

The Quest

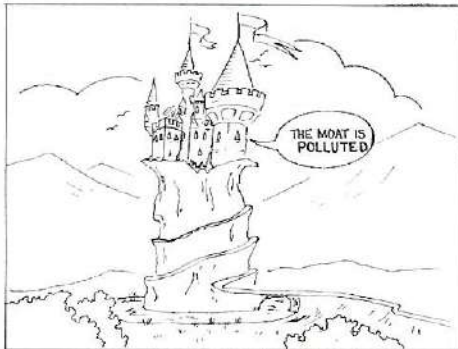
VOL. 3 NO. 2

The Official Newsletter of the Nightmare Adventurers Club



Smirk with Smirkenorf

by Arto Wörts.



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Editorial

Greetings! An introduction is necessary I believe.

My name is Cadrighan the Chronicler. I have been asked to edit this little journal due to the sad demise of Wilf Wright, who is believed to have perished under the paw of a Wyrdbeast somewhere in Fetlock Forest on his search for Pickle the Elf.

Our green-gartered friend is in fact perfectly well and living in said forest with his own people, doing his best not to draw attention to himself, especially from a certain Dungeon Master to whom he owes a great deal of back rent.

You know it really is a dreadful nuisance having to do this, as if it's not enough having to chronicle the adventures beneath Nightmare Castle, I have another task thrust upon me by the Powers That Be, which involves complicated time transference. That means spells to get the stuff into the future for you lot to read it!

And what do I get out of it? Not a great deal, except for a terrible stink from my room which seemed to take up residence from about the same time that Sly Hands paid me a visit. You can see what he had to say opposite, by the way.

In this issue we also have the

concluding part of our 'Nightmare Top Trumps' feature. This time it's with characters from previous dungeon phases. Furthermore we have an interview with the second of our winning teams from the last series, featuring their extremely modest dungeoneer, on whom I would dearly love to cast a silence spell.

Barry also wrote us a letter, which you can find in shortened form on the letters page on page seven.

Lovers of adventure everywhere will be pleased to know that there will definitely be another series of Nightmare later on this year, and you can be sure it will be the best yet. In the meantime you might like to examine the listings section on this page which tells you exactly what all current cast members are up to.

Don't forget to keep sending in all your letters and other bits and bobs to Cadrighan the Chronicler, c/o 'The Nightmare Adventurers Club' PO Box 405, Norwich, NR14 7DE.

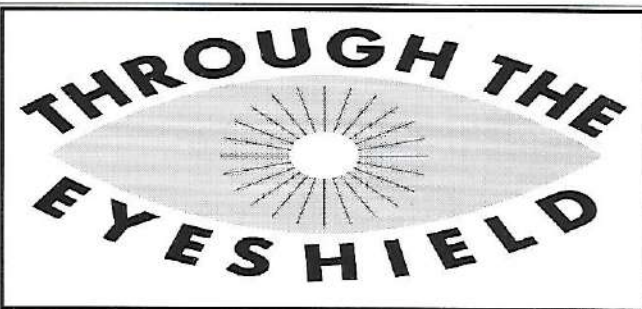
Oh, by the way, look out for a new Nightmare book, which will be a puzzle book to tax your brains on all matters Fearful. It should be in the shops in the autumn.

And remember, if you need any chronicling done, I'm always available.



Sly Hands (alias Paul Valentine) After departing the dungeon Paul has been playing "Muddles" in Snow White and the Seven Dwarves in Guildford, playing a mad scientist in a German pop video for MTV as well as teaching Voice and Presentation at the Basingstoke College of Technology! Paul is currently working on his own comedy act which he has been asked to take on board the Orient Express.

Want to find out what your favourite Nightmare actors are doing at the moment? This section will allow you to check out what they're currently up to. Please remember that the actors will not be in character.



Treguard (Hugo Myatt) After playing the villain in panto Hugo is preparing for a season of plays at the Gravel Theatre, Wolverhampton.

Lord Fear (alias Mark Knight) is at Shakespeare's Globe Museum on London's Bankside (071 620 0202). Old Fingernails is frightening people young and old by giving - would you believe it - lectures and workshops on "How to be a Shakespearian Baddie". And who knows better...?

Majida (Jackie Sawaris) has just finished a children's video for BP - look out for it in petrol outlets.

Sidriss (alias Iona Kennedy) has been practising her magic skills, hopefully to pass into the fourth level. However in doing so she found herself on the wrong side of the law in "The Bill". But luckily she knew a friendly "Minder" who squared it with ITV and saved her from the clink. Since then she has been using her vocal skills working for Spitting Image.

Hordriss (Clifford Norgate) is currently using his considerable talents in Book Weeks, to encourage schoolchildren to read more. Clifford has plenty of expertise in taking the printed word off the page, having made over 1500 broadcasts for BBC Radio. His enthusiasm and love of reading to children make his visits memorable. So if you live in the Norfolk area and your school is planning a Book Week, Clifford can be contacted by telephoning 0508 470205.

Romahna (alias Jacquelin Joyce) is currently in "Dead Funny" a play by Terry Johnson, an adult comedy at the Vaudeville in the West End with Zoe Wanamaker, Danny Webb, David Haig, Nial Buggy and Beattie Edney.

Lissard (alias Clifford Barry) recently finished a major tour of "Waiting for Godot" with Brian Glover, and is currently decorating his abode!

~ Lord Fear's Diary ~

Dear diary.

Watch my lips and get this down because I haven't time for writing.

In any case I don't believe that tosh about the pen being mightier than the sword. Just try cutting someone's head off with a goose quill and see how far it gets you, that's what I say.

Where was I?

Oh yes, Well, life's no picnic being the Underworld's mightiest living being. It may be tough at the top, but it's no joke at the bottom either, especially in the Dungeon Dimensions where one sign of weakness is taken as an open invitation to kick against The Boss.

Take that awful amphibian Lissard, for instance. One merely had to mention that we were passably pleased with his assistance in demolishing Witchhaven when he introduces a small army of

Miremen into the second Level!

I wouldn't mind, but he's the only one they'll take instructions from and we're now importing 80 tons of tuna chunks a week!

And the rest of the stuff aren't much better..

Raptor is completely obsessed with preparing his new battle galleon, which we're thinking of calling 'The Spirit of Dead Dungeoneers'. That's by way of a warning to the next bunch of little beasts who think they can trifle with me and get away with it. Anyway he's gone all 'Yo-ho-ho' and 'Avast Behind', and I can't cope with that nautical rot.

Strange to say, but it's that disgusting little dungheap Sly Hands, who's been the only one to come up with the goods.

Don't ask me how, but he's managed to find me a

Red Dragon, and this one's an absolute monster!

Yes: I know. I know they're all monsters, but this one's more monstrous, if you see what I mean. Anyway it won't be long before everyone sees.

The new worm calls himself Scaborous. At least I think it's a he...not the sort of subject you can raise politely, when you're staring down the barrels of two 16 inch flame-throwers.

Anyway; this one is definitely a touch beyond anything that Treguard and his chums can come up with and I can't wait for the new season to start and see how 'Old Scabby' sets about the Powers that Be. 'Powers that Were' - more likely!

As for the hopeless little intruders - dragon niblets - the lot of them.

Ah, but don't you just love feeling in control?



~ Letters ~

Dear Nightmare

I have now watched all seven of your series with the six successful teams and I am writing to you about how much I like your programme, in fact, it's my favourite ever!

I was glad to see the seventh series in September of this year. I was sad to see Pickle go, but Majida plays her part well. I was also glad to see Lord Fear again making me believe as if he really was nasty. The spells also were very good including "Visor" which allowed the dungeoneer to actually see for a limited time in his helmet. They are as good as the first ever spell in series 1, which was "Freezer" (used when that funny skeleton was edging closer towards the team).

My favourite character has to be the Brollachan, with that funny mouth and favourite expression, "Why don't you feed me?" I thought that getting rid of

the brick walls who said "Password" in Series 6 was a good idea. I also like Smirkenorf, that green dragon who flies from level one to level two. The only thing I didn't like about series seven was I thought that level three was too hard. Also when that last team won the shield I thought they had a really tough quest, especially level one! Nevertheless, they still became the sixth team to win (five boys, one girls team).

I would be specially interested if there was a video available?

Alex Seymour
Surrey

We get many letters requesting videos of previous series of Nightmare - why not write and let us know if you agree and we'll pass your letters on to The Powers That Be! - Ed.

Dear Nightmare

Why not put previous series of Nightmare on Video? Also I have some ideas for series 8 - why can't you have dark moody rooms again and rooms you would have seen in series 1,2,3 & 4 - they looked really good! Also can you keep the Brollachan as he was very funny, and what about more frogs again and what about more of those corridor conveyor belts? And the spells scrolls Please put the series on video!! 1,2,3,4,5,6, & 7.

from

Jason Nankoo,
Surrey



~ Nightmare Top

This issue, complete your set of cards with characters from the past...

~ The Rules ~

Cut out cards, attach to breakfast cereal box card using glue. Divide cards between two players. Player One picks a score from his top card's statistic and matches it with the equivalent of his opponent's. The one with the highest number wins his opponent's card, and then gets to choose a new statistic from his next card. After use, a card goes to the bottom of the pile. The game ends when one player has all the cards.

~ Merlin ~

Wizard of Arthurian times who resided temporarily in the early phases of the *Knightmare* dungeons. Had the appearance of a kindly old man, but this exterior disguised a magical power surpassed by few. It is believed that while experimenting one day with Time, Merlin inadvertently threw himself back into the dark ages, along with his equally powerful alter ego, Mogdred.



Age:	93	Goodness:	9
Power:	8	Appearance:	3
Magyck:	10	Health:	4

~ Pickle ~

Treguard's assistant before Majida. He was impetuous, and often had to be restrained from giving away too much. Pickle was very much of good alignment, and this sometimes caused him to get very frustrated with those teams which did not perform well. Pickle escaped one night, apparently fed up with being pushed around by the Dungeon Master.



Age:	356	Goodness:	9
(immortal)		Appearance:	6
Power:	6	Health:	9
Magyck:	4		

~ E ~

Dubbed 'the mean mouth under the mountain', Elita the cavern Elf was no friend to the opposition, but could also get in the way of dungeoners as she was not very fond of humans. The Elf-brat had particular influence on Smirken who was presumably skinned to object to h... dungeon and went ba...

Age:	79
(immortal)	
Power:	3
Magyck:	3

~ Folly ~

The original jester of the dungeon, he was more courtly than Motley, but perhaps not quite so funny. Nevertheless, Folly could be a useful ally. If rescued from a trap set by the Opposition he would often do his best to get the Dungeoneer through the rest of that level.



Folly eventually decided that the dungeons were not the ideal environment for a jester.

Age:	24	Goodness:	7
Power:	1	Appearance:	7
Magyck:	0	Health:	8

~ Mellisandre ~

A maid of the dungeon who seldom ventured outside of the safer level one. Why such a timid creature chose to live her life in the Dungeons remains a mystery. For dungeoners, Mellie could be extremely useful. She was very kind (and also quite pretty.) All this makes it even more horrible that she met her end between the jaws of a marauding Cavernwight...



Age:	16	Goodness:	9
Power:	0	Appearance:	8
Magyck:	1	Health:	8

~ Gretel ~

Also a maid, but of the slow variety. Gretel was very beautiful, but didn't have much in the way of brains. Apparently she eventually married a troll, which seems to back this up!



Age:	17	Goodness:	8
Power:	0	Appearance:	8
Magyck:	0	Health:	7

~ Ri ~

Ridolfo was a travel minstrel and source of news who came to the dungeons for only one phase. He was a romantic, and liked to woo the ladies with his playing. However, Ridolfo had to make his living like anybody else, and although usually friendly v... aligned with either T... Opposition. Ridolfo ce...

Age:	21
Power:	2
Magyck:	1

~ Fatilla the Hun ~

A rather stupid mercenary used by The Opposition to guard vital exits and entrances. His war cry of 'ooyurgh' was more comic than terrifying, because although capable in battle (despite very bad co-ordination) he could be fooled or bribed fairly easily by Dungeoners.



Age:	33	Goodness:	4
Power:	3	Appearance:	2
Magyck:	0	Health:	5

~ Julius Scaramonger ~

This fast-talking merchant and general dealer was a man with many wares, but few scruples. Although something short of criminal, Julius was ruled by his desire to prosper. Dungeoners who encountered Julius might well find themselves the owner of an object that they have no use for. Unfortunately for Julius he found more than a match in the shape of Ah Wak.



Age:	37	Goodness:	5
Power:	2	Appearance:	4
Magyck:	1	Health:	6

~ Sir Hugh de Witless ~

The curse laid upon this lone hero was the compulsion to rescue anyone he encountered - even when this person had no desire to be rescued. Described as 'several plates short of a suit of armour' Sir Hugh was short on brains but long on bravery. He finally made the mistake of trying to rescue a maiden from the clutches of a black dragon.



Age:	32	Goodness:	10
Power:	4	Appearance:	7
Magyck:	3	Health:	7


~ Fright ~

These evil technocreatures were created by Lord Fear to catch those who sought to spy on him. They were fitted with a magical tracking system in order to lock onto dungeoners. The Frightknights looked terrifying, but in reality tended to break down frequently. Fear even fashioned methods, s...

Age:	N/A
Power:	2
Magyck:	4

Trumps (part III)

~ Elita ~




A creature of few words, and most of those were vows. The Troll's closest relative was a lump of granite, which explains why he made a poor conversationalist. Hostile and single-minded, he would have been a dangerous enemy if he hadn't been so slow!

Age: 78 Goodness: 1
Power: 5 Appearance: 1
Magyck: 3 Health: 4

Goodness: 7
Appearance: 7
Health: 9

~ The Troll ~




Level one sorceress from very early dungeon phases. A bad tempered old hag with a penchant for hurling Dungeoneers into level two. Easily bribed, but she was best handled by appealing to her vanity.

Age: 56 Goodness: 3
Power: 6 Appearance: 3
Magyck: 7 Health: 4

Goodness: 7
Appearance: 7
Health: 9

~ Lillith ~




Bad tempered, non-aligned master mariner. Deeply suspicious of strangers, this underworld corsair should have been treated with extreme caution. A hatred of Lord Fear, because he once stole one of his vessels, meant that he could be useful to Dungeoneers. Still sails the seas.

Age: 32 Goodness: 5
Power: 7 Appearance: 7
Magyck: 5 Health: 8

Goodness: 6
Appearance: 9
Health: 7

~ Neamanor ~



Extremely loud and large monk whose favourite trick was using very badly pronounced Latin, which he got away with by first establishing that the Dungeoneer didn't speak it! He tried to be helpful, but liked his tittle a bit too much and was open to bribery. Nowadays Brother Mace is far too busy in the Grimdale Monastery wine cellars to help Dungeoneers.

Age: 567 (immortal) Goodness: 7
Power: 6 Appearance: 9
Magyck: 5 Health: 8

Age: 24 Goodness: 7
Power: 4 Appearance: 10
Magyck: 2 Health: 8

~ Elfo ~

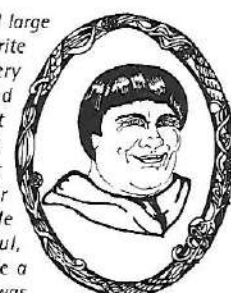


A Wood elf warrior and huntress who was mainly good but was deeply suspicious of all humans. Quite prepared to attack Dungeoneers if they behaved stupidly. Velda's main weapons were the dagger, and the crossbow.

Age: 25 Goodness: 2
Power: 8 Appearance: 10
Magyck: 8 Health: 7

Goodness: 9
Appearance: 10
Health: 8

~ Brother Mace ~




Gwendoline the Green was a sort of female Robin Hood. However, her prime role was the protection of the Greenwood and its natural environment, rather than redressing the balance between rich and poor. A formidable archer and hunter, the Green warden served the Powers That Be, until the Green wood passed out of the dungeon dimensions.

Age: 40 Goodness: 6
Power: 5 Appearance: 4
Magyck: 4 Health: 5

Age: 24 Goodness: 7
Power: 4 Appearance: 10
Magyck: 2 Health: 8

~ Velda ~




Known as the Ice Queen because of her abode - Winteria - which was continually frozen and also because of her conversational tones, which were somewhat cold. During the short time that her abode came within the confines of the Dungeons, the beautiful but incredibly evil Aesandre acted as a reluctant ally of Lord Fear, who she seemed to have little liking for.

Age: 20 Goodness: 5
Power: 6 Appearance: 8
Magyck: 3 Health: 8

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

~ Gwendoline ~



Quite a bit of a knightly knight. He went back to old - as Goblins.

Age: 25 Goodness: 2
Power: 8 Appearance: 10
Magyck: 8 Health: 7

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

~ Knight ~




This Swords mistress was both jolly and quite remarkably bloodthirsty. She certainly wasn't subtle and she seemed to be completely fearless. However her main trait was the fact that she was totally selfish, which made her difficult to deal with, despite the fact that she was non-aligned.

Age: 25 Goodness: 2
Power: 8 Appearance: 10
Magyck: 8 Health: 7

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

~ Gundrada ~




Known as the Ice Queen because of her abode - Winteria - which was continually frozen and also because of her conversational tones, which were somewhat cold. During the short time that her abode came within the confines of the Dungeons, the beautiful but incredibly evil Aesandre acted as a reluctant ally of Lord Fear, who she seemed to have little liking for.

Age: 25 Goodness: 2
Power: 8 Appearance: 10
Magyck: 8 Health: 7

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

~ Aesandre ~




There is little good to be said about the dastardly Skarkill. Even the Goblins didn't like him! Fortunately, Skarkill was a soldier of fortune, and his rapacious desire for gold could lead him to forget his allegiance to Lord Fear, and opt for more instant rewards. Skarkill never quite recovered from having his legs crushed when the red dragon fell on him.

Age: 25 Goodness: 2
Power: 8 Appearance: 10
Magyck: 8 Health: 7

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

~ Skarkill ~



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Power: 8 Appearance: 10
Magyck: 8 Health: 7

Age: 42 Goodness: 1
Power: 6 Appearance: 2
Magyck: 2 Health: 3

A Dungeoneer Reveals All!

Interview with Barry – Dungeoneer.

What were your first impressions of the dungeon?

Well, I couldn't see much! The good thing about Nightmare is that there's lots of variety due to the diversity of characters and the computer graphics. You need lots of skill to do the floor puzzles. My favourite part was talking to people, though.

Do you feel that your advisors did a good job? Have you got any complaints?

(Pause) Let me see... They didn't communicate information correctly, they told me to keep walking when I'd already hit the wall, and I'm sure they had aspirations to kill me on the job! Apart from that, though, they did a fairly good job. They knew what they were talking about most of the time, and they saved my life a few times.

Did you expect to win all along, or do you feel that Lady Luck was with you?

I do feel that luck was with us a little, but that didn't mean that we could be complacent, we

had to concentrate the whole time. I don't think it's possible to win without luck. We just wanted to have a good time, really.. I thought it would be great to ride a dragon, not many people can say they've done that! Derek wanted to cast a spell or two.

What's it like being frozen in time for an entire week, presumably while life goes on around you?

(Laughs) Erm, well! It depends where you're frozen. You have lots of time to meditate. I was half way through the meaning of life when the game re-started!

What was the worst part of the game for you?

Oh, when we were running out of food, (on level three) definitely.

What would you do to improve results if you were Lord Fear?

I think he needs to try harder. He definitely needs to be quicker. There were some very difficult parts of our adventure, however, like the spiked room which was very difficult. We were quite upset actually because we never got to meet him in the flesh. I wanted to have a

people watch it is because they know that it would be fun to play; they're thinking "God, I wish I could do that".

What did you find the most difficult?

The floor puzzles, especially because we'd been practising the hexagon causeways from the series before for a whole week before the show. Then we realised everything was different. I think the new ones were great, but it's a shame so many teams go out on

them. With some teams they deserve it and you're thinking "oh, thank God they're going to go out on this". But sometimes you get very good teams who've done everything else right, but can't do the puzzles.

Does Sly Hands really smell?

Oh, yes, of drink, rats and sewage amongst other things!

What did you think about the team before you who won being all girls?

I don't think it's that important, any team can win, but they were especially weird, so...

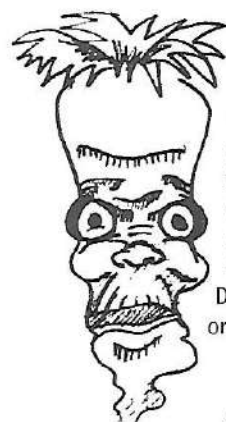
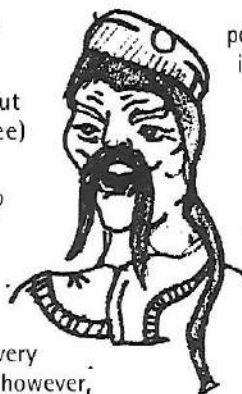
Do you have any advice for future Dungeoneers?

Have fun! You're going to look stupid on TV anyway, so forget about it and just have fun.

TD

Did you enjoy your time in the Dungeons?

Yes, of course, I just want to say that Nightmare's unique, I mean nearly all the other children's TV programmes are absolute rubbish. We wouldn't have bothered to apply for anything else. I think the reason so many



Thanks to David Weir (Memb. No. 1016), age 12, for the artwork used on this page

Sylvester Hands'

Creepy Cookery

for beginners

Letters...

Dear Nightmare,

Well, what can I say? Nightmare was terrific, and the waiting for our programmes to arrive was agonising. watching them was a lot of fun, almost as much as making them, although I must add that a great deal of watching (on my part) was from behind a sofa cushion.

Incidentally, additional thanks to Majida, her view that I was a bit of a 'smart bottom' went down very well with friends and family. Henceforth that is what I am known as to everyone who is in the know. The cast of a play I was in even considered putting 'smart bottom' in the programme where my name should be. Thanks, Majida.

Following reactions from friends, I have some tips for future dungeoneers: (Here we go! - Ed.) Give your team a chance to speak (ok, ok, I concede that I did talk quite a lot;) don't try to chat up somebody with a crossbow (this I deny;) don't try to do stupid walks (my physics teacher thought "half step, fast forward" was hilarious;) and never forgive your younger brother if he tells you to walk right into the path of an oncoming buzzsaw blade. (Well done that man - Ed.) Ok, I survived, so I might let him off.

Well, all that's left is to say a huge thank you to everybody involved and congratulations on creating a series of first class entertainment. I look forward to the next one.

People ask us what we'll do next. Well, we considered putting Derek on Blind Date but he's not too keen on the idea. I don't suppose Lord Fear or Treguard will need a 16 year old assistant next series?

From Barry.

Not a chance! - Ed.

Here Sly Hands recounts a few selections from his latest cookery book, 'Sly's sickly succulents' which can be obtained from Ah Wok's stall in Grimdale for the minimal price of three dungeon dollars.

Alternately if you happen to be feeling really strange you might wish to approach the man(?) himself (if you can stand the smell!) in which case the fee will almost certainly approximate to a pint of ale.

The Quest can not be responsible for any effects of actually eating these 'delicacies', but judging from the state of Sly's health the nutritional content is probably not high!

Sly's Sardine and Snail Crumble

Sixty six snails
some old bits of bread
thirty seven huge snails
three pints of Old West Country ale

Place all the ingredients in a copper pan and cook for a short time in a huge oven. Ale will help all the flavours mingle!

Pickled Tadpoles

Two hundred and twenty seven tadpoles
forty four pints of good vinegar
two kegs of Old Suffolk ale,
(one to sit on, the other to drink)

Shove the tadpoles into a large glass jar and fill it to the top with the vinegar. Leave for seven months, then swallow, and for every mouthful of tadpole you need at least eight of the ale.

Wart & Bogie Bangers

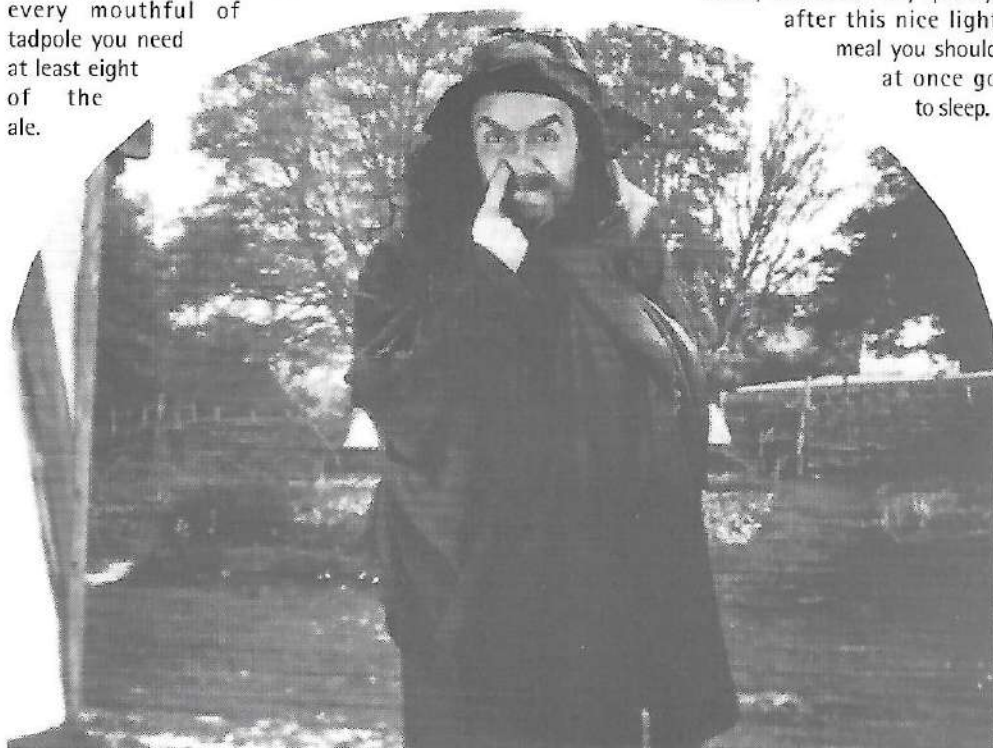
One deaded little pigeon
a pocket full of pimples
one ready made pie.

Scrape out the pie filling and give it to the birds, shove in the little pigeon and the pimples, always use your own pimples with this recipe. Allow to sit in the blazing hot sun for five hours then eat. Oh I nearly forgot, this dish is best served with Old London Ale.

Lubberly Lemon Lizzard

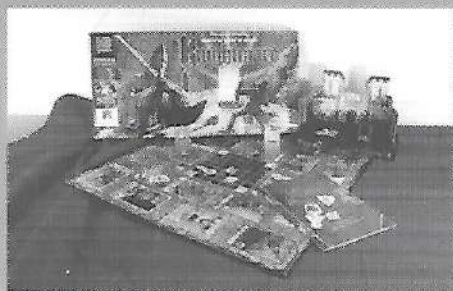
One lemon
one lizzard
(not to be confused with Lissard)
thirty seven tablespoons of Old Norfolk ale.

Place the lemon on top of the lizzard and leave it in a leather knapsack for three months to mature. Eat slowly and drink very quickly, after this nice light meal you should at once go to sleep.



Exclusive Offers

The Board Game

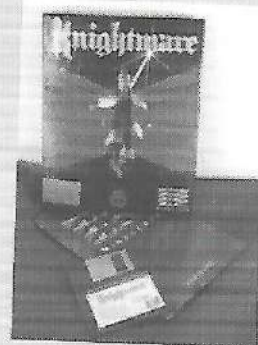


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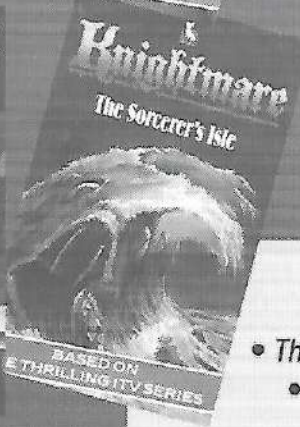
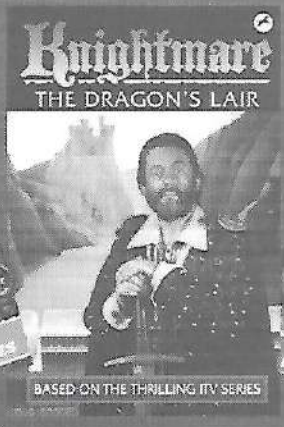
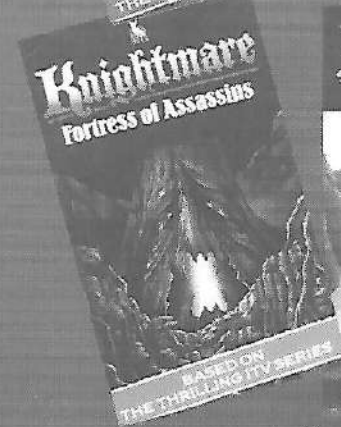
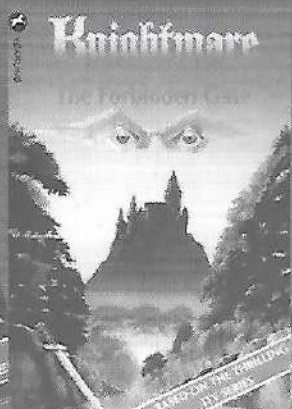
Knightmare T-Shirts

blood red with the Frightknight
printed in black & white...



Sizes: S, M, L, XL
All at £7.95
(inc. p & p)

Books Galore!



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Adult sizes: S, M, L, XL All at £14.95
(inc. p & p)

Age 5-6 (26" – 28") } All at £12.95
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Age 9-11 (32") }

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Black with dripping
blood red logo – £3.50

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- Can You Beat The Challenge •
- The Labyrinths Of Fear • Fortress of Assassins •
- The Sorcerer's Isle • The Forbidden Gate •
- The Dragon's Lair •

Complete set of
black & white signed
photos of the
new cast – £3.50

TQ competitions are open to residents of the UK, Eire and the Channel Islands, except employees of Broadsword Television, Anglia Television and their immediate families. No responsibility can be accepted for entries lost or damaged in the post. Prizes are as stated and no alternatives will be offered. All entrants are bound by the rules. TQ will not enter into any correspondence. Names of competition winners will be published in future editions of TQ.

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