE WOULD YOU LIKE ME TO UNCOVER FOR YOU TODAY?

FLEMIOIDS!?!?

TO EXIST IN SUCH A FORM... I CAN ONLY IMAGINE, UGH!!!

BUT WHAT WOULD COMPETE SUCH INTEREST IN THOSE PRIMITIVE, WRETCHED CREATURES?

IT'S AN ORIGIN STORY THAT YOU'RE LOOKING FOR, EH?

WELL, LET'S GET ON WITH IT THEN!

OF COURSE I DID. I FELT YOUR PRESENCE ACROSS MULTIPLE TIME STREAMS BEFORE YOU EVEN ARRIVED.
IN THE FURTHEST CORNER OF THE COSMOS, OUR STORY BEGINS WITH—

A PLANET.

NO, NO, NO, NOT THAT PLANET.

BUT IN ANOTHER CORNER OF THE UNIVERSE, THERE WAS ANOTHER PLANET CALLED—

“BAZOIK”.

IT SEEMS HOWEVER,---

THAT A BIT OF THAT AFOREMENTIONED PLANET (WHILE EXPLODING), HAD SENT DEBRIS---

UN OH...

FLYING IN THE DIRECTION OF BAZOIK.

BLECHH!
BAZOIK WAS A RATHER BLAND, ROCKY & LIFELESS PLANET. BUT SEVERAL HUNDRED YEARS AFTER THE METEORITE IMPACT, SOMETHING WAS HAPPENING. YOU SEE, ON THAT METEORITE, THERE WAS A DORMANT MICRO-ORGANISM, HITCHING A RIDE TO IT’S NEXT DESTINATION.

IT SEEMED THAT BAZOIK PROVIDED THE IDEAL CONDITIONS NEEDED FOR THE MICRO-ORGANISM TO FLOURISH & THROUGH "PAN-FLEMIA".

THERE WAS NOW LIFE

ON THE ONCE DULL & BARREN PLANET.
HIDDEN DEEP WITHIN AN ACTIVE VOLCANO, FAR BELOW THE PLANET'S ORANGE SURFACE, SOMETHING BEGAN TO STIR... & THAT "SOMETHING" WAS—

THE FLEMBRANE!!!

THE MOTHER & CREATOR OF THE FLEMOIDS
THEY WERE CALLED "FLEMOIDS" & THEY WERE ONLY CONCERNED WITH ONE THING: THE CONSUMPTION OF ANY & EVERY POSSIBLE NUTRIENT FROM THEIR ENVIRONMENT.

AS THE NUTRIENTS OF PLANET BAZOIK DECLINED, EVOLUTIONARY & TECHNOLOGICAL ADVANCES EVOLVED WITH THE FLEMOIDS;---

MAKING THEM BIGGER, FASTER, STRONGER;---

& MORE DANGEROUS THAN EVER BEFORE.
...BUT NO MATTER HOW---

BIG & SCARY OR ADVANCED THE FLEMOIDS---

HAD BECOME---

BFFF!!!

THERE WOULD ALWAYS BE SOMETHING ELSE THAT WOULD STAND IN THE WAY OF THEIR COSMIC DESTRUCTION.

YOU SEE, THE ORIGIN OF THE FLEMOIDS---

MAY BE COMING TO AN END---

BUT THIS STORY HAS JUST BEGUN.
“EVEN ODDS”  
BY DAVID STOLL

YOUR EFFORTS WERE ALL FOR NOTHING, FRED CHESTER!!

MY ELEDROD ARMY GROWS BY THE THOUSANDS. YOU NEVER COULD HAVE HOPED TO DEFEAT US ALONE.

MY HOARDS WILL SAVOR YOUR NUTRIENTS!

WHO SAYS I CAME ON MY OWN?

ABYOM
Sorcerer Zorb!

Sorry we're late, Compadre! '96 had to take a leak.

Hey, I'm a robot! The only thing I leak is jelly.

Get it?

Beep beep swirly!

Anyone got eyes on the doc?

He gets it.

Right behind you!

If you layabouts would stop fooling around, we'd be done here already! Now, make a path.

Help is on the way!

On your feet, soldier.

We have a dimension to save.
SHAPE! ZURCHER!

COMIN' ATCHA!

IT LOOKS LIKE YOUR EFFORTS WERE ALL FOR NOTHING, FLEMBRANZ! MY TEAM AND I CAN TAKE ON ANYTHING!

YOU MAY HAVE THOUSANDS OF SOLDIERS, BUT THERE ARE SIX OF US-

SH-KEUNK

AND I LIKE THOSE ODDS!
A SHOVEL FOR YOUR FOOD?

FEATURES
- Over 96 1/2 feet long
- Seats six superhero-sized snack pieces
- Zorchers that zorch
- Remappable controls?
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How proud you will be as the commander of your own CHEX MIX SQUADRON CRUISER - the most powerful ship in the galaxy! When there's no one left to call...nowhere else to look...no rye chips left in the bag...the entire galaxy turns to one team. The CHEX MIX SQUADRON! And when it comes to saving the day, there's only one spaceship the team trusts to get the job done.

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- Constructed of space-age polymers (and some bits of old cardboard we recently found), each unit is guaranteed to include complete assembly instructions - for free!

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Order today and we will rush your CHEX MIX SQUADRON CRUISER to you. Use it for 10 full solar cycles. If you don't believe it's the greatest ever - the best toy you've ever had - just send it back for a full purchase price refund.

10 DAY FREE TRIAL
YES! Rush me my CHEX MIX SQUADRON CRUISER. I can use it for 10 days and if I'm not delighted, return it for the full purchase price refund.

Send Interplanetary Federation of Snacks Money Order to:

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- CONCAVE SCOOP CAPACITOR, HANDLE BAR, SPACE AGE CHROMIUM IRON ALLOY

Sure - you've seen the knife. And you've seen the fork. But neither can give you the elegant control and scoopability you've been searching for as you relay hot and/or cold foods from a plate directly into your mouth.

Say hello to THE SPOON. The newest innovation from the minds that brought you The Ladle and The Useless Knives in a Knife Block. It's truly "Concave fit for Royalty." Our state-of-the-art table shovel will allow you to scoop, scoop, and then scoop some more. So far, accepting is the only use we've come up with for it. But it's a scoop in the right direction. For too long you've been forced to gulp and slurp soups, broths, milk, and milk substitutes directly from bowls. That indignity ends today. Order yourself a spoon and start shoveling away.

PET FLEMOIDS!

It's your chance to own the xenomorphic pet sensation that's taking Bazoik by storm - literally! Claim your real live Flemoid in its very own containment tube. Is it hungry? Does it need to be walked? Does it even want or does it merely consume? Who knows? Get the pet that has families delighted and scientists baffled AND alarmed!

*Flemoid is a limited liability company and makes no claim to the safety of owning, teaching, looking at, thinking about, or considering thinking about a Flemoid. For the safety of all sentient life, please leave your pet Flemoid in its containment tube. Failure to do so could cause buildup of phlegm, hostile planetary takeovers, slime, hair, fur, non-contact vaccination, and just general lameness. It is illegal to own Flemoids in 79,300+ dimensions. Check with your dimension’s local government authorities or advisory council before purchasing a pet Flemoid.

Please do not purchase a pet Flemoid.

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Chextropolis' Largest Selection of Free Weights! - 3844 Foil Bag Lane, Chextropolis
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 L.A. 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

Kréepture (IG: @kreeptune) 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
Chex Quest
by Chexmix

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