



The Quest

The Official Newsletter of the Knightmare Adventurers Club

Volume 1 - Number 3

"The next Knightmare is going to be the most powerful adventure game ever produced on television!"

"I settled by the blazing fire and looked out of the window. Across the deepest of dark forest I saw a glimmer of light shining from a tall forbidding castle. I clutched my cloak around me and gripped the sword that lay at my side. From across the forest a voice called me on to adventure and danger on a quest for the Powers that Be. Placing my helmet carefully on my head and taking up my eye shield and bag I set off for whatever lay beyond..."

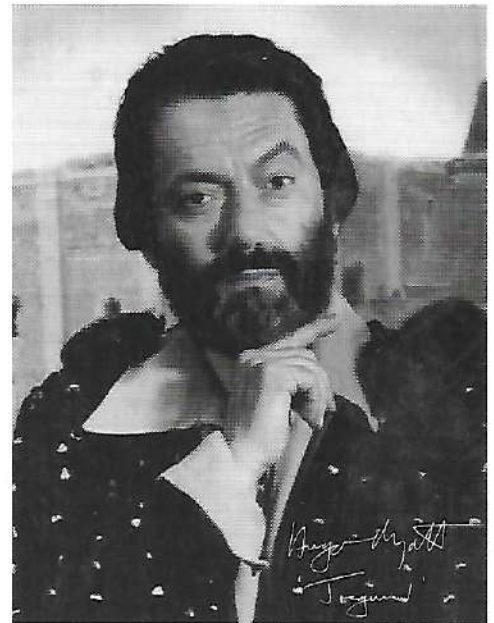
A warm welcome, Adventurers All, to the third issue of **The Quest**! Our headline is taken from an interview with **Knightmare's** creator, Tim Child, which you can read exclusively on the centre pages, and the introduction to this article comes from just one of the thousands of letters we receive at Knightmare Castle asking for an application form to appear on the programme. Congratulations to the Knightmare Gang from Preston - Motley, Oleta, Syl, and Skull that Ticks Away - for a superbly crafted letter!

With so much to cram into this issue of TQ there's been little space for your contributions,

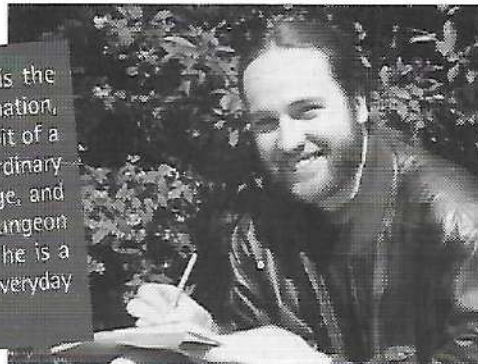
but we do appreciate them, so please keep them coming. Perhaps you'd like to comment on Anglia TV's official reply to question 7 of the questionnaire - would you like to see again some of the old **Knightmare** series? Please let us know and we'll take it up with the Powers that Be!

Enough of this. Thank you for your brilliant support over the last year! And good adventuring!

Wilf Wright
Editor



Allo, Arto! New Honorary Member Arto Wörts is the product, not of a crossword compiler's fevered imagination, but of the London Cartoon Centre. Turns out he's a bit of a Jekyll and Hyde - during the day he's a perfectly ordinary civil servant, working near London's Waterloo Bridge, and at night he becomes an RPG fanatic, usually as Dungeon Master! Treguard, beware! At all times, though, he is a stunning cartoonist, capturing quite brilliantly the everyday routine of life at Knightmare Castle!



Win!
Board Games
T-Shirts • A day at
Knightmare Castle

Smirk with Smirkenorf

by Arto Wörts.

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Knightmare Knews

Lord Fear by Paul McIntosh

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

'Ello, 'Ello, 'Ello...

Our very own cavern elf - Stephanie "Elita" Hesp - has been spotted in woodlands near her home town of Gravesend in Kent! This time, though, The Woodlands in question turned out to be a restaurant of that name! Not long after she turned up on **Crime Monthly**, Thames TV's answer to **Crimewatch** - we are assured there is no connection...

And Mark "Lord Fear" Knight? He's been a bad boy on ITV's **The Bill**, and playing the piano in an abbatoir in rural Wales! Perhaps he'll fill us in with a few more details on that one in time for the next issue of TQ, but in the meantime Sir Hugh de Wittless's horse has disappeared without trace! Could this be the end for Sir Hugh?

Odder still... Clifford "Hordriss" Norgate has taken to wandering through the grounds of Newstead Abbey, near Nottingham, dressed as a 17th century monk! And wielding a butterfly net! You'll be able to see why in BBC1's brand new children's series **Timebusters** - coming soon to a television near you...

P: "Master, master, Smirkenorf's just made a one-point landing!"

T: "Don't exaggerate, Pickle! Surely you mean a three-point landing..."

P: "No, master. He's just landed on the castle flag pole!"

Which month of the year has 28 days?

All of them...

Treguard And The Beanstalk...?

In the next issue of TQ there'll be a chance to win tickets to see Hugo "Treguard" Myatt in **Jack And The Beanstalk** this Christmas at the Wyvern Theatre in Swindon. We'll also have full details of times and dates in case you're not one of our lucky winners!

Blockbusters Star On The Hot Spot!

Self-confessed avid **Knightmare** viewer Bob Holness was there at the launch by Rayner "Skarkill" Bourton of **Tendis**, a sporting charity which aims to provide further facilities for people with disabilities. A fantastic day's entertainment at the Paddington Sports Club saw Paul "Molley" Valentine judging the fancy dress competition and the raising of an astonishing £2,750 for the charity. Available in record shops now is an exciting special edition of Jeff Wayne's **We Carry On**, from his new musical version of **Spartacus**. All proceeds to **Tendis**. (A singing **Skarkill**...? - Ed). Brilliant!

Don't Go!

It's time to raid the piggy bank for your annual subscription to the **Knightmare Adventurers Club**, which expires on August 31st 1992. To continue receiving **The Quest** as well as other special offers available to club members only - send your cheque or postal order for £3.95 (made out to **Knightmare Adventurers Club**) to PO Box 405, Norwich, NR14 7DE. The new member rate is now £4.95, so there's a saving of £1 for our loyal members, but make sure your payment is with us by the August 31st deadline! Don't forget to tell us your club membership number when you write to us, and whether you've moved since last year so that we can keep our records up to date.

Coming soon...

Knightmare - The Forbidden Gate

*If your heels be nimble and light
You can get there by candlelight*

Setting out to explore a mysterious, overgrown path, Sam, Jimmy and Pippa discover they have stumbled on a magic gateway to a world of dreams - the legendary **Knightmare Castle**. But Treguard, master of **Knightmare Castle**, has been taken prisoner by the dark powers of the dread Lord Fear...

Can Treguard thwart the grim plans of Lord Fear and survive the dark challenge of the shadowy caverns below the castle? Can you?

The fifth **Knightmare** book by Dave Morris will be available in all good bookshops in early September and promises a ripping yarn for **Knightmare** adventurers of all ages.

But be sure to keep the light on...

"Oh, what a **Knightmare**...
I've run out of jokes!"

Congratulations to TQ2's Caption Competition award-winner, **Joanne Green**, 11, of Radcliffe-on-Trent, Nottingham.

Curry And Pickle!

Listeners to Radio 5's Saturday morning show **On Your Marks** just before Christmas heard Mark Curry interviewing Tony Crowther and David "Pickle" Learner. Tony was there to describe his brilliant design for the **Knightmare** computer game and David to talk about the equally brilliant **Knightmare Adventurers Club**. Mark turned out to be quite a fan of the programme - but of course!



FIVE GO TO DITCHLING BEACON

And there we

all were – Astrid and Trudi, their mum, Chris from Mindscape and me. Chris had organised a terrific picnic lunch and we sat munching right on the top of Ditchling Beacon, the South Downs spreading down to our right and the sheep purring contentedly on what must have been the hottest day of the year so far.

"I didn't know sheep had dogs," said Astrid, as gobbits of scotch egg left her chin and were swallowed up by the lush grass.

"Sorry?" said Chris, and we all turned to where Astrid was pointing at a sign on the stile in front of us. Sure enough there it was in plain English:

SHEEP
PLEASE ENSURE YOUR DOG
IS ON A LEAD

We met at Victoria Station, the gallant winner of TQ2's Mindscape competition, her twin sister and mum, and I. First surprise was that I was joining them on the trip to Mindscape's HQ in deepest Sussex.

"You don't look like Pickle," observed Trudi. I produced a spare pointed ear I happened to have brought with me, and she was almost convinced.

The journey down to Haywards Heath gave me an excellent chance to find out a bit about our nine-year-old winner. An excellent swimmer, having won so many medals I was surprised she wasn't weighed down in the water, it turned out Astrid absolutely hated Maths. I commiserated with her. Two cats called Dusty and George. "Although sometimes George is called Scratchy," said Astrid.

I imagined it something to do with the blue Persian's scratchy fur – it had more to do with the fact that if you tried to get near George he had a tendency to rip your throat out.

"But I don't like dogs," Astrid went on. "They're too dangerous!"

Both Astrid and Trudi had been glued to *Knightmare* since the beginning back in 1987, and were falling over themselves to tell me their favourite bits over the last five series. An exhaustive list which ended with a bloodthirsty, "I hope we're going to see the circular saws again in the next series!" I was relieved that we'd arrived at our destination...

We were whisked to Burgess Hill by Steve in the company's ever-so-nippy Lancia and plonked on the turf outside the Mindscape building. It was huge. Up to the office of the Software Development Manager, Phil Harrison, who is nine foot tall if he's an inch and whose handshake started from the other side of the room, for a run-down of what we could expect to see.

"I'll go and get Mike," said Phil, getting up slowly to avoid any low-flying aeroplanes, "and

by David "Pickle" Learner

he'll show you around. Then lunch and a chance to see Brighton in the afternoon!"

While we waited for Mike I noticed the hand grenade on Phil's desk. Attached to the pin was a little flag with the number 1 on it and above the grenade was a reassuring notice: "Complaints Dept. – please take a number." I considered Phil was probably going places...

The tour was fascinating. In the Mindscape HQ they do everything, from programming the game to creating a master, from copying the master to labelling the disks, and from packaging the completed computer games to overseeing the artwork on the boxes. Most interesting to Astrid and Trudi was the development section, where a brand new game – so new it hasn't even got a title yet – was being put through its paces. Joypad in hand Astrid proved that you don't necessarily need Maths to zap baddies when you see them in the car in front of you, and enemy transportation littered the highway for the local vultures to sort out.

At this point Phil returned to say that lunch was ready, or at least he would have done if he hadn't been stopped dead in his tracks by the sight of Astrid determinedly pumping away at her joypad.

"Do you realise," he said in the hush of the development section, "that you are the first person in the world outside this building to try this game?"

Astrid probably didn't care, and went on zapping. "I'd buy it," she said later, though graciously.

After lunch on the Beacon and driving straight past the Mr Whippy van – was I the *only* one who'd wanted an ice-cream? – we headed into Brighton to see at first hand the glamour and sheer theatricality of the Prince Regent's Pavilion and to catch a few zeds in the Lancia. By now we were all exhausted. On to the train for Victoria, and off to our various homes.

"Jamie won't believe I've met you," said Astrid. Jamie turned out to be a friend of the twins.

I got out my trusty reporter's pad and scrawled a note to Jamie. It said, "Jamie – now do you believe it?", and I signed it, Pickle the Elf. And of course Astrid had an ear as proof!

"Say hello to Treguard," said Trudi, as the little group merged into the rush-hour mayhem on Victoria Station. Each was clutching a goody bag from Mindscape, crammed with posters and hats and shirts, and soon the twin black carrier bags had disappeared into the melee.

The day had been a cracker. The girls had a fine time, and I know I did. I'll remember my day with them, and their courtesy, and their charm for quite some time to come. Who needs Maths?



TQ's intrepid roving reporter Ossian Hawkes is twelve years old and a *Knightmare* devotee. Against impossible odds (his parents might have discovered he'd snitched the biscuit tin) he and his life-long buddy Adam Westwood settled down at the dead of night – well, half past three – to play the *Knightmare* board game and report back to PO Box 405.

It was tough, but they came back alive, bloodied but undamaged, to file this report...

BORED GAME? NOT SO TAME!

by Ossian Hawkes

The game gets ten out of ten for layout. The board itself is colourful and eye-catching, although it's not that easy to distinguish one brown from the other. Brown, that is. The questions and riddles (all of them real *Knightmare* ones) were excellent, except that some of the riddles were too hard. Mind you, Adam said that and he lost... After playing three or four games, though, we would have run out of riddles, so maybe it would be a good idea if they printed some more riddle books.

Pickle is a pooka, of course, and on the board the pooka is an enemy, so that needs sorting out. And they spelt Treguard's name incorrectly – not on the box, but on the chance cards... Also, one character from the game's second level is not featured on the card inserted in the box!

We gave it six out of ten for easiness. It certainly shouldn't be any more difficult! Our game took us two and a half hours to complete, which is a bit too long, although we did play it without any breaks at all, so it must have been exciting!

Overall the game gets nine out of ten. It's a good idea to include details of the Club with the game, so that all your friends can join! We thought it was going to be around £15.00, so at £13.95 it's good value! And I won, of course.

Get The *Knightmare* Board Game – Free!

Those jolly nice people at MB Games – the manufacturers of the *Knightmare* board game – were delighted with Ossian's report for TQ and are offering four copies of the game to Club Members only. Simply send a postcard with your name, address and club membership number to:

Board Game Draw
Knightmare Adventurers Club
PO Box 405, Norwich NR14 7DE

First four out of the hat on August 1st get the games! In the meantime if you'd like to tell MB Games what you think of the game you can write to them at: MB Games (ref: SL), 2 Roundwood Avenue, Stockley Park, Uxbridge, Middlesex UB11 1AZ

Tim Child - creator, producer of Knightmare - thank you for taking time out of your busy schedule to speak to TO. Work starts soon on Series 6 of Knightmare. Did you have any idea in 1987, when the first series of Knightmare was transmitted, that the programme would be quite so successful?

Obviously we had no idea that it would be so successful. We also didn't have an idea that it would grow by such proportions. Not just in success, but in the sheer size of the game's system. I mean in 1986, 1987, we were trying to crack the problems of allowing a young person to wander through a series of eight rooms, from room to room to room. That was the height of our ambition. And to do this in such a manner that it would look and feel convincing to them while they were doing it. That was the most we were trying to attempt, but it bears no relation to what we are doing now, or what we hope to do tomorrow.

Tell me about the genesis of Knightmare. How did it all start?

It started probably with the playing of eight-bit computer games. My elder sister had got a job working with Sir Clive Sinclair in 1986. She was basically in charge of quality assurance on the Sinclair Spectrum - something that *needed* quality assurance because it had the reputation of when you turned the whole thing upside down all the keys fell out... I was fascinated by what she was doing, and I got hold of an early "BBC B", and a Spectrum, and started playing games. They were like miniature television programmes. They had pictures - they had text - they had sound, and what people were able to do was to invent new games at a tiny proportion of the cost of piloting a television programme - games that television had never seen before! I thought of them as a sort of design tool for TV - a cheap way of working out an idea and looking at it on screen. They outputted a picture to an ordinary television set - they had movement - they had narrative - they had *all* the things that television had, except at a resolution and a cheapness that meant you could try almost anything!

And the location of the dungeon?

A lot of the early computer games were dungeon games. Things like **Attic Attack** - clever little games whereby you dropped from one room to another through a series of wellways. I stole the wellways blatantly from **Attic Attack**, because I was trying to figure out this problem of how to get from one room to another without having staircases. Staircases are terrible in studios because studios have solid floors. You can't dig a hole in a studio floor! The idea that you just walked into a room, found a well, leapt down it, solved all the problems.

Hugo Myatt is now firmly established as Treguard the Dungeon Master. Was the role written with him in mind?

TOP CAT

TIM CHILD

I suppose it probably was. We wanted a dungeon master - we wanted a game that was built around a legend, rather than a conventional game, whereby you hired, say, Lennie Bennett! I mean it was ridiculous to have somebody wearing a coloured sweater standing in the middle of a dungeon! So we decided that we wanted a dungeon master figure, and he had to be a strange mixture of friend and enemy. He had to be kind, he had to be aloof, he had to be inscrutable - he had to have a sense of humour, where he found something funny although nobody was quite sure what it was. It was a complex character that needed to be designed and developed from the ground up. I was a bit worried because I knew Hugo as a somewhat stagey actor, and was slightly concerned that he would find a game show format respectable. Luckily - and television producers benefit from this - even the best actors are 85% out of work, so it's amazing what they *will* do. Hugo was prepared to have a go at it, and that was the main thing.

Since 1987 very few teams have made it all the way through the treacherous levels of Knightmare Castle's dungeon. What makes a winning team?

Whenever we've seen them come in, there's a buzz goes round the whole **Knightmare** team - and that's a very big team, there's about 65 people working on the programme - "This lot could do it..." The good teams spring forward. First and foremost they get themselves immersed in the adventure, in the legend, and there's little recognition that television is performing a role around them. They regard it as irrelevant. That's the first thing. The second thing is that they communicate with each other. We assemble the programme in two parts - one part is Treguard's antechamber and the other part is the dungeon scenes -and going back over an adventure when a team wins is such a tricky job because you notice how busy a winning adventure is. There's a lot of talking going on - a lot of exchange of information - not only with the team in the antechamber, but with the dungeoneer himself. It's intelligence, but it's application as well and it's *enjoyment*. I haven't seen one winning team yet that hasn't *enjoyed* their adventure. You'd say, well they would do that because they've won, but all the way through they've enjoyed their adventure, probably more than any of the teams who've been deemed unsuccessful.

Does that mean it will be more difficult this series?

The degree of difficulty is one of the hardest things to measure. We're not intending consciously to make it more difficult, but neither are we intending to dilute the idea of the adventure game by saying, "Oh, come on, let's make it easier - let's let everyone win." To be honest, the good teams and a lot of the bad teams wouldn't like that! And I don't believe most of the viewers want it either

You audition teams from all over the country - what's the furthest you've travelled?

We've not been over to Ireland yet, and we're hoping to do that in 1992 because there are obviously a lot of role-playing adventurers in Ireland. We keep getting messages from them!

Viewers are continually writing in to the programme with ideas and suggestions. Do you ever adopt any of them?

Not just the viewers... I've just had a huge screed of ideas from Lord Fear! Most of them are very bloodthirsty, and I'll have to avoid some of them. Lord Fear has enough advantages without plotting the adventures as well! The cast contribute, the production team contribute an awful lot in term of ideas, and the fans and the games players are *constantly* inputting. Some of them have a greater understanding of what is technically possible than others - what you can actually achieve with a programme like **Knightmare** has got to be of pre-eminent importance. It's no good having a good idea if you can't execute it, and in a manner which is convincing to the public.

There have been suggestions regarding the possibility of a celebrity Knightmare - the dungeon-versus children's TV presenters, that sort of thing...

These are nice ideas but unfortunately we don't schedule the programme. We've looked at Christmas specials before, things like that. Unfortunately, the adventurers may be captive in the dungeon, but we are captive in the schedules! And if they think these ideas are any

Brother Mace meets an adventurer in the forest. "Can you hear the sound of church bells?" he says.

"Sorry?" says our bold adventurer.

"I said - can you hear the church bells?"

"Eh?"

"Aren't the bells terrific?"

"It's no good - I can't hear a word you're saying for these blooming bells!"



[We sent a note to "Please send black ar That's exactly v

TALKS CANDIDLY

good then we'll go ahead and do them. I think they're all nice ideas. One of them things I'd like to do is make 32 **Knightmares** instead of 16. 16 is a ridiculously short series.

This year's series of programmes starts on September 11th. How long does it take to create those programmes?

We start just as soon as we've finished the last series, but the year really starts in March. We have to wait for the good weather to go out and about to gather more locations into our "graphic database" which is the **Knightmare** world. Throughout April and May we're designing graphics and animations, tricks and traps and so on, and also looking at new characters. Everybody's got their best-loved character. Unfortunately they'd never meet any of the new ones if we didn't rotate some of the old characters.

***Knightmare** is described as an "award-winning" programme. What awards have you won?*

Three international ones so far – unusual for a British children's programme. We won the top French award for video expertise and creation, again most unusual because British programmes don't usually rank in there. That was the "Jean d'Arcy" award, given in memory of the company's founding president and it's probably one of the most prestigious awards in Europe. We've also picked up awards at the New York Film & Television Festival, and we've also won the top awards for the quality of merging background pictures with foreground pictures.

Are you proud of them?

It's nice to get awards, but to be honest I think that programmes that go chasing awards very often don't go pleasing viewers.

***Knightmare** has spawned a series of novels by Dave Morris and yourself, a computer game and now a board game. Are they faithful to the original concept of **Knightmare**?*

They're faithful to the concept – they're very often different in detail, and that's right. If you have a book that's totally faithful to a television

programme, it can't by its nature be a very good book. It's got to be a good book first and about **Knightmare** second. I think that's exactly the same with all the by-products of the series. A good board game could be totally like **Knightmare** and yet be a lousy board game. **Knightmare's** roots were in a computer game, but I didn't copy computer games per se. I took some of the thematic elements and also some of the simplicity of computer games and made them agree a pattern for a television game. Tony Crowther, who's the games designer for the computer game, is probably one of the best in the world in his job. It would be stupid for me to say to Tony, "I'll design the computer game for you because I know more about **Knightmare** than you do."

Would you like to see "Knightmare – The Movie"?

No... When it comes to the point where you say, "Well, it can't possibly be anything like **Knightmare**", then why do it? I'd like to see someone try, but I wouldn't like to try it myself!

*Up to five million people sit down to watch **Knightmare** regularly. Why?*

Oh, I think it's the fantasy. Everybody talks about TV and books being fantasy that get you away from your humdrum life, and then usually paint a fantasy which is as close as possible to the real thing! **Knightmare** is as far away as possible from the real thing. It's a celebration of childhood, just as things like Winnie the Pooh are. Like Tolkien's work. It just happens to be a particular form of childhood that we all go through, and that stays with us.

That presumably explains why the audience's ages range from 8 to 80...?

Well, I hope so. I mean I think it's a damn good game as well, which is nice, because I think even if you don't like heroic fantasy you can still look at **Knightmare** and say, "Cor, that's sharp, what they do in there!" Or "That's a bit tough, isn't it?" It appeals to the child in all of us.

The programme's had its critics. Notably Mary Whitehouse in 1987, who described it as "damaging." What do you say to the critics?

Well, Mary Whitehouse did actually apologise after she saw the programme. The newspapers ambush poor old Mary, and they say, "There's this new television show coming out and they're killing children on it. What do you say to that?" And she's got no choice! She says, "I

think that's terrible," and the next thing that happens is there's a headline saying "**This Thing Must Stop!!!**" She's caught betwixt and between – once she's put herself up as having had an opinion she's openly abused by certain elements of the press. Mary had in fact never seen the show. I know that in that area we are fireproof, because right from the beginning we took so much trouble making sure that we did not behave in an irresponsible way.

So your answer would be, "Watch the programme."

I think that if there are criticisms let's have them! If we've slipped up, tell us about it – we're watching it – we're trying to be careful, but we're not so smug that we don't know we make mistakes.

We can expect some surprises in Series 6?

Oh yes. I think that the great thing about **Knightmare** is that it was born out of a will to do a certain thing. Also a technological

timetable which would allow the execution of a certain thing, and that was the very effective merging of background pictures on computers from conventional illustrations with foreground subjects, whose shadows could be cast on floors and could walk around in a realistic fashion in areas which they could not. Now we've come through the period of use of big broadcast graphic computers which allow animation and we're moving into the period of optical laser disc delivery systems. These will allow fantastic scenes to be re-enacted almost in real time at a greater resolution than any of the current broadcast graphics computers could execute. Why is that important? It's important because the whole idea of an adventure game is that the game itself reacts to the players whilst they're playing it. It poses the problems – it gives them genuine options. Sometimes they're only either/or options, but as long as they're genuine options then the adventure game is a powerful platform. Now we are entering a technological period where we can make the adventure game even more powerful. More powerful than ever before. As long as we can pick up that challenge and come up with the right material, and enough imagination, enough ideas, then we will now be able to execute them and programmes like **Knightmare** will go from strength to strength. I think there'll be more adventure games now. I hope we showed the way in **Knightmare** – people may be coming up with something better because they've seen what we can do – and **Knightmare** may not go the ten, twenty years, whatever the life of these programmes is, but we'll have had our moment in time and made our contribution. The next **Knightmare** is going to be the most powerful adventure game ever produced on television.

Perfect. Tim, thank you very much.



picture library, saying "white photo of Tim (Child)." they sent us! – Ed.)

In TQ2 club member Paul Hawkins started to tell his tale of Knightmare Castle... Pickle has seen Lord Fear preparing to advance on the castle, aided by the wicked Aesandre and an army of evil goblins! He rushes to tell Treguard, who immediately summons the help of Hordriss the Confuser, Sir Hugh de Witless and Brother Mace...

With Treguard's little army they went down to confront Lord Fear. As they reached the army Lord Fear shouted – "Attack!!" Now read on for the gripping conclusion to...

The Final Battle

by Paul Hawkins (Memb No 241)



The battle raged for hours. You may think that Treguard's army would be out-numbered, but remember Treguard had magic on his side. Hordriss and Treguard combined their powers and wiped out half the army. Brother Mace and Sir Hugh together captured Skarkill. While Hordriss battled against the rest of the army, Treguard took on Lord Fear. Treguard drew Wyrmslayer, his sword, and Lord Fear drew Fear Striker, his halberd. They locked in battle. Treguard suddenly slipped and fell on the floor.

He was the perfect prey for Lord Fear! Taking a different grip on Fear Striker he was about to lay the final blow on Treguard. Treguard had dropped Wyrmslayer, and he couldn't reach it...

As Lord Fear was about to bring his Fear Striker crashing down Treguard lifted his feet and flipped Lord Fear over the top of his head. He jumped up. He didn't have enough time to get Wyrmslayer and gathering power from inside himself let out a streak of lightning which hit Lord Fear.

Lord Fear slumped to the floor. Dead. The power of good had triumphed.

Wow! If you'd like to write a story about **Knightmare** we'd love to see it. Maybe there'll be room for it in a future issue of TQ!

Send your story to:

The Quest, Knightmare Adventurers Club, PO Box 405, Norwich, NR14 7DE.

Smirk with Smirkenorf 2

by Arto Wörts.



Win A Trip To Knightmare Castle!

This is your chance to see for yourself how **Knightmare** is created! You and a friend will be our guests for the day at Anglia TV's studios in Norwich – to have lunch with Treguard and Pickle, watch **Knightmare** being recorded and find out what really goes on behind the scenes in television's best-known dungeon! And there'll be a goody-bag of souvenirs of your day to take home! Just answer these 5 questions – you'll find all the clues you need in this issue of TQ!

- 1) Which company manufactures the **Knightmare** board game?
- 2) Re-arrange the letters LOST ARROW to find a well-known **Knightmare** cartoonist!
- 3) Tim Child's elder sister used to work for Richard Branson. True or false?
- 4) What's the name of the theatre in Swindon?
- 5) You'll find a cavern elf in the Woodlands of Gravesend. True or false?

Now complete this tie-breaker: "I would like to visit **Knightmare Castle** because..." in no more than 12 words, and write it on a postcard together with your answers to the 5 questions, your name, address, club membership number and daytime telephone number, and send it to:

**Knightmare Adventurers Club
Castle Competition
PO Box 405**

Norwich NR14 7DE

Closing date – July 31st 1992. **Good Luck!**

A cold and slimy welcome to this year's Knightmare for...



Iona Kennedy – Playing a scatterbrained sorceress who looks like she should have L-plates on shouldn't be too daunting for Iona, who's already done the odd witch during her career as an actress! "The L-plates aren't too far from the truth, though," she admits. "I learned to drive about two years ago but only in the last month or so have I driven on a motorway on my own! I was terrified!" So now we know what noise a witch makes on the M1 – broom, broom!

Adrian Neil – The secret behind Adrian's performance as the shiver-me-timbers Shipmaster? "I get seasick!" he says. "I must be the only pirate in the world to turn green in salt water! I can't even look at a packet of salt and vinegar crisps!" But Adrian plays a mean guitar, which could well come in handy for his other role as a lute-playing troubadour. His ambition is to re-create Michael Caine's role as spy Harry Palmer in **The Ipcress File**. Not a lot of people know that...



Motley the Jester runs into the bar of the Crazy Heifer and asks for a glass of water. Scooping the glass up he runs out of the bar. Two minutes later he's back.

"Another glass of water, please," he gasps.

"Certainly," says the barmaid, "but wouldn't you prefer to drink it here?"

"It's not for drinking," says Motley. "My house is on fire!"

Knightmare... ... Questionnaire

Slipped in amongst the pages of TQ2 was a questionnaire about **Knightmare** and despite the fact that there were absolutely no prizes on offer for returning them to PO Box 405 – we didn't even pay your postage! – just over 10% were returned. Now that's a fair enough sample to assume the replies represent the views of most **Knightmare** viewers. So here we go with

"I'm 11 – Knightmare's brill – Treguard's fab – but whatever happened to Gundrada?"

1) What is your favourite children's television programme?

85% of you said **Knightmare**. Phew! The only other programme that figured anywhere at all was **Children's Ward** with 3%.

2) Who is your favourite **Knightmare** character?

Top dog with 28% of the vote was the Dungeon Master himself, Treguard. Pickle was second with 16%, and an astonishing joint third were Lord Fear – nobody tell the Opposition, for goodness sake! – and Gundrada with 12% each. Close behind them were Cedric and Melisandre, and votes for no less than 26 other **Knightmare** characters! Each of the 26 was someone's favourite, even the crying doors from **Knightmare** 5!

3) Are you a boy or a girl?

Oh dear. Sorry to say the boys outnumber the girls by almost four to one! 78% of you are boys, and 22% are girls. Let's look on the bright side – at least everybody is either a boy or a girl!

4) Your age?

Almost half of you – 44% – are between 10 and 12, and exactly 25% twixt 13

and 15. Next largest viewing age group was between 7 and 9, and a staggering 10% of people who watch **Knightmare** are over 21 and ought to know better! Seriously, it's smashing to know that the prog appeals to such a wide age group, and we know for a fact that our youngest viewer to date was the ripe old age of *three and a half* when he became hooked by events at **Knightmare Castle**!

5) Would you like to see **Knightmare** on at a later time?

Two-thirds of you – 66% – said an emphatic "no", but one in three said "yes", which would seem to back up the answer to question 4 and that it's parents who set video recorders!

6) How many series have you watched?

You're a loyal bunch! An amazing 37% replied that you'd watched all five series to date, 26% of you watched four series, and 21%, three series. Gosh!

7) Would you like to see **Knightmare** repeated?

Again, an incredible response that said as many as seven out of ten of you – 69% – would like to see **Knightmare** repeated. And we'd like to think that the 31% who didn't want to see it a second time around are only saying that because they can't wait for the brand new derring-do up at t'Castle in the next series.

8) Do you watch all the episodes of **Knightmare**?

A resounding yes to this one with 84% of the vote. Most popular reason for missing some programmes – question 9 – was after school activities. To quote Barry Norman, "And why not?"

10) Do you think **Knightmare** is too hard?

More than 8 out of 10 – 81% – said no, and **Knightmare**'s creator agrees with you! You can

read the rest of Wilf Wright's exclusive interview with him on the centre pages of this issue!

11) Would you like to see more winning teams?

71% said yes, they would. To achieve that, of course, means more potential winners need to apply to be on the programme. The interview process is a rigorous one, and only the very best get through it. The glitter and the glamour, the nerves and the nail-biting, the terror and the torment of the television studio have all taken their toll on many a valiant contender!

12) Anything else you'd like to say...?

There's not room in TQ for everything you suggested, but here goes with a selection of the best!

"A longer show ... the contestants should wear mediaeval clothing ... **Knightmare**'s better in the gloom of the dungeon rather than outside ... don't like the eyeshield ... a celebrity **Knightmare** ... let's see the Frightknights in action ... a wider choice of routes ... Smirkenorf should have a voice! ... more spells ... more riddles ... confront Lord Fear (and the Frightknights) in person ... bring the hobgoblins into level 3 ... more graphics, like the old **Knightmare** ... bring the trolls and grimwolds back ... an easier version for younger children!"

The new series of **Knightmare** begins on Friday 11th September. You'll be able to find out for yourself how many of your ideas we've taken on board! In the meantime we put your reply to question 7 – would you like to see **Knightmare** repeated? – to those jolly nice people at Anglia TV for an official reply. This is what they said...



"So far each series of **Knightmare** has been much more technically advanced than the last. The challenges have been more impressive. Previous series therefore appear rather dated. However we would not rule it out if there is a genuine demand."

Win A
Knightmare
T-Shirt!

Is there a genuine demand from you, the loyal **Knightmare** watchers, for repeats of earlier series?

The questionnaire would seem to say a resounding "yes", so drop us a postcard with your name, membership number, T-shirt size, and either the one word "yes" or "no". Send it to:

Repeats
Knightmare Adventurers Club
PO Box 405,
Norwich NR14 7DE

We'll make sure your postcard goes to those jolly nice people at Anglia TV, and there'll be a draw from all those postcards received for a **Knightmare** T-shirt! So get writing!

Smirkenorf by Andrea Barber

The Great T-Shirt Hunt



1 Rugged T-shirt designer Jan "Out of Africa" Thwaites arrives at the offices of Screens to discuss her design for the new **Knighmare** T-shirt. Or has she come to settle a debt?



2 Eva and partner seem anxious not to talk to her. Perhaps she has come to the wrong place... Eva seems to have quite a few sweatshirts in her wardrobe, though!



Assistant Editor Claire models the brand new T-shirt for TQ. Treguard approves, but is anxious that he's been obscured by Claire's elbow! Even so, the T-shirt can be yours, with the Frightknight in a startling black and white on a blood-red background! The T-shirt is £7.95 and there are children's sweatshirts at £12.95 and adults' sweatshirts for £14.95.

All prices include p + p.

Send your cheque/p.o.

(made out to **Barlson Ltd**) to:

Knighmare Adventurers Club

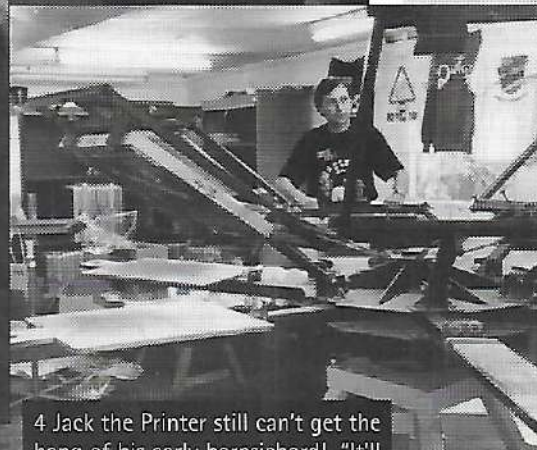
PO Box 405

Norwich NR14 7DE

Please allow 28 days for delivery!



3 Eventually Eva gets Jan to take her hat off and they talk about the Frightknight T-shirt design. "Reminds me of my Uncle Oscar," muses Eva.



4 Jack the Printer still can't get the hang of his early harpsichord! "It'll never get off the ground," he says.

Just before he sends him off on his quest Treguard asks a **dungeoneer** whether he has any pets.

"I've got a budgie," says the adventurer. "It lays square eggs."

Treguard can't believe his ears. "Square eggs! That's incredible. Can it talk?"

"Oh yes," replies the **dungeoneer**, "but it can only say one word."

"What's that?" asks the **dungeon master**.

"Ouch!"

Thanks for their help on this issue of TQ to Colin, James, Tim, Sue C, Sue P, Andrea, Karen, Arlo, Dave, Ossian, Adam, Ben and Claire. Also the chaps at the RSPB, especially Mary Simpkin, Sue Cook at Transworld Publishers, Sarah Stewart at MB Games and Phil and the gang at Mindscape International.

TQ competitions are open to residents of the UK, Eire and the Channel Islands, except employees of Broadword 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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Tel. (0603) 624244

Dungeon Rap!

Clare Coley of Chesterton in Staffordshire is a hive of industry. She sent us this rap, although how she and her sister found time to write it, goodness knows!

You'll know this rap is really good
'S got everything a brill rap should
It's all about that **Knighmare** show,
Off adventuring we must go

You've started now, no turning back,
You've got your helmet and knapsack.
Cross the causeway of earth and fire,
To reach the object you require.

You could take the sword or shield,
If you wander wood and field.
Reach out for the crown or cup,
Goblins coming, hurry up!

Keep out of the way of rude Elita,
You're better off if you don't meet 'er.
She's got the password to Level Two,
But she'll insult you till you're through.

Don't annoy old Smirkenorf
He'll burn you up with one small cough.
If you ride this scaly beast
You'll find out that your gold's decreased.

If you meet Julius Scaramonger,
You won't have your dash much longer.
Don't buy or sell with too much haste,
You haven't any gold to waste.

Aesandra is a sorceress,
For **dungeoneers** she couldn't care less.
She loves a world of snow and ice,
I wouldn't say that she's too nice.

Now, old Hordriss is a wizard,
He'll help stop Aesandra's blizzard,
If you please him, who can tell?
You might just end up with a spell!

If you are a **dungeoneer**,
You'd better watch out out for Lord Fear.

Your lifeforce isn't at its best,
One slip could mean the end of your quest.
On our wits you must depend,
Not many make it to the end.

This is the best show on TV
All the fan club will agree.
It sends a shiver down my spine,
I can't wait 'til the turn of Time!