



# The Quest

The Official Newsletter of the Knightmare Adventurers Club

Volume 1 – Number 1



Welcome to the very first issue of "The Quest"

This Collectors' Item edition of TQ is our way of welcoming you to the **Knightmare Adventurers Club!** With this newsletter you'll have received your Club membership card – hang on to it with your life – and various **Knightmare** goodies with our compliments.

The new series of Knightmare is our biggest and most adventurous yet and the pace doesn't slacken for a moment. There are new friends to greet you in the electronic catacombs of **Knightmare Castle** – meet them on Page 3 – and a dastardly array of new adversaries. Turn to Page 7 if you dare! More disturbingly there are just a few lurking folk who could be friends, but who could just as easily send you on a wild goose chase. It's up to you to decide...

## Your TQ

In this first issue you'll find that Page 2 is devoted to **Knightmare Knews** – your opportunity to tell us what you think about **Knightmare**. After all it's your loyal support that has turned **Knightmare** into one of Children's ITV's most successful programmes ever and ensured that as many as five million of you tune in to the programme every week. So, tell us what you really think, if there are any questions you'd like answered about the way the programme works, if you want a pen pal, or if you'd just like to air your views. Our address: *Knightmare Adventurers Club, PO Box 405, Norwich NR14 7DE.*

## Dragonwise

Also in this issue of TQ there's a double-page spread by Mark Wells devoted to **Smirkenorff**. **The Year of the Dragon** looks beneath the seemingly friendly scales of one of the dungeoneer's trusted allies to come up with

some surprising details of how he actually works. It's just the first of TQ's in-depth looks at how on earth the programme is put together, and which will include behind-the-scenes glimpses for club members only!

## RPG by Cule

On Page 6 Michael "Brother Mace" Cule describes the arcane goings-on of adventure gaming for our editor Wilf Wright (who doesn't understand these things). **Worlds on a Tabletop** is an idiot's guide to role-playing games as explained by one of its most enthusiastic exponents. (*Who are you calling an idiot? – Ed.*)

## Thanks

Finally our thanks to the World Wide Fund for Nature for giving us **WWF Species in Danger** stickers for insertion in this first issue of TQ. You can contact the WWF at Panda House, Weyside Park, Godalming, Surrey GU7 1XR (Tel: 0483-426444).

Don't forget – **The Quest** is your newsletter. Write to us with your news and views as soon as you can. Good adventuring!

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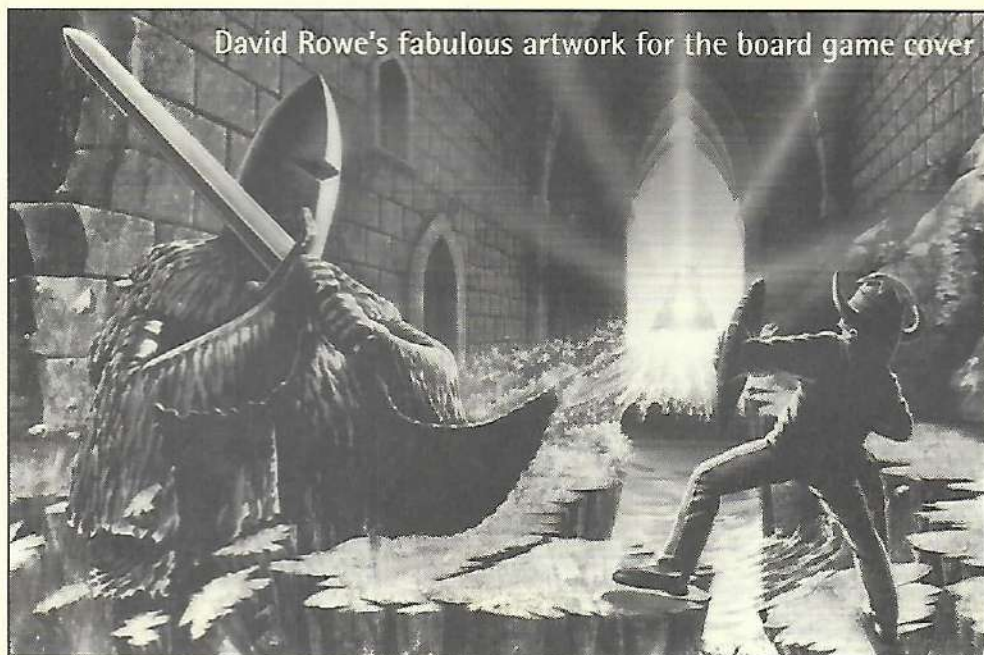
*Win a chance to see Hugo "Treguard" Myatt live on stage!*



We're delighted to welcome Glenn Kinsey as the very first Honorary Member of the Knightmare Adventurers Club. Glenn was the host of Summer Mornings Children's ITV and is a devoted **Knightmare** fan. Greetings, Glenn!

# Knightmare Knews

Write to: Knightmare Knews, PO Box 405 Norwich NR14 7DE



David Rowe's fabulous artwork for the board game cover

The fifth series of Knightmare is scheduled for transmission every Friday at 4.30 from 6th September to 20th December. Video-setters, beware! On 4th and 11th October there's a touch of rugby in the air and transmission is at 4.40 on those two days.

Good wishes from all the chaps at Le Chevalier du Labyrinthe, the French version of Knightmare which already has a massive following. Not far behind is the Spanish version, El Rescate del Talisman, and we'll be featuring both programmes in future issues of TQ.

Dear Knightmare

I enjoy watching Knightmare every Friday, but Bruce Forsyth's Generation Game is another of my favourite programmes. It's shown on the same day and my parents only allow me to watch one of them. Please could you fix it so that Knightmare is shown at the same time, but on a different day.

Howard Varney  
Macclesfield

*I know which I'd choose, Howard. Programme planning is out of our hands, I'm afraid, but aren't fix-its the province of Jimmy Saville...? - Ed.*

The Sorcerer's Isle is now available in all good bookshops at £2.99, together with the first three books - Knightmare, The Labyrinths of Fear and Fortress of Assassins. If it's not available in your local bookshop then speak politely but firmly to the manager, subtly pointing out his oversight... This fourth book in the Knightmare series is the work of Dave Morris, and there'll be an article by Dave especially commissioned for TQ in the next issue.

There's a chance to meet Knightmare stars at the Penshurst Place Weald of Kent Craft Show, Tonbridge, Kent (nearest BR station: Tonbridge) between 20th and 22nd September (phone 0425-272711 for more information), but don't worry if you've missed it. There will be other opportunities!

Hugo "Treguard" Myatt stars as Lottabaloney in Pinocchio this Christmas at the City Varieties in Leeds. Dates: 19th December -18th January. Box Office: 0532-430808. Tickets: £5 - £7. Reductions for children/OAPs. But enter our competition on the back page of TQ and you could see it free!

Hello from 221B, the club devoted to fans of Sherlock Holmes. If you'd like further details write to: Ann O'Neill, 38 Stephens Firs, Mortimer, Reading RG7 3UY.

Coming soon: **Knightmare - The Board Game** and **Knightmare - The Computer Game**. We're still awaiting launch dates, so watch this space! The computer game is the brainchild of Tony Crowther of Captive fame, and he modestly describes the game as "brilliant." Cheers, Tony!

Dear Knightmare

Thank you for the great time I had when I took part in Knightmare. I was sad when it was all over! We all can't wait for the series to start to see if anyone gets the better of Skarkill the Goblin Master and for the first Knightmare Adventurers Club newsletter.

Daniel Hall (Team Captain)  
Gillingham

*Thank you, Daniel! You'll just have to wait and see whether Skarkill gets his comeuppance - Ed.*

Dear Knightmare

In the 1989 series I remember an evil threat to dungeoneers called Morghanna, yet in 1990 she was never there and neither were Velda or the Automaton. These were some of my favourite characters and I was disappointed not to see them.

Paul McIntosh  
Newcastle-upon-Tyne

*You may not have seen the last of them, Paul. You can never be sure of anything in the dungeon... - Ed.*

Hugo "Treguard" Myatt and David "Pickle" Learner will be walking for the WWF on Sunday 6th October at Whipsnade Wild Animal Park, Dunstable (Tel: 0582-872171). Actually, they'll be standing around signing autographs, but everyone else will be walking their socks off in aid of the WWF Species in Danger campaign. All support welcome!

Dear Knightmare

Myself and companions would love to come and see how Knightmare is filmed and meet you. We would also like to play Knightmare and be on television.

Lisa, Louise, Tara,  
Paula and Christopher  
Newark

*We're hoping one of the Club's future prizes will be the opportunity to watch the programme being recorded. Watch this space! - Ed.*

Want to appear on **Knightmare**? Drop us a line at Knightmare, (Contestant Applications), Anglia House, Norwich NR1 3JG. Please don't forget to include an SAE to be sure of a reply, and note that application forms will not be issued until early 1992. (NB - at the time of going to press we are still awaiting a go-ahead for a sixth series from The Powers That Be... - Ed.)

Psst... want a **Knightmare** mug absolutely free? All you have to do is get a friend to join the club, quoting your membership number and when we've received your friend's membership subscription, we'll send you a Knightmare mug! (Sorry - maximum one free mug per member).

You can write to us with your news, views and comments whenever you want to. Our address is at the top of the page. There's a copy of "The Sorcerer's Isle" for every letter we publish!



# Dungeon Who's Who

## Part One: The Powers That Be (and others)

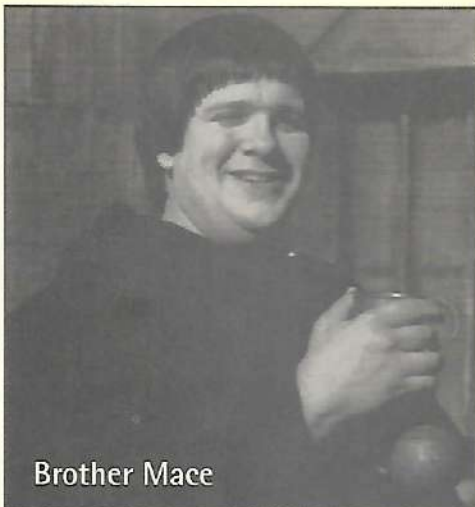


Pickle the Elf

Treguard the Dungeon Master

**Treguard**, the host of *Knightmare* and warden of *Knightmare Castle*, is also custodian of the electronic catacombs that make up television's toughest game show. The sardonic Dungeon Master is now in his fifth series and is a deep fund of knowledge, where the arts of dungeoneering are concerned.

**Pickle**, the Dungeon master's elvish assistant is also keeper of the Book of Quests, and archivist for The Powers That Be. A deep hatred for The Opposition makes Pickle a handy ally for any team, but his enthusiasm sometimes carries him beyond the bounds of good sense and careful gameplay. Has special knowledge of forests, and some other obscure parts of the dungeon world.



Brother Mace

**Brother Mace** – an extremely loud and large Friar Tuck type who laughs at his own jokes. Uses bad Latin. Always a help, this Tavern Monk who occasionally walks the path of sobriety himself will often elicit information from the wary dungeoneer as a test of his intelligence.

**Sir Hugh de Witless** – this lone hero is the mediæval equivalent of the Flying Dutchman. The curse laid upon him is a compulsion to rescue anyone he encounters – even when the subject has no desire to be rescued! Described as “several plates short of a suit of armour” Sir Hugh is short on brains but long on bravery. His enduring good nature and optimism make him very hard to dislike. Very fond of his horse, Neddy.



Sir Hugh de Witless

**Hordriss The Confuser** – Now Wizard of the First Level of Magyck, the ultra-proud and ultra-pompous Hordriss is still plotting his way towards further advancement in his chosen field. Often



Hordriss

his aims and objectives lead him into alliance with a passing dungeoneer. Hordriss can be a useful ally as many a questing *Knightmare* team has discovered. Special care must be taken to avoid offending his dignity.

**Oakley** – The Great Oak Tree is another guardian of the Greenwood and an ally of Gwendoline. Occasionally surly and grumpy (particularly in late autumn) Oakley warms to those humans who display a knowledge of the Forest.



Oakley aged 3 weeks (artist's impression)

**Gwendoline the Greenwarden** is a sort of female Robin Hood. However, her prime role is protection of the Greenwood and its natural environment, rather than redressing the balance between rich and poor. A formidable archer and hunter, the Greenwarden serves The Powers That Be and has the task of passing dungeoneers safely through the principal forests of Wolfglade and Greenshades.



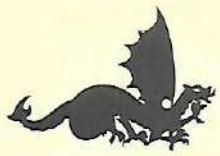
Gwendoline the Greenwarden

**Motley the Jester** – a charming scoundrel from the back streets of Olde London Towne. Motley may be somewhat ragged in appearance, but is intensely proud of his chosen profession as “perffessional entertainer.” Ever available to provide useful hints to dungeoneers, he scorns charity and usually demands something in return!



Motley the Jester

**Pixel the Pixie** – Pixel and her needle are a formidable combination, and the closest thing to an airforce that the dungeons possess. The spiky Pixel is suspicious (hence the lack of a photo of her) but hates Goblins and thieves. Enlist her aid and she can prove a powerful ally against all but armoured opposition.



# Knighmare V – The Ye



Hellfilms pilot Jerry Grayson loads up the helicopter during the overnight stop whilst filming the Knightmare dragon-flights. The remote-controlled video camera can be seen mounted beneath the aircraft

This year sees the fifth series of Knightmare – the first to have a real live Dragon playing a major part in the storyline.

Smirkenorff is his name (Smirky to his few friends, among them Elita, the cheeky Elf). Most of the time he appears on the side of the Powers That Be, co-operating with them in helping Dungeoneers traverse the bewildering lands surrounding Knightmare Castle.

But it wouldn't do to take Smirkenorff for granted. He's a huge and powerful creature – almost thirty metres from wing tip to wing tip, with powerful jaws, vicious teeth and sharp talons.



## Dragonbirth

It's no secret that Knightmare relies on magic to create its exciting images and adventures: the magic of Television!

The Knightmare Dragon – Smirkenorff – is in real life a huge and very realistic puppet. It's about three metres long, with a wing span even larger. Its body has a fully jointed steel "skeleton", covered by a moulded rubber skin.

The whole puppet is controlled by rods. It is designed so that every limb can be made to move. Smirky can open his mouth, flap his wings, wiggle his hips and flex his talons – every movement is controlled by a different series of rods.

The puppet was built by Talisman, a specialist company from Wales who make models and puppets for many different television programmes. They have also made puppets for "Spitting Image".

A team from Talisman came to Norwich to operate Smirky in our studio. The part of the studio used was painted blue – a colour which can later be replaced by other pictures. To make sure they didn't appear in the pictures, the Talisman team had to wear special blue overalls – even blue face masks – exactly matching the colour of the TV studio itself.

## Dragonsnap

In the Middle Ages, Dragons used to appear in street processions and fairs.

They were called Snapdragons and were brightly painted costumes with opening mouths. The person inside used to grab the hats off the heads of the crowd as the procession passed along the streets.

One of the old Snapdragons is still preserved in the Castle Museum at Norwich. Every year, a modern Snapdragon takes part in Norwich's Lord Mayor's procession – and it still tries to steal from people watching in the crowd.

## Dragonflight

In Knightmare, Smirkenorff is seen flying over mountains, castles, cliffs and beaches. He takes off from rocky craggs – and lands in castle courtyards or mediæval village squares.

On screen it all looks like magic, as if Smirky is really flying above the the landscape. That part of the programme is all down, once more, to the magic of television.

But to get the pictures for the flight sequences, a member of the Knightmare team spent two exciting days in a helicopter, flying over southern England and Wales.

The helicopter, owned by a specialist aerial filming company called Helifilms, was fitted with a video camera and recorder.

It visited many different castles, as well as the site of the ancient village. (There will be an

article telling you more about these places in the next edition of TQ).

Pictures shot from the helicopter were combined with pictures of Smirky shot in the studio: the result – a thrilling Dragonflight, and a free ride for a Dungeoneer!



A dragon takes shape: Talisman's Sarah Richards sculpts Smirky's head

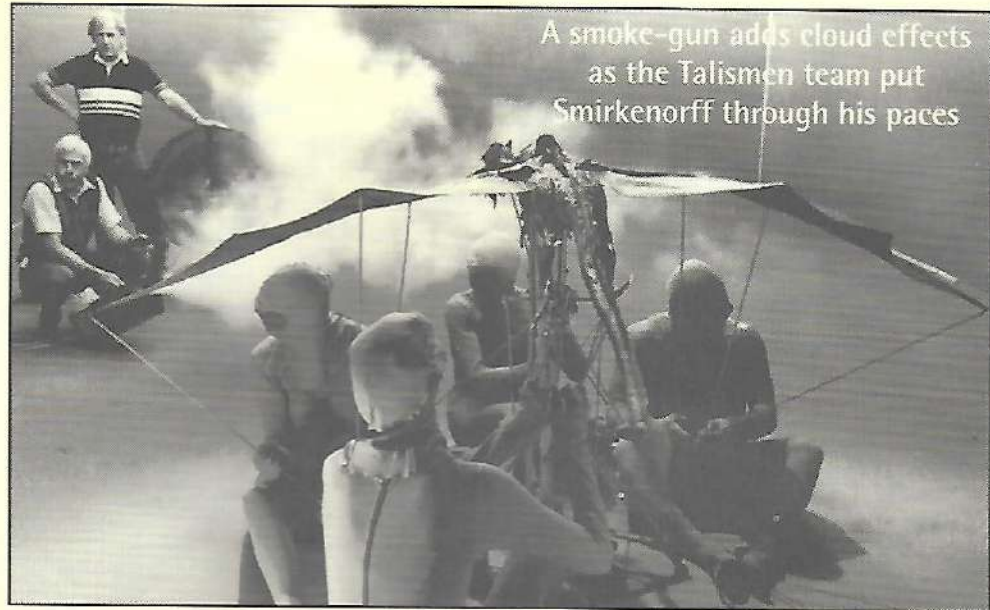
# ar of the Dragon – by Mark Wells



Like all Dragons, he can fly for days on end with no need for rest, swooping over magical oceans, soaring over snow-capped mountains, searching through strange kingdoms, bent always on some mysterious purpose known only to himself.

Nevertheless, as with almost all the inhabitants of Nightmare-land, there's a way to win Smirky over. Just how is for Dungeoneers and their advisers to discover. Suffice to say: Dragons usually take more than a passing interest in precious metals.

And when it comes to Dragon-sized snacks, a large pot of honey can often prove very popular!



A smoke-gun adds cloud effects as the Talismen team put Smirkenorff through his paces

## Dragonlore

Legends about Dragons are almost as old as time itself. Some people even think Dragons have passed down in story-telling from the time of the Dinosaurs: a sort of distant memory of the days when creatures immensely larger and more powerful than men ruled the earth.

The ancient Greeks believed in Dragons. Their old word "drakon" means "to see", or "to look at" – and in Greek legend Dragons were usually watchers, keeping guard over something or somebody important.

The early Christians associated Dragons with evil – possibly because they associated them with the pagan myths and legends of the Greeks and other civilisations which had gone before. That's why early Christian legends talk of Dragons being slain by Saints. The Patron Saint of England, St. George, is known for having killed a Dragon.

Uther Pendragon – father of the legendary King Arthur – saw a vision of a flaming Dragon flying

through the sky. His soothsayers interpreted it as meaning he would inherit the kingdom. Out of gratitude, he had two gold Dragons made. One of them he always carried into battle.

Later on, Dragons came to symbolize power and leadership. King Harold had one on his banner at the Battle of Hastings – it's shown on the famous Bayeux Tapestry which commemorates the victory of the Normans over England's last Saxon King.

The Chinese have always regarded Dragons as very important. The Imperial Throne of China was even known as The Dragon Throne. For the Chinese, the Dragon is the symbol of Good Fortune.

The ancient Chinese thought Dragons were the intermediary between heaven and earth: they believed Dragons represented the power of the universe, revealing itself through nature on Earth. But even though Chinese Dragons could certainly fly – they were never shown as having wings like their Western cousins!

*Dragon Researcher: Liz Kennedy*

## Dragonbutt

According to legend, a Dragon's skin is so thick and tough it's almost impossible to hurt one. But people used to believe there was one place where the skin wasn't so thick: that's why old paintings often portray Knights in armour kicking Dragon's bottoms!

We don't advise any Dungeoneer to try that with Smirky!

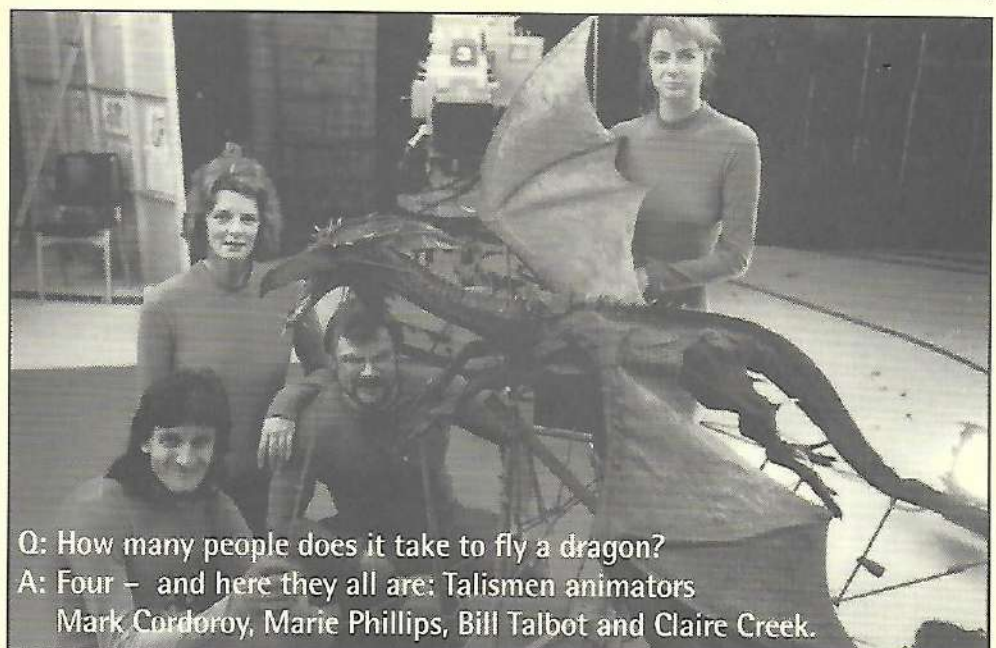
## Dragonmap

Hundreds of years ago, when the first maps were being drawn, large parts of the world were still completely unexplored.

When they came to the unexplored parts, the people drawing up the maps didn't know what to put. So very often, they wrote in:

"Here be Dragons"

It was a way of pretending they knew more than they really did – and if the people using the map thought somewhere was full of Dragons, they weren't likely to go there to find out, were they?



**Q:** How many people does it take to fly a dragon?

**A:** Four – and here they all are: Talismen animators Mark Cordoroy, Marie Phillips, Bill Talbot and Claire Creek.



# Worlds On A Tabletop

by Michael Cule

"Just a thousand words," said TQ's long-suffering editor. "You can do that easily. Just to explain role-playing games for someone who's never played one. Easy."

Humph. Yes, Wilf.

Humph. Put it this way...

Picture a table, an ordinary dining table perhaps, with chairs for five or six people around it. Just now it's bare but in a little while the edges will be buried under a snowstorm of papers behind small mountains of books, cans and packets of 'munchies', both sweet and savoury.

Seated around the table will be a group of people, mostly male, mostly young (although some of us are getting on a bit), listening intently to one of their number who sits at one end of the table, reading to them, sometimes from the sheets of papers, sometimes from the books. Every so often they roll dice on the tabletop and groan or cheer at the result. Some of the dice have odd shapes.

And in the centre of the table will be... almost anything. The table has in the past held castles and cities, windswept plains and airless moons, Japanese tea houses and the decks of starships. To outsiders it might look as though there's just a crudely drawn map and some brightly painted miniature statues. But seated around the table you can see that it's a cave high up the tallest mountain in the world, where Sir Taurinas is about to face the White Dragon. That's Manthos the Magician in the corner, preparing a fireball, and E. L. Ugli, the Dwarf making a prudent exit through the cavemouth.

## Cowboys & Indians for grown-ups

It's odd but I'm the only actor I know who's involved in role-playing games. Perhaps to anyone else it would seem a busman's holiday, but to me it's a way of combining my love of playing a part with my love of fantastic literature.

When I have to explain the hobby to people my usual quick explanation is to say: 'It's like

Cowboys-and-Indians, but for grown-ups and with rules.' As in those playground games, the players take on the part of someone else, some hero or villain, (Why did I always end up playing Daleks in those days?) but instead of the endless argument of the 'You're-Dead-Oh-No-I'm-Not-You-Are-Too!' type, the game has rules to decide how you do and dice to provide a random element.

There's one other thing to make role-playing-games deeper and more enjoyable than those first, childhood attempts: the presence of a referee or Gamesmaster. One of the players is in overall charge. He runs the world where the game takes place, perhaps using a commercially produced product or something out of his own imagination. The other players each take on an individual role of a person living in that world, but the referee gets to play everyone else, villains and allies and innocent bystanders alike. He sets the tasks the others must face and overcome together, he describes what the others see and rules how their attempts to survive and prosper come out. Together the referee and the players make a saga, an adventure happen, creating dialogue, event and plot within the framework of the world they agree to inhabit. At its best, role-playing is like improvised theatre or a story that is made up by several tellers. (Storytelling is another name for the hobby.)

## You just survive...

I love being the referee, despite the eternal struggle of the players to muck up my plot lines and frustrate the fate I've got in mind for them. The endless new parts to create, the sense of power!

Usually when I've explained this far, people say "Well, very interesting, but how do you win in this game?" Ah, but these games are trying to be like life (or at least the more exciting parts) and in life you never win, you just survive. You hope to carry on the same role from game to game, making the character richer, wiser, more powerful... Or perhaps you just want him to have a good time. The referee is always laying danger in your path; it will be hard enough just to survive.

The first role-playing game was 'Dungeons and Dragons', the result of a creative collision

between table-top wargaming and the late 60s fantasy boom. It remains the best known game, although there have many better games produced since. Because of 'D&D' most people think only of the swords-and-sorcery genre when they hear of role-playing games. But there have been games covering all sorts of worlds from the Three Musketeers to star-spanning Empires, from cavemen (with or without dinosaurs) to 1930s pulp detectives (with or without Fiendish Oriental Masterminds). Someone even wrote a game based on 'Watership Down' but, in my opinion, anyone who wants to play the part of a rabbit is very, very strange.

## Adventure beyond dreams...

If you're interested in trying this odd hobby, first see if there's a games shop that sells these games near you. They usually have a notice board of groups that are looking for players. Or your library might have a contact address. Or you might look in the listings published in 'Games Master International.'

The hobby takes up quite a bit of my free time, especially when I'm referee. So, if you'll excuse me, I have to get things ready. Tonight the tabletop is a dockside inn where a young nobleman from a distant province is about to begin a journey that will lead him to adventure beyond his wildest dreams...

At least it will if the dice fall right.

Perhaps I'll see you across the tabletop sometime.

*Benedicite!  
Mike Cule*

If you'd like to write a story for TQ please don't let Mike's heady prose put you off! Whether it's related to Nightmare specifically or adventure gaming in general we're anxious to hear from you.

Send your article to: The Quest, Nightmare Adventurers Club, PO Box 405, Norwich NR14 7DE.

# Dungeon Who's Who

## Part Two: The Opposition (and interlopers)

**Lord Fear** is the leader of the Opposition, a powerful sorcerer with an impressive communications system which allows him to control events and influence proceedings from his headquarters in Mount Fear. Lord Fear maintains a personal bodyguard of mindless metal minions – the Frightknights – but also has a paid retinue including Skarkill the Goblin Master and Skarkill's two-goblin pack of **Grippa** and **Rhark**. He will also suborn other magicians through the means of pacts and bribes.



Lord Fear

**Skarkill the Goblin Master** – Little good can be said about the dastardly Skarkill. Even the Goblins don't like him! Fortunately, Skarkill is a soldier of fortune and his rapacious desire for gold and silver can lead him to forget his allegiance to Lord Fear and opt for the instant rewards of bribery. The gravel-voiced Skarkill is an intimidating opponent and few dungeoneers will get past him once he has sprung his trap.

**Aesandre**, known as "Old Icy-knickers" to her enemies, the beautiful sorceress is an arch-ally of The Opposition and a committed opponent of all dungeoneers. The frozen beauty rules the kingdom of Winteria, deep in Level Three, and is a formidable obstacle to any who attempt to redeem a quest object.



Aesandre

**Elita the Cavern Elf** – dubbed "the meanest mouth under the mountain" Elita is no friend to The Opposition, but can prove an obstacle to gameplay. The Elf-brat is not particularly fond of humans and does not suffer fools. Dungeoneers must win her over to enlist her aid. Elita has particular influence on the flight-paths of Smirkenorff the Dragon, who is presumably too thick-skinned to object to her language.



Elita the Cavern Elf



Grippa & Skarkill

The fast-talking merchant and general dealer, **Julius Scaramonger**, is a man with many wares, but few scruples. Although something short of criminal Julius is ruled by his desire to prosper and his compulsion to buy and sell. Dungeoneers who encounter Julius may well intend to purchase a particular object, yet find themselves the owner of something completely different.



Julius Scaramonger

**The Gatemaster** – huge and overpowering with a booming voice – won't let dungeoneers through without the password. In his own words, "I serve neither The Powers That Be nor The Opposition." Not to be reckoned with.



The Gatemaster

The disreputable (all right, disgusting) **Sylvester "Sly" Hands** is a leading member of the Honourable Guild of Thieves and Beggars. Sylvester serves himself, rather than The Opposition, although he is certainly not on the side of truth and light. Dungeoneers may only deal with Sly from a position of strength. If he finds them defenceless, he will rob them of all possessions.



Sylvester Hands



# Treguard As You've Never Seen Him Before!

This **Knightmare** publicity photo of Hugo Myatt astride his beloved Vincent motorbike was taken back in 1988 and shows a side of ITV's *Dungeon Master* that we don't see that often. (Thank goodness - Ed.) We're using it to introduce TQ's first competition. The prizes are to see Hugo as Lottabaloney in the much-loved story of *Pinocchio*, which is this year's Christmas show at the City Varieties in Leeds.

We've got six sets of three tickets to give away for the 7.00pm performance on Thursday 2nd January 1992. Bring a friend (or your parents...), but we should point out that the prizes are the tickets **only** - and of course the

chance to meet Hugo in person after the show - so make sure that you can actually reach the theatre under your own steam. The City Varieties is a short walk from the BR station and the show ends at around 9pm.

All you have to do is tell us:

**Who wrote the original story of Pinocchio?**

and complete the following tie-breaker in no more than 12 words:

**"I think Hugo Myatt is a Lottabaloney because..."**

Answers on a postcard to: *Pinocchio* Competition, *The Quest*, PO Box 405, Norwich NR14 7DE. Don't forget your own name, address, membership number (vital!) and T-shirt size. Closing date: 1st December 1991.

There'll be prizes of T-shirts and copies of "The Sorcerer's Isle" for the runners-up.

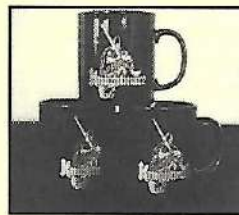
Be one of the first to wear one of the new range of **Knightmare** sweatshirts and T-shirts bearing the new **Frightknight** logo. The sweatshirts are top-quality 50/50 polycotton and come in royal blue with the logo in silver. The T-shirts, too, are in hard-wearing 50/50 polycotton and come in white with the logo in red and silver.



**T-shirts:** s (34" - 36")  
 m (38" - 40")  
 l (40" - 42")  
 xl (42" - 44") } all at £5.95

**Sweatshirts:** Adult sizes (as above) - all at £12.95

plus age 3-4 (26")  
 age 5-6 (28")  
 age 7-8 (30")  
 age 9-11 (32") } all at £10.95



**Mugs:** in royal blue with logo in silver - £2.95 (inc p+p)

Please add £1.00 p+p to your order for T-shirts and sweatshirts.

Please send me the following item(s):

Name ..... Tel. No. ....  
 Address .....  
 .....  
 ..... Postcode .....

I enclose herewith cheque/postal order for £..... including p+p, made out to **Barlson Ltd**, and look forward to receiving my order within 28 days.

Send to: **Knightmare Adventurers Club, PO Box 405, Norwich NR14 7DE**

If you don't want to snip into your issue of TQ just photocopy this order form, or simply write your order on a plain piece of paper.

## In the next issue of *The Quest*...



Meet Ron Lyon, the man who created the **Frightknights!**



"A Dream Come True!" - Dungeoneer **Dominic Hares'** own account of what it's like to win through!



**Dave "The Sorcerer's Isle" Morris** explains what fascinates him about the world of myth and adventure.



"Castles On The Air" - your guide to some of **Knightmare's** more exotic locations.



Your letters  
 Your news  
 Your TQ

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