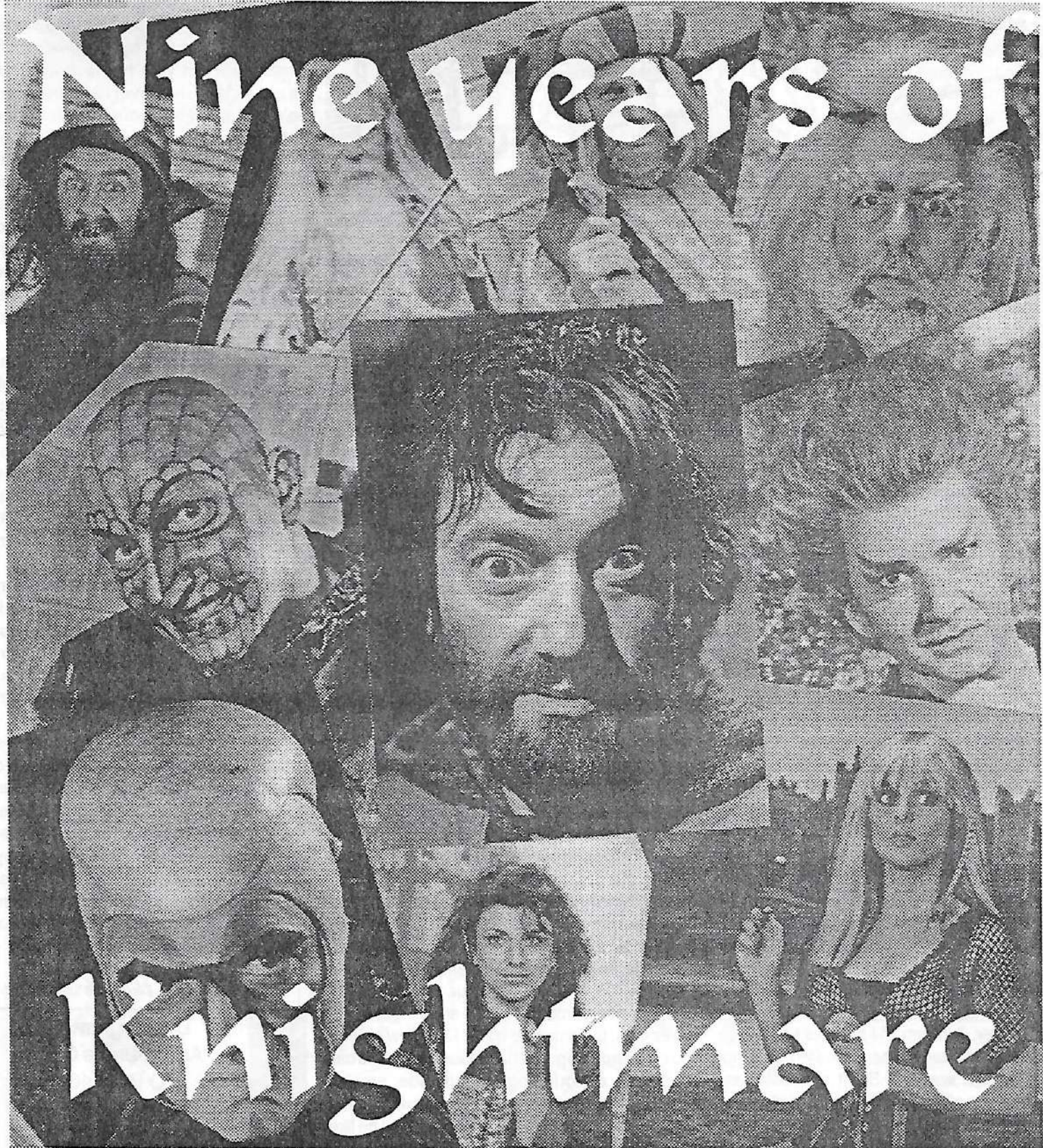




# TOO

The Official Newsletter  
of the Nightmare Ad-  
venturers Club



Nine years of

Nightmare



# Dunshelm Diary



Hmmm... It's you is it? Thought so. Got bored did you? Want to hear some more about the dungeon do you? Well, it really is most inconvenient; I was just putting the finishing touches to a spell of incandescence, but I suppose it will have to wait until tomorrow now. Hmmm...!

Well, the most important news is that Lord Fear has managed to destroy the Fliolansheld. What might that be? You may ask... Well if you're a little more patient I will explain. The Fliolansheld is (or perhaps I should say was) the ancient spellstone which Treguard discovered some eight or nine years ago in some far-off country. Knowing that he was unable to enter the Dungeon himself, Treguard had to find a way of defeating those abominable creatures, spirits and ghouls who abide there without subjecting anyone to real danger. The solution was the Fliolansheld, a stone told of in ancient books, so powerful that it might pull beings from an alternative reality into our own. Unfortunately, no-one really knew where it was. Some here at Dunshelm, including myself I must admit, were even a little incredulous as to the actual existence of such an incredible source of power. "Hmmm..." I said, as I recall.

However, after repeated attempts through spells of Sight and Discovery, potions of Greater Reach, and ointments of Knowledge, Treguard finally managed to locate the stone. The country where it

lay was distant and unknown, but after a long and arduous journey in which many battles were fought, spells were cast and wine was quaffed, the Dungeon Master returned triumphant; the stone had been brought to Dunshelm!

The object's usefulness lay in a side effect of its ability to transfer beings from alternate realities. While a transferred person might die in our world, they could not perish in their own reality from a mortal wound inflicted in another, as the rules of two alternate worlds are completely different. This was the beginning of the 'dungeoneers'; humans like us (or at least most of us) here at Dunshelm, but with the added bonus that they could be sent into the dungeon without fear that they would be harmed, at least in the long term. Of course, once killed, these adventurers no longer had any real existence in our world, and must instantly return to their own before they dissipated, but we found that there was a steady supply of young people willing to aid us, which made this problem a small one.

With the help of the dungeoneers, Treguard has kept the creatures of the dungeons at bay for almost a decade, but the latest evil power to emerge, Lord Fear, has somehow managed to destroy the stone, leaving us unable to pull dungeoneers into our world any longer. With their loss, the time has come for a new source to be found. Treguard has already put out a call into the surrounding countryside around Dunshelm for adventurers, and soon the time will come for the new campaign. It won't be like the old days, but Fear must be stopped, and

even if a few lose their lives it will be better than letting that nincompoop ravage the land with his technomancy tinkering. So you see it's not the end for Nightmare, it's just that your world won't be involved from now on. You should be pleased, it's not much fun being frazzled by a Fear fireball, I can tell you.

So it's time for a new campaign. I am of course impartial, being only the chronicler of what goes on here at Dunshelm, but I can't help thinking that Lord F is a bit of an idiot, for all his pompous posturing. At the moment he doesn't even seem to know that he has destroyed the stone. He probably did it by mistake, while messing about with his technomancy as usual. Well, however he managed it, he's done it. The Stonekeeper apparently saw a large flash and when he looked at the Fliolansheld it was gone, leaving nothing but sand. Anyway, on page three you can read all about what Fear's been doing lately. The fool doesn't even know that he's about to face the greatest challenge of his terrible misbegotten life. Oh well.. that can't be bad, can it? I'm impartial of course...

Elsewhere in this issue you will find letters from disappointed fans, who will no longer get to see their favourite programme on television. And believe me, some of them are pretty upset. You can also find Sly Hans' Top Ten New Year's Resolutions for 1995, and an article about the new project of Tim Child, the man who brought Nightmare to your world, on pages four and five. It could be just the thing for grieving dungeon fans. There's also another installment of Hugh DeWitless' endless search for Rapunzel, and plenty more as well, including news of what your favourite Nightmare characters are doing on their visits to your world.

Now, I must get back down to preparations, I'm afraid. When the forces of Good and Evil are about to be ranged against each other once more it makes life somewhat difficult for the poor fellow who has to write it all down! Anyway, you're starting to fade. I suppose this means that Ah Wok has sold me another dud Speak spell. I'll get that little Or....(fades)

*Cadrihan the Chronicler*

write to

The Nightmare  
Adventurer's Club  
PO BOX 405  
Norwich  
NR147DE



# A week in the life of an immortal Lord Fear's Diary



**Monday - All Hallow's E'en**  
If you ask me, I'm not getting enough hallowing. As I understand it hallowing is where other people stand in awe of me and pay me the honour and courtesy of being frightened when I snarl. They then do what I tell them. I shall muse on this sorry state of affairs and devise a suitable wickedness to rectify things...

**Tuesday - Walpurgis Nacht**  
I have it. I shall start a Dungeon Terror Campaign. Yes! But what sort of terror shall I inflict on the dungeon world? I shall get Lissard onto it immediately. Oooh, I will do such things, I know not what, but they shall be the terrors of the earth.

**Wednesday - Gobsnobblin Day**  
Had a devil of a time finding Lissard. He'd got hold of a SHRINK spell, minaturised his slimy little green body, filled my old pool of veracity with goldfish and was diving in and attacking the things. Bits of fin and scale everywhere - and the noises! Sounded like a dragon's sinuses, all bubbling and snorting and slobbering. I once overheard a dungeoneer refer to the sewer of Goth as having "...grossed me out...". I think I know

what he meant.

**Thursday - Cheese & Chiveday**  
Lissard is the slimy limit. I gave him clear instructions to set up a Terror Campaign throughout my Dungeon Domain. Instead (his mind no doubt concerned with where his next bit of fish finger's coming from) he disappeared for an interminable time. Deep in the caverns of Marpethne he made his arrangements and then - voh! He presented me with a row of men, goblins, boggarts and other dungeon fiotsam dressed in dinner jackets. This motley crew all smiled at me and, at a signal from my iguana-like assistant, burst into a cacophony of classical opera. "Lissard" said: "what is this?". "The Tenor Campaign, Your Lordness" he sprayed, sycophantically, "these are the best singers

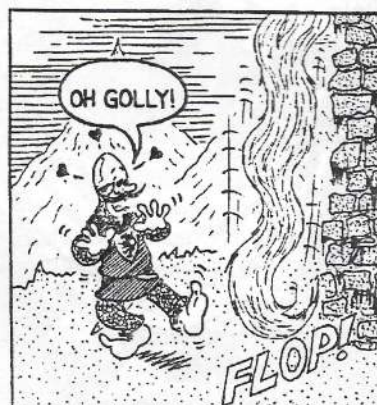
I could find..."

**Friday the Thirteenth - The Feast of Lissard the Stupid**  
First I turned Lissard into a frog. But frogs are even slimier and more repellent than my moronic assistant himself so he enjoyed that. Then I turned him into a hanky and gave it to Sylvester Hands to blow his awesomely grotty nose into. but Sly said that even for him the fish smell was "... really horrible your Fearsome-ness, an' it made me want to be sick." Although I'd love to watch Hands bury his nose in the Lissard/Hanky I don't think I could stom-



## SMIRK WITH SMIRKENORF

By Arlo Worts



ach Hands being sick. Even a mighty immortal with all the power of the Dungeon Darkside at his command has to draw the line somewhere.

**Saturday**  
Oh the sheer, supreme wickedness of me. There can surely be no-one as downright cruel, unusually good looking and intelligent as myself. I turned Lissard into a vegetarian! Ha! I then heaped a plate full of fresh fish (some still flopping about) and placed it carefully in front of him. His green features crumpled, my fine features were wreathed in smiles. On the bliss of a good job done grossly! I'm in such a good mood that I might not destroy the next dungeoneer I find trespassing. Oh who am I kidding? I'll swat them like flies in summer...



# The Sword of

Got the 'no new Knightmare series' blues? Pining for Treguard, Magida and all the rest? Well, 'The Sword of The Sorceror' might be just the thing for you. At the present moment it remains a project, but if the plan does come to fruition you'll see it on Children's BBC in the near future. Below, The Quest examines the legend which will form the basis for the programme, and opposite we talk to Tim Child, the creator of Knightmare, and of the new programme, to get an inside look at how 'The Sword of The Sorceror' will be made.



Warrender

*The Sword of The Sorceror* looks like being one of the best children's programmes ever. Picture the scene: A huge walled citystate, Himallia, built against all the rules of logic on a mountaintop, which has been ruled by a dynasty of kings fairly and astutely for 500 years. Until now... The dynasty has been broken, with the destruction of the Emerald Blade, a powerful weapon used to anoint the next King. The sword has been smashed into thousands of tiny but valuable gems, which have been scattered all over the city, leaving the people without a ruler.

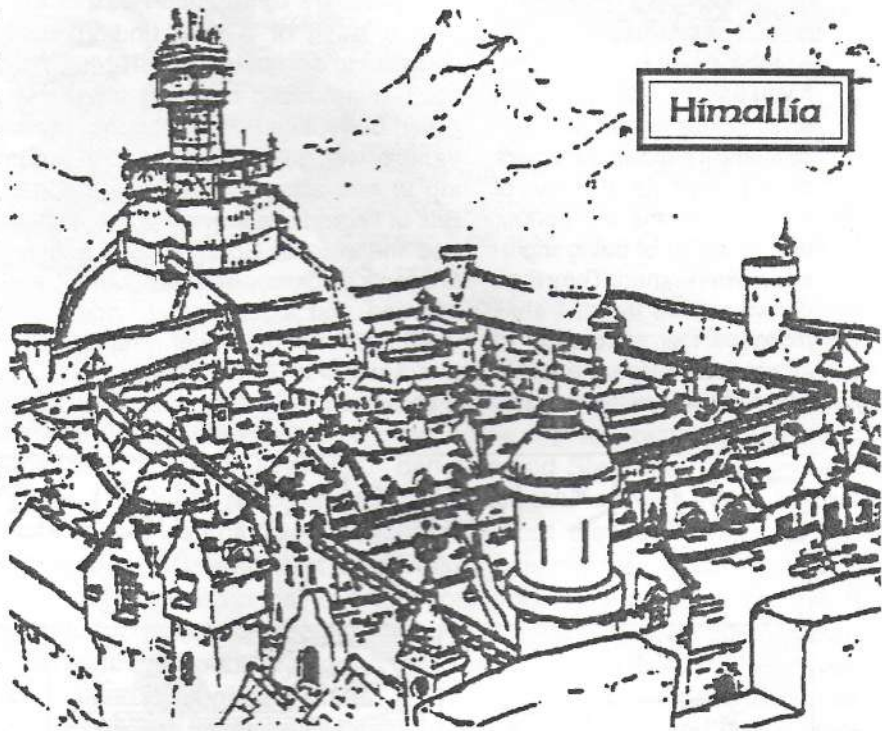
## Ferroghast Castle

*The only hope seems to be the Seneschal of the King-*

*dom, a wizard named Warrender, a former aid to the dynasty, who must try to reassemble the sword by finding all the pieces. Unfortunately, just as he is in the process of doing this, the kingdom is invaded.*

*The invasion comes in the form of a huge mechanical castle called Ferroghast. It is controlled by an evil sorcerer named Scullianus, who has somehow managed to import technology from the future into his own time, and has been successful in fusing this technology with traditional magic, creating a phenomenon known as 'Technomancy'. Ferroghast was created using this evil sorcery and with the help of his servants, the mechanical knights called 'Grtevers' and his allies the 'Misties' Scullianus is now intent on using the robot-like fortress to conquer the kingdom. Already he has succeeded in breaching the east wall of the city, where Ferroghast now sits forebodingly. He therefore has access to the kingdom, but not complete control. This is where you come in...*

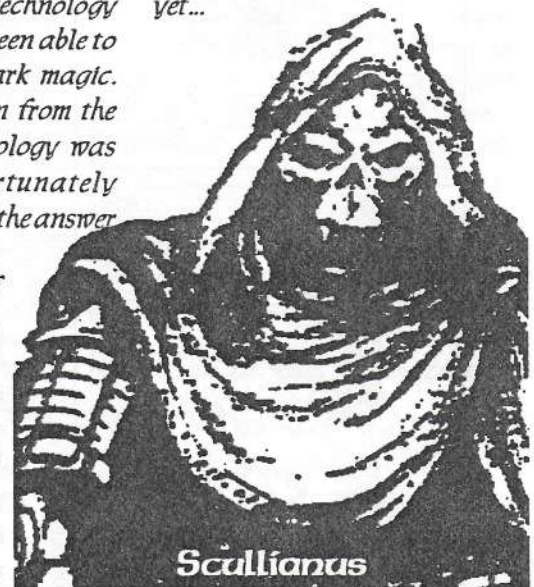
*Warrender has up till now been aided in his quest to reassemble the emerald sword by two children who are among the last willing inhabitants of the city, Zandra and Jubal, but these two,*



Himallia

*while undoubtedly capable, are severely handicapped by their lack of knowledge of the technology which Scullianus has been able to harness to his own dark magic. They need information from the time which this technology was taken from. Fortunately Warrender has found the answer - he has been able to access the homes of people from our time, and has discovered that young people are the most willing to believe and understand the threat which faces the city. With the help of their counterparts*

*from our world, there may be some hope for Zandra and Jubal's quest yet...*



Scullianus



# The Sorcerer

Technologically 'Nightmare' was way ahead of its time, but with 'The Sword of The Sorcerer' creator Tim Child believes that he has gone one (even) better. The Quest spoke to him about the similarities and differences between the two programmes; about the reason for the demise of 'Nightmare', and about the new techniques which will be involved in what looks like one of the most exciting projects to emerge since the inception of that programme itself.

We didn't want to use the same interface that we used for Nightmare. We wanted to do something different. In essence what we don't do with 'The Sword of The Sorcerer' is to send the gamesplayer into the arena."

As you may have already realised, The Sword of The Sorcerer is not going to be simply Nightmare II. The new project is a completely unique idea in itself, with a rounded legend, a huge playing area, and a new way for those playing the game to control the action - Tim says that there will be no dungeoneers in the new programme. But surely our helmet-headed friends were one of the most successful aspects of Nightmare. Clearly the march of technology inevitably brings about changes, but why scrap such a tried and tested formula?

## Fantasy environment

Tim: "Well, what we do now is partner two young actors who are part of the fantasy with two gamesplayers who are at home. Of course they won't really be; it'll be a fantasy home. We can create their own homes in the studio by taking photographs. The advantage of this is that they won't be forced to be blindfolded and walking round a blue

studio."

This is the chroma-key technique used in Nightmare in which the fantasy environment was projected onto screens for the dungeoneer's guiders (and the audience at home) to watch, but which meant that the dungeoneer himself, walking around in an entirely blue environment, had to be virtually without sight in order not to spoil his adventure (hence the helmet). This inevitably slowed things down. So with the loss of the dungeoneers what advantages will there be?

Tim: "We'll be able to have much more profound and stylish graphic adventures with much more movement in them. We can have jumping; falling down wells; we can exploit the city we're going to build. We can have more monsters; we can have combat; we can have all the things we couldn't before because somebody was blindfolded."

So for those who watched and enjoyed Nightmare could this programme be seen as its spiritual successor?

Tim: "Yes, I think so. With Nightmare we've gone as far as we can go by allowing people to explore artificial environments. In another three or four years we will be able to go even further than that, and that may be the time to bring something like Nightmare back. It'll then be possible to explore a complete fantasy environment like Nightmare in real time and in high resolution. The trouble at the moment is that technology is at a bridging point. That's one of the reasons Nightmare had to stop; it had gone as far as it possibly could in that phase of the technology that was available at the time.

"The next phase wasn't ready yet, so the very best thing to do was to stop it. The Sword of The

Sorcerer takes a different tack. It doesn't involve ordinary games players in the exploration of the fantasy world; it allows them to look into that world and give instructions. It's like Nightmare in which the dungeoneer is played by an actor."

## City on a mountain

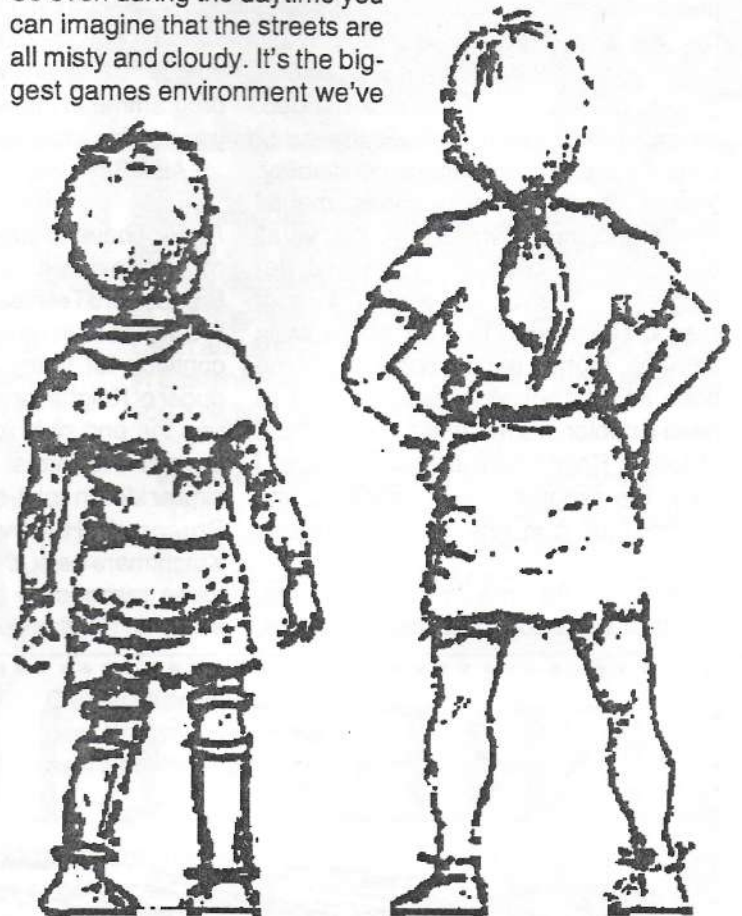
What about the games environment in 'The Sword of The Sorcerer'? Can anything match up to three levels of the Dungeon beneath Dunshelm?

Tim: "I think so. It's a city built on a mountaintop. Because it's built on a mountaintop most of the time it's shrouded in clouds. So even during the daytime you can imagine that the streets are all misty and cloudy. It's the biggest games environment we've

walkways which criss-cross the city at watchtower level.

"Because we're not being forced to present the fantasy to the children within it, the actors, we'll be able to achieve far more with the technology we have. The entertainment value should be even higher. This is more of an interactive drama and less of a game, that's a comparison with Nightmare."

It's now a matter of weeks until Broadsword Television, the company which produced Nightmare, and which hopes to do 'The Sword of



ever built. The city has approximately twenty streets, with about sixty four houses on them; two major castles at either end of the city and it's got three levels of playability and travel in that it's got a battlement and runs and

The Sorcerer', hears whether or not the programme is to be made. Let's hope such an innovative and exciting idea is given the chance to fulfill its huge promise.



# Letters

*This issues star letter seems to express a lot of people's opinions:*

Dear the people in control of Nightmare's destiny,

You stupid madmen. You silly buffoons, complete idiots, ninny's, nincompoops, asses, jackasses, donkeys. You have all gone cuckoo. You must be out of your mind to even think of stopping an extremely popular show which is watched by more people than any BBC2 or CH4 programme. How could you think of this you mentally disordered nitwits? You sick people, you invalids; I bet you don't even care about the programme. I bet you've never even seen it. All you're interested in is bringing in the new, getting rid of the old, no matter how successful it is.

Well, you're totally wrong. I don't know how you could even think of such a horrible and immature idea. It is unthinkable that the best programme in the world should be stopped. You haven't even given a reason for this you sick-minded, insanity-filled fools. It's unsoundness of mind, it's lunacy, it's madness, certifiability. You've all got mental sickness, mental illness and mental instability. You've all got abnormal psychology, mental derangement, mental aberration, loss of reason, sick minded, troubled brains, brain damage, mental decay, softening of the brain and Alzheimer's disease. You all need a doctor. It's madness to even think of taking Nightmare off our screens. I think the programme is excellent and cannot fault it in any way, you bloody idiots.

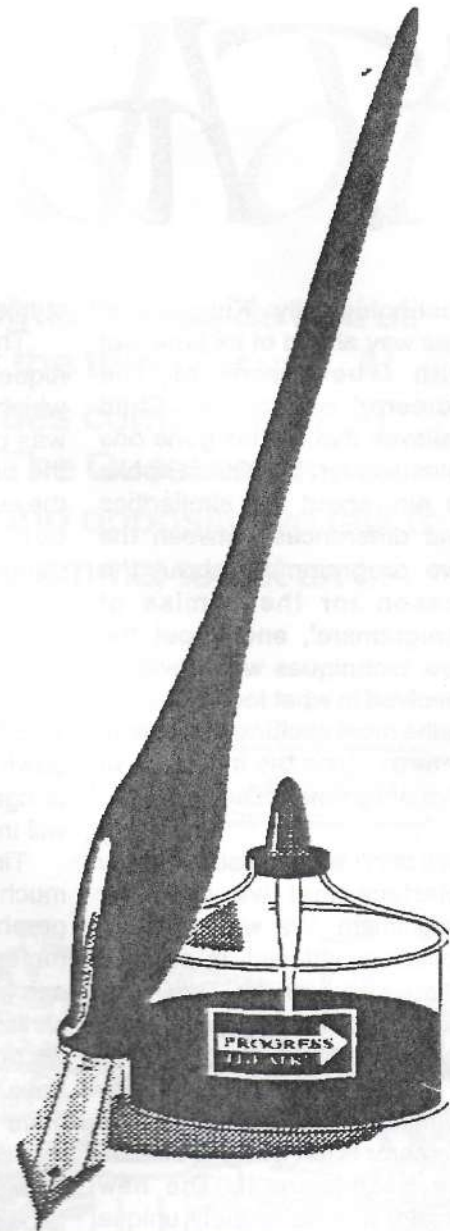
You're all madmen, lunatics, mental cases, bedlamites, raving lunatics,

maniacs, screwballs, nuts, nutcases, loons, loony, kooks, and meshufggenah. If you take Nightmare off our screens I hope you have all the bad luck in the world, and I hope that you are all killed in a plane crash or something very serious, so then we can wipe you off the face of the earth. It would be a national disgrace and a national disaster as well. Think of all those children, including me, 4-5 million of us, who enjoy watching our favourite programme each week, very happy and enjoying every second of it. Then, next year, you mental patients have to come and stop it being made. What will we do now eh? We will be devastated and VERY upset at this disaster. Why don't you get rid of the Avenger Penguins instead? It is a lot worse than Nightmare, yet it's going to stay on. Isn't it, you drug addled patients?

If there isn't a ninth series of Nightmare then I will complain to the head of ITV, telling him that you should be sacked for being silly immature little children in taking off the best programme in the whole entire universe, and you can bet your life on that.

Alex Seymour (no. 1095)

*Reply:* I have to tell you Alex, that it really has nothing to do with us here at The Quest, or at Broadsword Television, who make Nightmare. We would both have preferred Nightmare to continue for many years, although the producer of Nightmare, Tim Child, has chosen to use the end of Nightmare as an excuse to change the format of what is essentially a similar idea in spirit, creating 'The Sword of The Sorcerer'. However, if you really want Nightmare back, then you will have to write to those responsible for removing it from your screens, ITV themselves.



write to

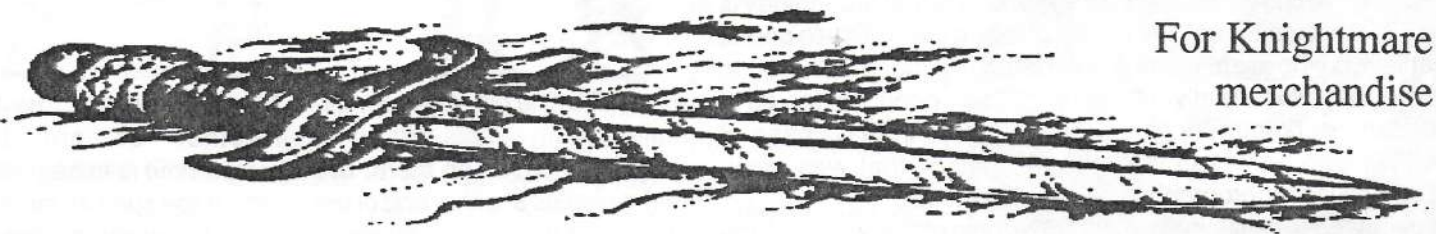
If you would like to voice your opinion on the demise of Nightmare after eight years - please write to:

Controller of Children's Television  
The Network Centre  
200 Grey's Inn Road  
London  
WC1X 8HF

Get your friends to write too and who knows...

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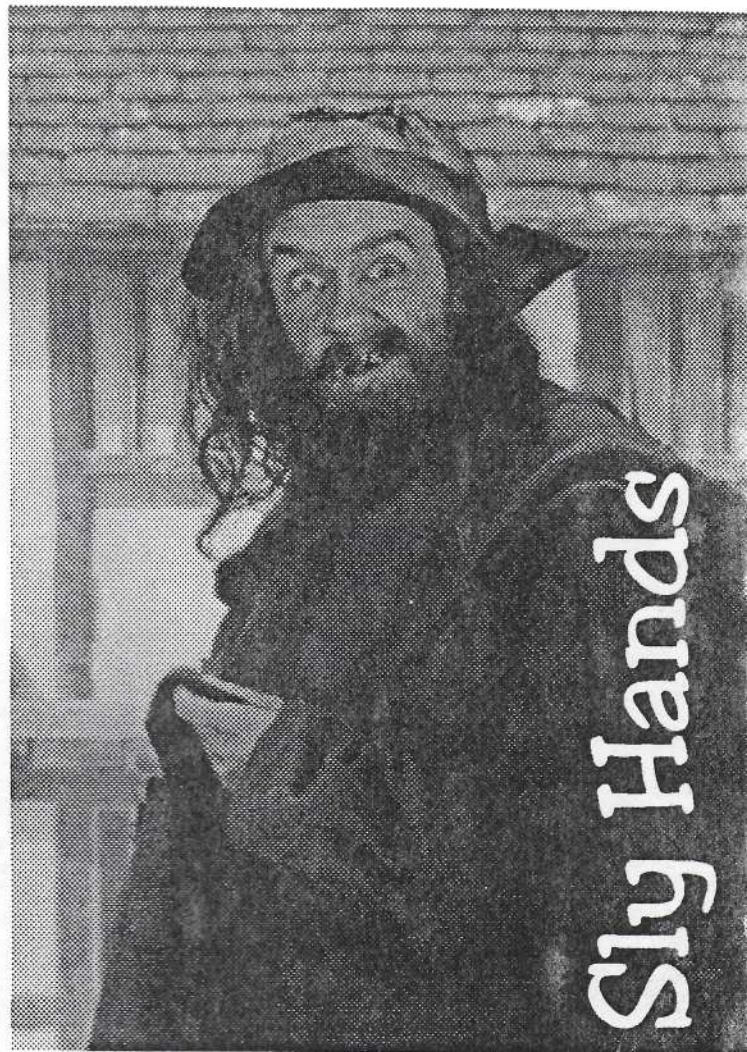


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## Sylvester's Top 10 New Year Resolutions

- 1) To have a bath this year
- 2) To visit Toothy Man (the Dentist)
- 3) To finish cutting Lissard's toenails
- 4) To ask his Poshness, Lord Fear, for some wages
- 5) To visit his old mates Grippa and Rhark
- 6) To down 15 kegs of Old Norfolk Ale
- 7) To stop picking other peoples' noses
- 8) To try to be friendly to Dungerepersons
- 9) To ask Sidriss to be his trouble and strifey (Wifey)
- 10) To be a star



**Iona Kennedy** is a full time mother at the moment looking after Sophie (6 months)

**Bill Cashmore** (Snapper Jack) is busy running his own company which supplies actors to companies to play interviewees to train managers etc

**Hugo Myatt** (Treguard) and **Cliff Barry** (Lissard) will be starring in a panto together at Worthing

**Jaquie Sawaris** has been involved in a number of projects, including a Vampire film, and soon hopes to return to her native USA in order to travel right across the states by car for the first time

**Mark Knight** (Lord Fear) continues to hold workshops for children and students at The Globe in London

**Paul Valentine** (Sly Hans) is currently touring the country in a World War Two play called "Itma". He also appeared at Christmas in "The Sleeping Beauty" at the Lyceum Theatre, Crewe, alongside Letitia Dean and June Brown (Sharon and Dot Cotton in Eastenders). He says it was great fun meeting all you Nightmare fans in the flesh

**Joanne Heywood** (Stiletta) has just completed "That's English" for an English language programme for Spain, produced jointly by EFS and the BBC She played a newspaper reporter

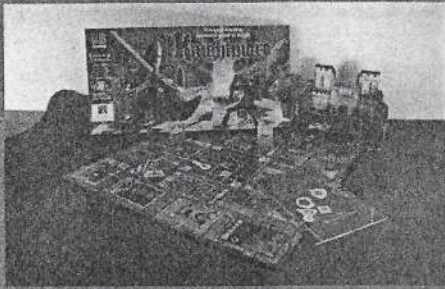
**Clifford Norgate** continues to be involved in the new Norwich Playhouse

# Through the eyeshield



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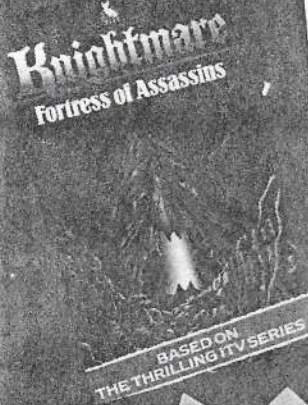
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## The Quest

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