



The Quest

The Official Newsletter of the Knightmare Adventurers Club

Volume 1 – Number 2



Wow! What a fantastic reception you've given to the **Knightmare Adventurers Club**! Thank you – to the hundreds of you who've written in to join, to the thousands of you who've entered the various competitions we've been running, and to the millions of you who keep on watching the best programme on Children's ITV! If you got **Knightmare** the computer game for Christmas, lucky you! This fiendish creation is proving a match for the most avid of players and there'll be a review of it in TQ3, together with details of the long-awaited boardgame launch!

In this issue of TQ there's a first-hand account of what it actually feels like to beat the Dungeon, a chance to meet Frightknight's modest creator, a smashing story from club member Paul Hawkins, fabulous prizes to be won, and your jokes, poems and letters. Please keep them coming, and don't forget there's a copy of *The Sorcerer's Isle* for every item we publish!

And that's more than enough from me! Just a final word to the lady who came up to Hugo "Treguard" Myatt when he was signing photos at the NEC in November and accused him of being Pavarotti – you should hear our Dungeon Master sing...

Good adventuring!

Wilf Wright
– Editor

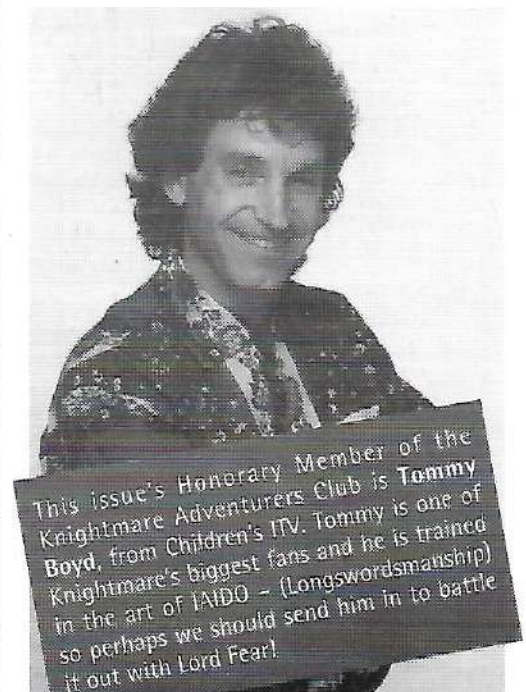
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Smirk with Smirkenorf

by Arlo Wörts.



Win!
Fundays • Videos
Computer Games
Baseball Caps and More!



This issue's Honorary Member of the Knightmare Adventurers Club is **Tommy Boyd**, from Children's ITV. Tommy is one of Knightmare's biggest fans and he is trained in the art of IAIDO – (Longswordsmanship) so perhaps we should send him in to battle it out with Lord Fear!

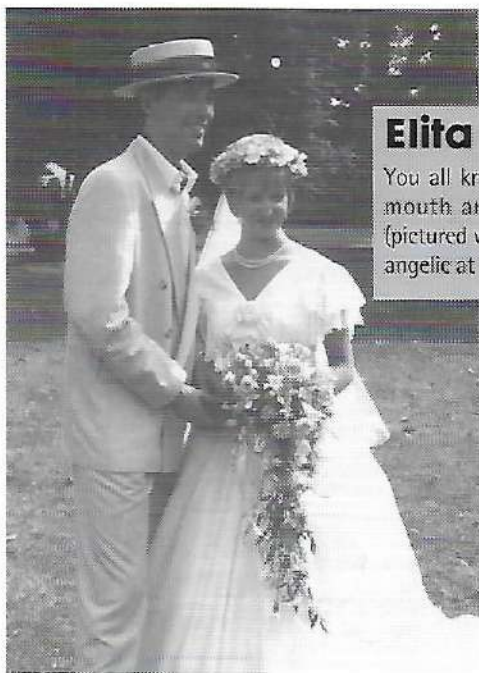
Knightmare Knews

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

Rayner "Skarkill" Bourton is currently co-ordinating **Tendris**, a fund to finance Tennis for people with disabilities. With the help of The Lawn Tennis Association, The International Tennis Federation and Westminster City Council they aim to raise £250,000. If you think that you can help then write to us at the Club.

Caption Competition

What could be puzzling the Jester?
The best caption will win a signed photo of Motley the Jester and a Knightmare goodie pack. Send your captions, on a postcard with your name and address to: "Captions", Knightmare Adventurers Club, PO Box 405, Norwich, NR14 7DE



Elita finds true love

You all know her as Elita the Cavern Elf but behind the foul mouth and meddling mischief is actress Stephanie Hesp (pictured with new husband, actor Neil Wood) who looked quite angelic at her recent wedding. *Congratulations Stephanie!*

Producer gets a fright

Knightmare's producer may have to watch his step in future – he has a new team of programme makers hot on his trail. Debbie Hartley and her friends from Cardiff recently sent us a tape of their version of Knightmare and very good it was too. Unfortunately they are all too old to take part in Knightmare but judging from their performances they would lead Lord Fear a merry dance.

A Plea from the Paunch

Michael "Brother Mace" Cule would like it more widely known that he wears a padded false tummy when playing his character; that's not all him. ("Cule" means "thin" or "little" in Welsh – what a sense of humour the Welsh have).

Did You Know?

That Mark "Lord Fear" Knight once acted with a wooden leg – as a tap dancer – buried up to his neck in rubbish whilst using a pair of crutches?

Strange but true!

What do you get if you cross TQ's Editor with the Dungeon Master's assistant?

A Wright Pickle! (You can say that again... Assistant Ed.)

Glamorous Gwendoline plays a BOY?

Juliet Henry-Massy has been spotted playing Dick Whittington at the Gracie Fields Theatre in Rochdale over Christmas – let's hope that she doesn't run off to London to seek her fortune; how could we all survive without our Greenwarden? (Psst... want to know a secret? Last time Juliet played in Panto she got nailed to the spot – literally! She caught her shoe on a nail in the stage floor whilst playing the Good Fairy in "Jack and the Beanstalk" and could only break free by taking a bit of the floor with her! Don't tell her I told you will you? – Ed.)

Save What You Can

You can all do your bit to help the environment by forming a "Save A Can" group. You will be provided with posters, stickers and badges if you just write to:

Friends of Save a Can
Kingsgate House
536 King's Road
London SW10 0TE

There are lots of exciting prizes to be won, so write now!



Artistic Andrea stuns us all

When avid Knightmare fan Andrea Barber sent us this picture we had to put it into T.O. we were so impressed. Are there any more talented artists out there I wonder? Why not send us your drawings, we will print as many as we can but unfortunately we can't return them as Smirkenorff likes to stick them on the walls of his stable – and you don't argue with Smirkenorff!

Dominic's Delight

The winning team from Series Four have written their account of what it's like to beat the Opposition, so read on; you may find some useful hints...

We arrived in Norwich on a Sunday evening and, carting all our bags and suitcases, we checked our map (as all adventurers should) and walked up the road until we came to the hotel which was to become our home for the next few days.

We woke on Monday morning feeling refreshed and ready to take on the world (let alone The Opposition). In the reception at the Studios we were met by Jane Chettleburgh, the stage manager, and we then had to be escorted through the corridor where the dressing rooms were. The stage manager shouted "Team coming through" to give the actors enough warning so that they could keep out of sight. We were then ushered through to the green room where we



The Winning team with Pickle & Treguard: (left to right) Dominic, Prav, Tim & Dicken, all from Torquay Grammar School

P: Master, master, there are giant snails in the dungeon!
T: What's so awful about that, Pickle?
P: You ought to see the size of his hands!

changed into our studio clothes. A polaroid photo was taken for continuity to work with, and then we were in the studio, saying hello to the Dungeon Master and his assistant, Pickle.

Although the final television time was about three episodes it took four days to film all the scenes. The most nervous person must have been our chaperone, who always had the sneaking suspicion that we would die in the next scene. Fortunately we survived through eight rooms on the first day.

Each morning and afternoon we had a long microphone taped to our chests on the end of a long cable and at the beginning of each scene we had to be plugged into a black box which was kept at our feet during filming. The sound crew had a huge jigsaw at the side of the set which they would ponder over whilst we all sweated over the next problem on our quest (check!).

What sort of trees surround Nightmare Castle?
 Cemertrees.

On the second day filming carried on until lunch time when one of the team spotted that there was duck a l'orange on the menu on Thursday. We now knew that we had to stay alive until then. After lunch we were rewired and proceeded in the dungeon. By this time we had completed the first level. We were feeling quite a bit more relaxed when the standby team arrived but they were in for a long wait!

The next day we entered level three and the atmosphere in the studios became more tense as people sensed that we might do it. We studied tapes to try to learn from other teams' mistakes. Later in the day we were almost destroyed by an evil sorceress, but we lived to tell the tale and now we only had a few more puzzles to solve until we had completed the quest.

We knew that this was to be our last night as we had been told that the next day we would either complete the dungeon or get killed. We went

into the studio at about midday on our last day and we could hardly believe it when we actually reached the ultimate puzzle and the object of our quest was in sight. When our Dungeoneer

picked up the crown the whole studio erupted with a cheer.

After filming we were given a tour of the

studios, seeing the mixing, sound and video equipment that is used and also meeting all the actors who had played the characters in the show. We saw the designs for some of the costumes and the computers used to generate the graphics. Finally we had the long awaited duck a l'orange before leaving just in time to catch our train.

Why is a turkey an evil creature?
 Because it's always a goblin!

We were treated like stars whilst we were there and we will never forget it. We are all eager for an invitation back again!

(For the second year running the South West has produced *Knightmare Champions*. The cream can't be that clotted...! - Ed.)

Your Letters ...

Wayne Mullane from Herschel Grammar School: I have had an interest in adventure game books since I was about eleven. It would be fair to say that *Knightmare* got me started. Whenever we can, my friends, Tony Barnham, Jamie Jackson and Paul Bone play *Fighting Fantasy* games. We have our own system of playing *Knightmare*. We take it in turns to wear a motor cycle helmet backwards and, with other friends who act as advisers and enemies, we play our own game. (I hope that your crash helmet has horns like the *Helmet of Justice!* - Ed.)

Gwendolaine the Greenwarden stops an adventurer in the forest. "Before you can proceed," she says, drawing her bow, "tell me this - some say I'm pretty and some say I'm ugly! What do you think?" The adventurer, an arrow pointing at his heart, decides diplomacy is the best answer. "A bit of both," he gulps. "I think you're pretty ugly!"

We have had lots of letters asking what sort of computer we use to draw the status boards at the top of the screen. We use the Commodore Amiga 2000 - now you know! (What's a computer? Ed.)

David Keinar from Edinburgh sent us this riddle:

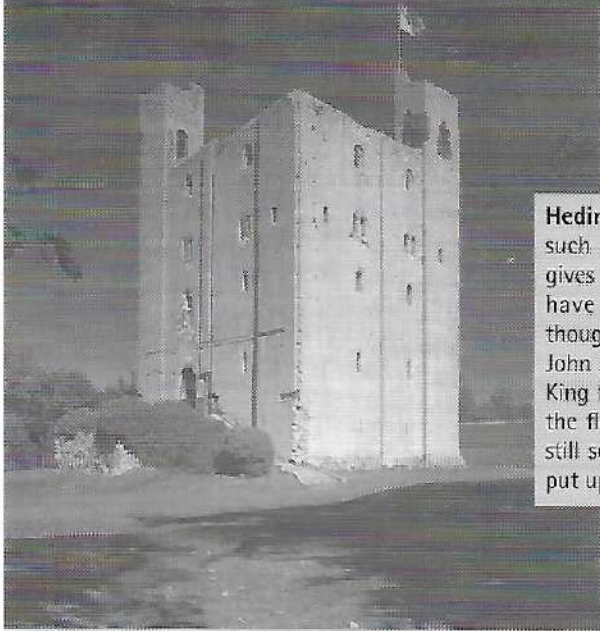
My first is 5
 My second is 12
 My last is 6.
 What am I?

ANSWER: Elf

**Hedingham Castle,
near Braintree in Essex**



Castles



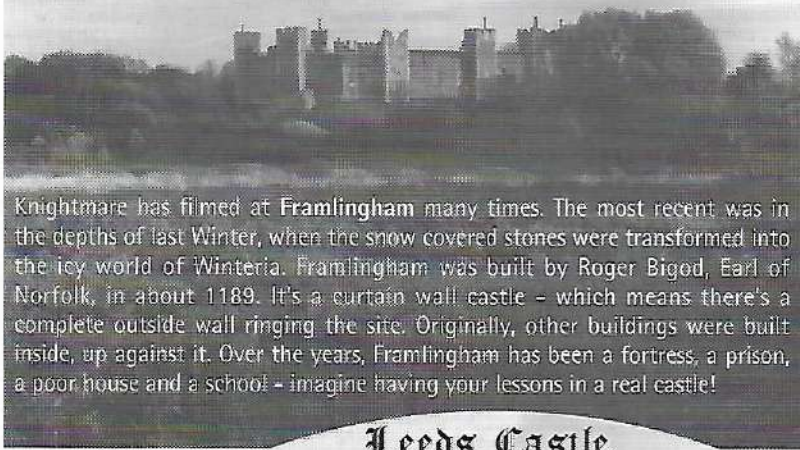
Hedingham Castle is one of our favourite Castles: it is such a friendly place! It almost looks like new – which gives you a real idea what life in a Norman castle must have been like. Hedingham's been through the wars though. Robert de Vere, one of the Barons who made King John sign the Magna Carta was besieged there, until the King forced him to surrender. In 1918, a fire burnt out all the floors, but they have been replaced. Outside, you can still see the holes in the walls where the original builders put up their scaffolding – almost nine hundred years ago.

Mark Wells takes you on a trip of castles which have featured in "Knightmare"



**Castle
near King's**

**Framlingham Castle,
Suffolk**



Knightmare has filmed at Framlingham many times. The most recent was in the depths of last Winter, when the snow covered stones were transformed into the icy world of Winteria. Framlingham was built by Roger Bigod, Earl of Norfolk, in about 1189. It's a curtain wall castle – which means there's a complete outside wall ringing the site. Originally, other buildings were built inside, up against it. Over the years, Framlingham has been a fortress, a prison, a poor house and a school – imagine having your lessons in a real castle!

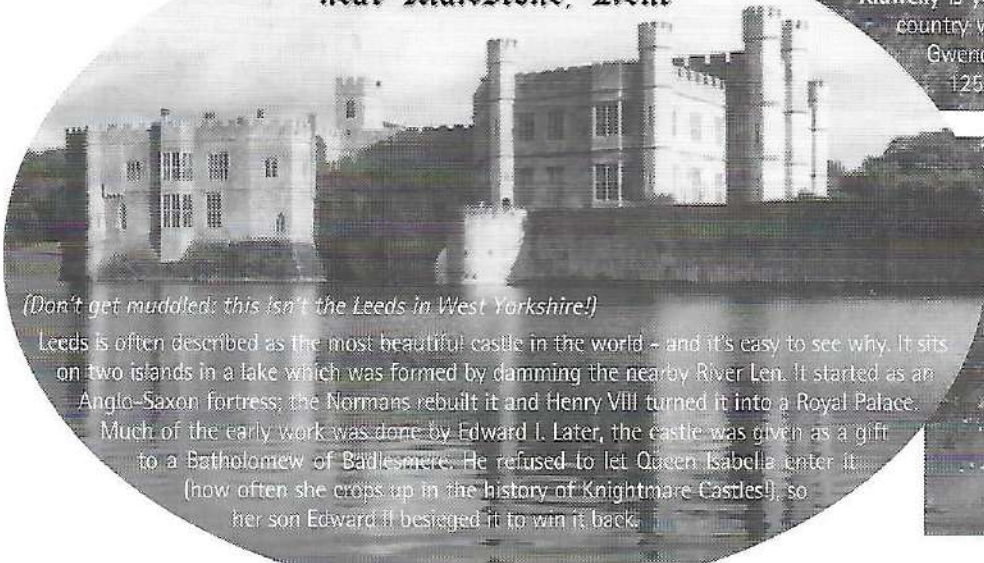
Castle Rising is another Norman Castle. Unlike many, it still has most of its original defences – an enormous mound, twenty metres high, and huge ditch, twenty metres deep. (How on earth did the Normans manage that – in the days before diggers and dumper trucks?). Castle Rising was built by William D'Albini, the Earl of Sussex. For thirty years it was the home of Queen Isabella, the mother of King Edward III. She was sent there by her son when he put an end to her relationship with her boyfriend, one Roger Mortimer!

Kidwelly Castle, Dyfed



Kidwelly is yet another Norman Castle – think how busy the Norman county with Castles so soon after their invasion! It was built at the Gwendraeth Fach river. The castle was captured and burnt by the English in 1257 and Owain Glyndwr attacked it and burnt one of the gates.

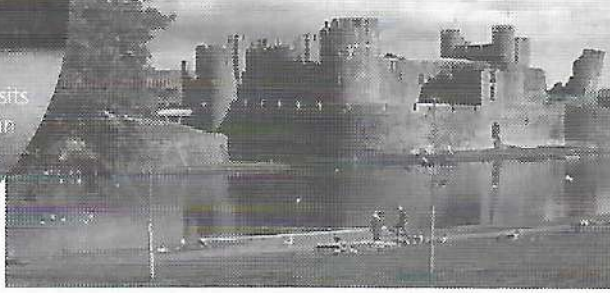
**Leeds Castle,
near Maidstone, Kent**



(Don't get muddled: this isn't the Leeds in West Yorkshire!)

Leeds is often described as the most beautiful castle in the world – and it's easy to see why. It sits on two islands in a lake which was formed by damming the nearby River Len. It started as an Anglo-Saxon fortress; the Normans rebuilt it and Henry VIII turned it into a Royal Palace. Much of the early work was done by Edward I. Later, the castle was given as a gift to a Bartholomew of Badlesmere. He refused to let Queen Isabella enter it (how often she crops up in the history of Knightmare Castles!), so her son Edward II besieged it to win it back.

**Caerphilly Castle,
Mid Glamorgan, Wales**



Bodiam Castle, near Robertsbridge in Sussex (not pictured) – A real fairy-tale castle: square, with a tower at each corner, standing in a wide water-filled moat – just like any self-respecting castle should! It was built by Edward Dalyngrigge (what a name!). He fought with King Edward III against France – and he was allowed to build the castle in case the French come over the channel to get their own back. Bodiam is so beautiful, lots of programmes and advertisements are filmed there – if you keep your eyes open you will often spot it on TV.

You can go to see all the Knightmare castles yourself. In England ones are controlled by English Heritage, the Welsh ones by Cadw, Bodiam belongs to the National Trust. Both organisations, and the National Trust, have membership schemes which mean you'll be able to get in cheaply if you want to visit. Leeds Castle Hedingham are privately owned and Carew is controlled by local authority – but they still welcome visitors at almost any time.

n The Air



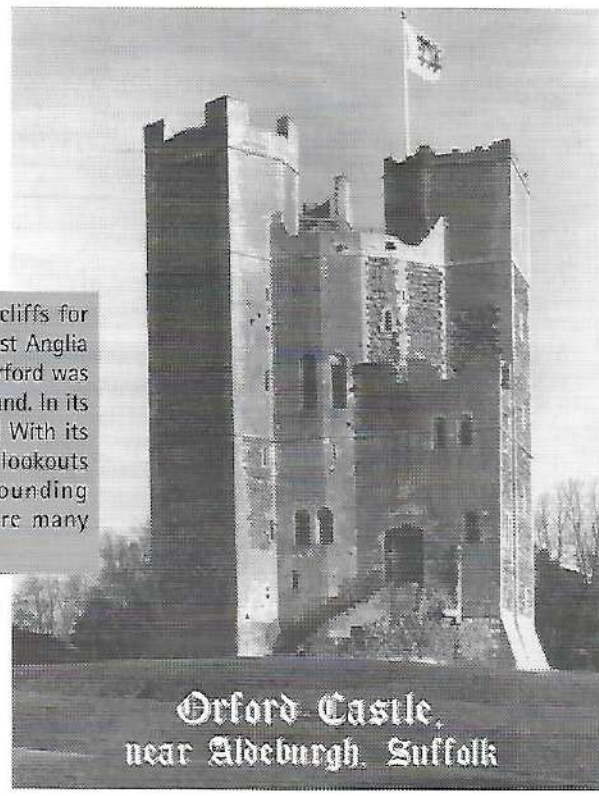
English Heritage

**"found some of the magical places
rare" over the past few years...**

Rising ynn in Norfolk



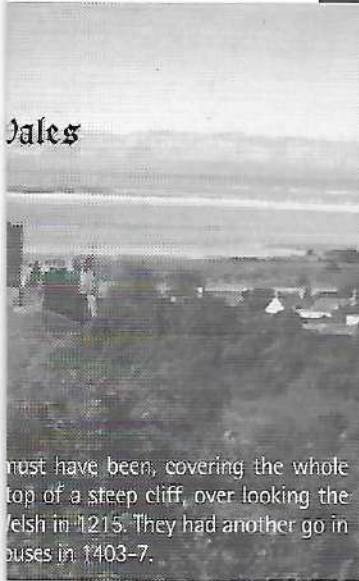
Orford is a very pretty castle, built high on the cliffs for coastal defence. King Henry II felt the people of East Anglia needed to learn a bit more respect for their King: Orford was built to teach them a lesson! The keep is tall and round. In its day, it was the latest thing in trendy castle design! With its three towers, it reaches a height of ninety feet: lookouts would have had a good view across the surrounding countryside and the North Sea. Inside, there are many interesting rooms to explore.



**Orford Castle,
near Aldeburgh, Suffolk**

Castel Coch, near Cardiff, Wales

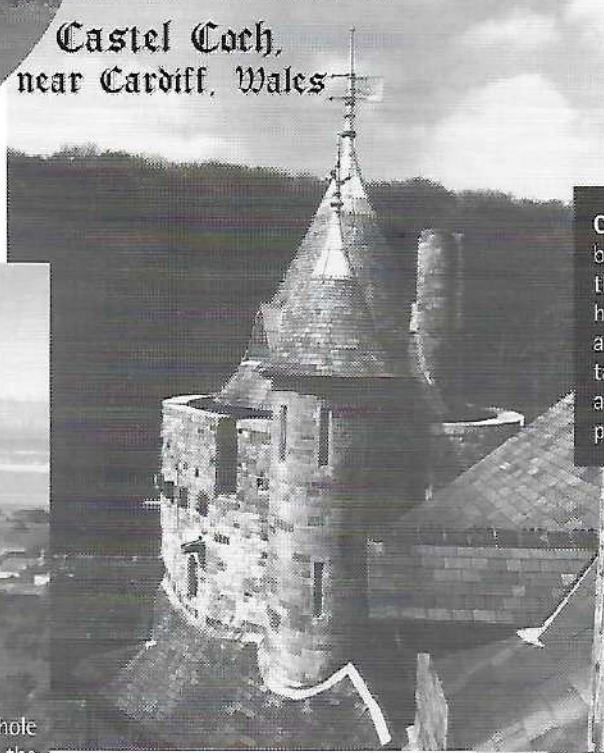
Wales



must have been, covering the whole top of a steep cliff, overlooking the Welsh in 1215. They had another go in buses in 1403-7.

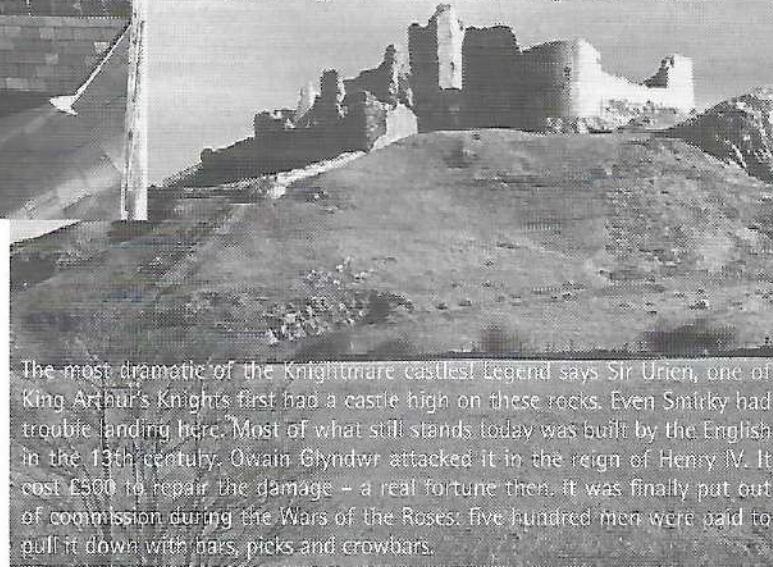


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Castel Coch is the most colourful of the Nightmare Castles – because so very little of it is original. The castle was built in the thirteenth century, but fell into complete ruin. Then, about a hundred years ago, the millionaire Marquess of Bute had it rebuilt as a place to hold parties! So it was turned into a Victorian fairy-tale castle, brightly painted with pictures of birds, monkeys, rabbits and other wild animals. The massive drawbridge and heavy portcullis were also rebuilt.

Carreg Cennen, Dyfed, Wales



The most dramatic of the Nightmare castles! Legend says Sir Urien, one of King Arthur's Knights first had a castle high on these rocks. Even Smirky had trouble landing here. Most of what still stands today was built by the English in the 13th century. Owain Glyndwr attacked it in the reign of Henry IV. It cost £500 to repair the damage – a real fortune then. It was finally put out of commission during the Wars of the Roses: five hundred men were paid to pull it down with bars, picks and crowbars.

Carew Castle, near Milford Haven, Dyfed, Wales (not pictured) – another

noble Welsh ruin, standing on a rocky shore where the River Cleddau goes down to the sea. It was much rebuilt over the centuries – in its final form, it was really more of a large mansion than a castle. Carew is an exciting place to explore: outside it is an attractive ruin while inside there are many dark, dank corridors leading from room to room. Rare bats live in the giant towers!

It seems people have been fighting over **Caerphilly** ever since it was built – by Gilbert de Clare in 1266. King Henry III of England wanted him to build it to defeat Llywelan, the Prince of Wales. Llywelan didn't even wait for the building to stop before he attacked. Forty-six years later it was attacked by Llywelyn Bren, another Welshman. And five years later, the Castle was broken into by barons quarrelling with Hugh Despenser, the new owner. Five years after that, King Edward III hid there, on the run from his wife Isabella. When she caught up with him, he ran off in such a hurry he forgot his treasure – and his clothes! Later, Oliver Cromwell tried to demolish it – but Caerphilly was too tough for him!

Win!

"The Mystery" VHS Video

Usually available for £9.95, this story of intrigue follows Sally and Gavin, young archaeological detectives, with their team of Police Detectives as they try to solve the mystery of Castle Acre Priory.

The first 10 Adventurers to write to us on a postcard with their name and address answering the following question will win a copy of this smashing English Heritage Video.

Which county is Castle Acre Priory in?

BEHIND THE ARMOUR



Ron Lyon, Frightknight's creator, talked to Wilf about how he developed his art.

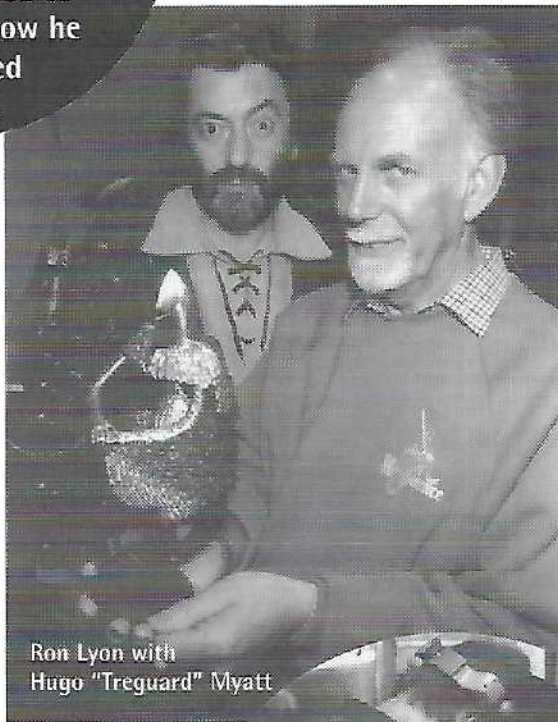
I was an office worker but I had always made things in clay, wood, bits of stone, anything that gave a three dimensional image. The possibilities of steel and its strength slowly dawned on me. With an hour or so instruction on "how to weld" and a few bits of scrap I was on my way.

The early pieces were terrible, but gradually the ideas developed and my technique improved. The present style of work, the knights, sorcerers, monks and spectral figures, started when a gallery I knew had some vacant space when someone pulled out at the last moment. I had been reading a book on Robert the Bruce and quickly made four figures, a King, a monk, a kilted figure with a broadsword and an axeman. They were very successful.

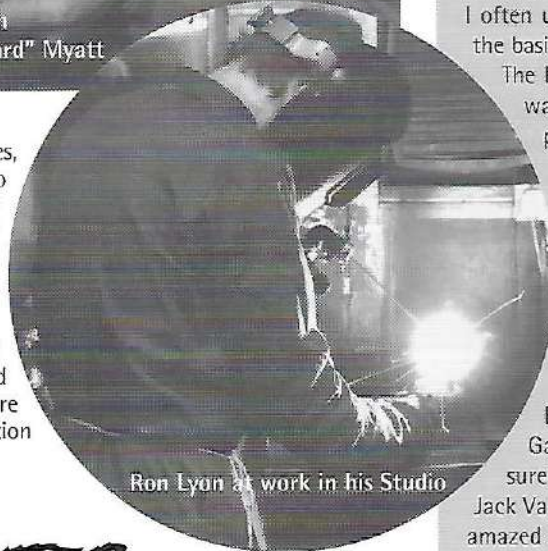
There are now two family types of the smaller pieces, ones with full cloaks, standing on their own two feet and the ghostly ones, supported by a swirl of heavily welded steel formed to resemble wraiths of smoke or flame. Within each family there is a range with helmets and a range with cowls and an assortment of weapons.

Over the years I have made a wide variety of sculptures using similar sheet materials, rods and tubes to make fish, birds and even insects. Sculpture and model making is only limited by your imagination and effort - so let yours run wild and have a go.

(Just don't practise on Dad's Metro... Ed.)



Ron Lyon with Hugo "Treguard" Myatt



Ron Lyon at work in his Studio



Pen Pals

We have had a letter from Nadia Jeeworth suggesting that we run a pen pal section in The Quest. If you are interested please send your name and address to the editor and we will send you a list of people who would like to hear from you.

FLIGHTS OF FANTASY

DAVE MORRIS

I must have been about eight or so when I first discovered fantasy adventure. It was a big book of the Norse myths which I lugged home from the local library and read avidly through the weekend. That was quickly followed by the Greek and Egyptian myths, then by the stories of the Round Table. I was thoroughly hooked by those old tales - which had been having the same effect on youngsters for thousands of years, after all. I don't think my English teachers were too pleased; from that moment on, whenever we had to write a story in class, mine were always fantasies.

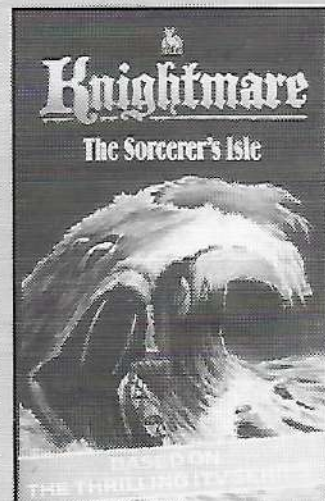
My introduction to modern "sword and sorcery" came a few years later, via Michael Moorcock's Martian series and Lin Carter's excellent stories of Thongor of Lemuria along with the books of Edgar Rice Burroughs, who I suppose started the whole thing.

In between all this I had been working my way towards reading Physics at Oxford. Just before going up to college, in 1976, role-playing exploded on to the scene. It grabbed me at once: the idea of inventing your own characters and developing them in ongoing storylines. So began an enthusiasm which continues to this day - and a very useful one it has been, too, since I often use the ideas from my role-playing games as the basis for books. The second Knightmare novella -

The Labyrinths of Fear - actually started life that way, as an episode from an Arthurian role-playing game I was planning.

My preferences in fantasy are for writers who can evoke something primordial or eerie with their work, I recommend anything by Michael Moorcock (but particularly his second cycle of novels, beginning with The Bull and The Spear). Tanith Lee, Lin Carter or Gene Wolfe. The old favourites are still worth a look too - Beowulf, Le Mort d'Arthur, Grettir's Saga, Gawain and the Green Knight and so on. But surely the greatest Fantasy Author of all must be Jack Vance, whose constant inventiveness leaves me amazed and envious.

I'm also something of a cinema buff, but I rarely enjoy fantasy films. With all my diverse interests I probably enjoy writing the Knightmare books most of all my work. Here I can meld the strands of role-playing, fantasy and high adventure. I do plenty of other stuff, of course - Mutant Turtles, Tiny Toons and whatnot, all great fun, but Knightmare comes closest to my true love of "wizardry and wild romance".



Once Upon A Dungeon...

**Cast your mind back to
the beginning of Time...**

**How many of these characters
from Knightmare's past
can you identify?**

**The answers are at the bottom
of the page (so don't cheat!)**



3. Gundrada
6. Yelda the Huntress
9. Gretel the Maid

2. The Grimwolds
5. Lillith
8. Cedric the Mad Monk

1. The Troll
4. Folley the Jester
7. Mellisandre

Answers:

You'll remember that after the article by Michael "Brother Mace" Cule in TQ1 we challenged you to dust off your PC and send us the results of your candle-lit labour! 11-year-old Kent member Paul Hawkins was one of the first to pick up the gauntlet with this blood-thirsty little tale of derring-do at Nightmare Castle...

The Final Battle

by Paul Hawkins (Memb No 241)



Treguard waited patiently as the fire burnt down. He sighed and got up to put a log on the fire. Suddenly the elf Pickle rushed in.

"Master, master, some strangers are approaching the castle! What shall I do?"

"Go up to the tower and look to see who it is. Quickly. We have no time to waste."

With that the sprite raced up the spiral stairs to the tower. A few moments later he came rushing down. He looked as though he had seen a ghost.

"Well, who is it then?"

"I don't think you want to know, sire."

"Don't be stupid, Pickle. Who is it?"

"It's, er... it's Lord Fear! Skarkill is with him. He has a whole horde of goblins with him."

Treguard had to think fast. What could he do?

"We need help, Pickle. Who would help us?"

"Maybe the people from the dungeon, sire."

Treguard thought, how could I summon them... Well, maybe the bell in the belfry, that would get their attention.

"Pickle, quickly - go up to the belfry and ring the bell. We haven't got much time!"

Treguard stood up and ran to the door. Then he stopped. The windows on his left had



a balcony and from there he could see Lord Fear and his army. He opened the shutter. What a sight. An army of short, stout goblins! At the front of the army was a man in black armour riding on a black horse. He looked up at Treguard and shouted at him.

"Treguard, you know who I am! I'm Lord Fear. Aesandre - my now devoted wife - has used her magic to let me out of the dungeon. Now I can get my own back on you... For sending all those wimps - the so-called adventurers after me. The powers of Fear have won! No-one has beaten the power of Fear yet, and no-one..."

Suddenly there was the flat chime of a bell from the tower on the top of the castle. Treguard

remembered Pickle. He closed the shutters. He tensely sat back in his throne. Pickle came back down from the belfry.

"Well done, Pickle!"

Just then Sir Hugh de Witless came through the portal from the dungeon.

"Hallo there, Treguard. I take it you need rescuing!"

"Yes, I do. Look out of the window. They're coming to kill us!"

Sir Hugh de Witless looked out of the window and said, "Oh dear!"

Suddenly Brother Mace came through the portal.

"You rang the bell. What do you desire me for?"

"Look out the window. I need your help to kill Lord Fear."

At that moment Hordriss the Confuser came through the portal and said, "Yes, I'll help you."

With Treguard's little army they went down to confront Lord Fear. As they reached the army

Lord Fear shouted - "Attack!!"

Tune in to the next exciting issue of The Quest to see whether Treguard can triumph...

Get a set of original signed photos of the entire cast from Nightmare Series V.

Send a cheque or postal order for £3.50 (made payable to Nightmare Adventurers Club).

Now available - KNIGHTMARE the computer game!

Win a day at Mindscape International where you will meet the creators of the game and receive gifts galore - including baseball caps and, of course, the game itself.

Ever since Nightmare hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation of the series has everything. Using the same ultra-sophisticated game system that made "Captive" (adventure game of the year 1990), "Nightmare" put you in control in a mystical adventure where you are challenged to solve complex puzzles, logic problems and riddles. You will need wisdom, tenacity, alacrity, and, above all, courage.

Answer the following questions on a post card please and send them to:

Mindscape Competition
Nightmare Adventurers Club
PO BOX 405
Norwich NR14 7DE

(Closing date 1st March 1992)

1. Who created the "Nightmare" computer game for Mindscape?
2. Which game was adventure game of the year in 1990?
3. What does alacrity mean? (*Bit of a hard one, that! - Ed.*)

Julius Searamonger stops you in the forest and offers to sell you a coat. "But it's a coat," he smiles, "that you can only put on when the coat is wet." What sort of coat is it?

A coat of points!

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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