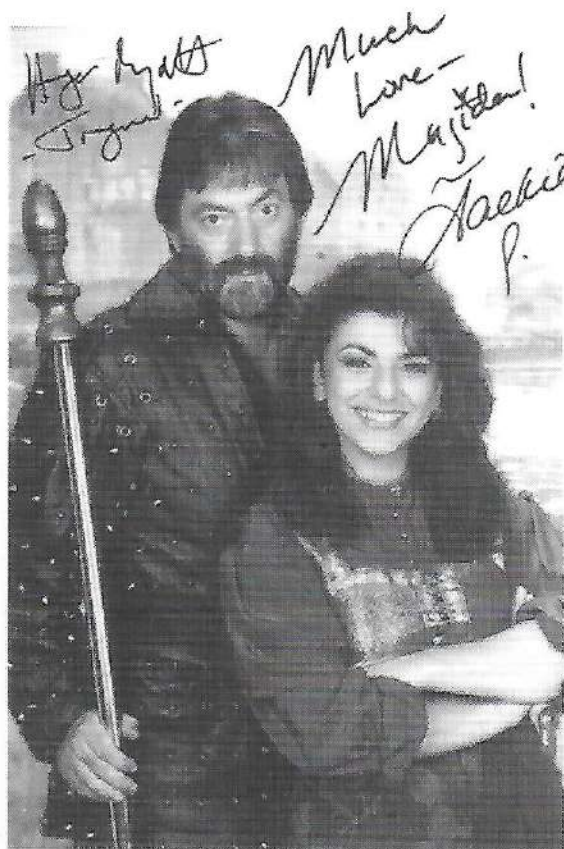


The Quest



The Official Newsletter of the Knightmare Adventurers Club

VOL. 3 NO. 1



Greetings Adventurers and a very Happy Christmas! Well by now you will be well and truly stuck into the new series of **Knightmare**, isn't it brilliant?! I really think that the Production team have excelled themselves this time, Lord Fear's new world is quite the most horrid and frightening place that he could have dreamt up ... ugh! I can just smell those damp sewers can't you? And talking of smells, Lissard must have bad breath for His Nastiness to complain about it. There are so many new characters in the dungeons it is hard to choose a favourite but don't you just love Rothberry the apothecary? With all those pills and potions it never ceases to amaze me that he has just the right one at the right time for our poor helpless dungeoneer. And what about Raptor? He has certainly whipped those goblins into shape. Romahna has taken over as Smirky's bodyguard and I know that I wouldn't want to mess with her - I wonder what happened to her face... Please write and let me know who your favourites are and why - I'll print the best letters in the next issue, and don't forget to keep sending me your pictures and jokes. In this issue there are all the regular features and some exclusive interviews with newcomers to the scene. I also managed to borrow the Team's

diary from the studio and have printed the best bits so that you can see how it really feels to be miles from home and set upon by Lord F. Thanks go to all the teams who contributed this year, the standard was so high that we are going to be hard pushed to beat them next year - or can you prove me wrong? Turn to the back page for the best ideas in Christmas presents, lots of Knightmare goodies including the board game to keep the whole family well and truly spellbound over the Christmas holiday. Till the New Year, good adventuring!

Stop Press!

We have just heard from the Powers That Be at ITV that there will be a new series of Knightmare next year - stay tuned!

Wilf Wright

Smirk with Smirkenorf

by Arto Wörts.

Special Christmas Issue



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Knightmare Knews

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

Congratulations!

The Knightmare wedding of the year took place on Sunday 31st of October when Cliff "Lissard" Barry married Juliet. Guess who his best man was..... the man himself Mark "Lord Fear" Knight! What an event - Lord Fear looking after Lissard! By all accounts Mark behaved himself impeccably, carrying out all the duties expected of a best man without referring to Cliff as "Tuna Breath" once. P.S. I hope that you noticed that they chose an appropriate day for the wedding - Halloween!!!



Meeting In The Mall?

On a recent shopping trip to the Hammersmith mall, Jackie "Majida" Sawaris bumped into a familiar face - Naila Khan, dungeoneer extraordinaire. Jackie says that she didn't recognise her straight away due to the lack of Helmet on her head! Jackie has been very busy since filming Knightmare, she has been in a tea commercial for the Middle East and will make her big screen debut in an American movie Called "Death Machine", a cross between Robotcop and Alien - all sounds a bit too scary for me. Jackie comes from America and will be spending Christmas there where she will be showing all her family what Knightmare is all about.

In a Pickle...

I have had a number of letters from you lot asking what exactly did happen to Pickle, well I asked Treguard, I asked Tim Child I even asked Majida and they were all very loath to tell me anything so I have decided to set off on a Quest all of my very own. A Quest for Pickle! My one and only lead is that no-one has heard from Elita either and I know that they had some mutual elvish friends in Wales (or it could have been that they have some mutual friends who ARE whales, it is always so difficult to understand what those two are on about as they tend to talk in riddles all the time!) so once this issue has gone to press I shall pack my bags, or at least a spotted hankie, and head for the land of the Celts to see if I can track him down. I promise to report back in full in the next issue, unless of course there is some mysterious reason for their disappearance that is...

Sssecretss!

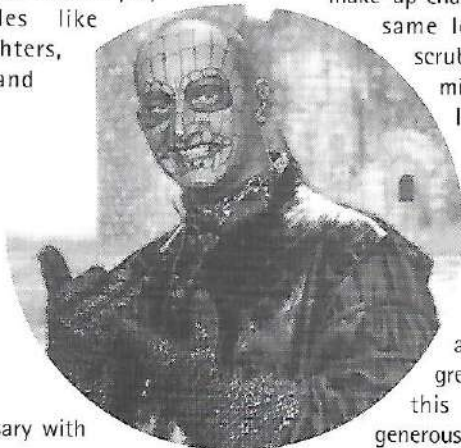
The Quest caught up with Cliff Barry after his honeymoon to ask him a few personal questions about what it felt like to play an amphibian.

When your agent first told you that the part of Lissard was half man half lizard did it put you off?

Not at all, mind you I do tend to play more unusual roles like bareknuckle prizefighters, pantomime villains and scoutmasters.

I understand that some actors pick on a certain physical part of the role in order to get into character, did you do this?

In a way it isn't necessary with



Lissard because the make-up and costume go a long way to shaping him physically.

Was it easy to learn to Lissssp?

Lisspp? What lisspp? You mean I've got a lisspp! Oh no! All that money spent on elocution lesssonsss! All wassted!

How long does it take for the special scaly make up to be applied?

About an hour of patiently sitting in the make-up chair to get it on and about the same length of time frantically scrubbing to get it off - I often missed bits and got a few odd looks on the bus.

Was it difficult to get used to Lord Fear insulting you all the time?

Oh, that's just his little way of letting me know that he appreciates me. I think. We're great chums really... I mean only this week he showed me how generous he can be when he gave me

Trekkies

If you are one of those people to whom "Beam me up Scottie" has special meaning then you'll be pleased to hear that **Stage 8** is the official Star Trek The Next Generation International fan club operating in the UK. If you want to join then send an SAE and membership fee of £5.00 (UK) to: Sue Bunce, Charingworth Road, Oakwood, Derby. DE21 2QD.

three things completely unexpectedly - a clip around the ear, a poke in the eye and a kick up the...

How do you see the character developing next year?

Well, I'm sure Lissard will be more settled in next year, getting used to the alarms and other strange noises in the tower. I'd like him to have a bit of "claws on" experience dealing with the kidsies - maybe dropping a couple of them in the sewers of Goth, who knows?

I have to ask - do you really smell of tuna?

I was rather hoping you'd ask that - yes I do. I love it! I can't get enough of it! Tuna sandwiches, tuna gateau, Tuna shampoo...

Finally what do you really think of Lord Fear? ... Go on you can tell me, it won't go any further ... Clifford, Clifford! Oh well, I suppose he's only trying to protect himself.

Lord Fear's Diary

Goblins, but Winter is a dreary time!

If you ask me (and it's futile asking anyone else), then Winter ought to be abolished, along with elves, wizards, gnomes and dragons.

Then you could add children to the list and life would be pretty near perfect, especially as abolishing winter conveniently takes care of Christmas.

The trouble with being really great at being bad is that Christmas can be a bit disappointing. Especially when the staff don't take the hint and do a bit of seasonal toadying to the boss.

I have it on good authority that the Powers That Be make a right seasonal meal of it. Hordriss and Treguard even exchange gifts!

Grief, but it would be a cold day in the goblin pens if Grippa and Rhark started gift-wrapping their old bones and leaving them out for yours truly.

It's not that I don't get presents, badness me no! But the odd DJY World Mastery kit from

Lissard don't exactly set the sleigh-bells ringing.

No. The best thing is to forget all that pudding and tinsel rubbish and get down to some really serious bad business planning for next year. Yeah..that's what the off-season is all about - getting ready for the hunt to start again.

Let's take a look says I, at things that worked wicked, but could be even better (or worse, if you like it that way).

First off: the Death of Spikes. Not a bad little puzzle if I say so myself. Killed off four dungeoneers and scared the living night-lights out of a few others...Question is: now that they've all seen it, can it still cut the mustard?

Then there's the Firebomb Chamber, and I've got to say I'm just a teensy disappointed in this one. A damp squib on the performance side. Only one victim, and that was a spare Goblin that got lost in the hunt. Note: must get Lissard to turn up the Mendacity Engine and get some more speed out of those blocks

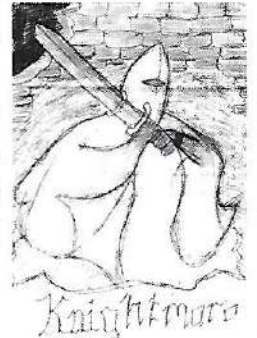
and fireballs. I keep telling him...we're making things too easy for the little beasts!

Play Your Cards Right...That's what I call a killer puzzle! Over fifty per cent wipe-out rate and devilish obscure with it! I say keep it on but let's shuffle the pack a bit for next time.

Which brings us conveniently to the new stuff. Let nobody say of Lord Fear that he was not an innovator. Personally I find the old creative business only a tad less stimulating than the old destructive business.

That's why I've got the old feelers out for some really heavy techno-magical offensive hardware. I mean this tricky stuff is all fine and dandy, but there's nothing like fire-power to get real respect.

As for the Powers That Be? Hasbeens and Wannabees, the lot of them! And the next crop of Dungeoneers? Goblin Fodder!



Frightknight by Elaine Barrett (No. 920)

FLOOR PUZZLES

My guider informed me with dire dread in his voice that we had entered the infamous chamber containing the Death of Spears. With fear and trepidation I waited, heart in my throat, for the cautious commands that would guide me to success. As I side stepped fleet footedly across the death trap the creak of the spikes alerted me to their imminent release. Cold sweat making my skin clammy, I leaped aside, muttering a prayer to the patron saint of dungeoneers, St. Child. A spike was released with the ferocity of a mountain tiger, missing me by a hair's breadth as I collapsed into a safe position. A quick crawl, and I could try to fling myself through the doorway just before the ceiling collapses, entombing me forever...

Just a taster of the kind of effect that the floor puzzles have on our intrepid Dungeoneers. Floor puzzles have always been an important part of

the Nightmare dungeon and they have developed enormously since the first couple of series. The Travelling Matte Company, who are responsible for generating the graphics for puzzles, chambers and wall monsters have been working on the programme since it's first planning stages. The designers work closely with Tim Child to put his ideas on to the screen. Tim will have an idea about how to test the team's skill with moving spikes, paving stones or causeways and the design team will spend hours creating the three dimensional building blocks that go to make up a playable game. This year there was an additional task, to create a new environment for Lord Fear. As you all know, his home was destroyed at the end of the last series and the sewers of Goth which have been built to replace it were a real challenge to the designers as well as the teams! Jake Knight, Kafat Lam, Robert Hemmings and Dave Edwards (Eggwoods) all worked together on the project using Silicon Graphics software - "Soft Image" and "Acrobat"

to produce the environments. The new Sewers of Goth only took about three days to build but then they went to Tim Child for approval and testing. Often minute changes need to be made which will take hours, for example the dock for the boat had to be exactly the right size for the real boat in the studio and the water in the sewers needed to move at exactly the right speed to look realistic. The more observant of you may have noticed that the flames in the torches on the walls of the sewers actually burn backwards, was this a deliberate mistake we ask ourselves?

Ideas for the next series are already mulling around in Tim's mind, I have a feeling that we are going to see even more computer generated environments creeping into the dungeons as the Powers that Be attempt to get one up on Lord Fear. Have you got any ideas for tricky traps and dastardly dungeons? Send them to me and I promise to show them to the production team, you never know your plans could even be used in the new series.

Knighmare

A short but educational card game featuring Nightmare characters

The Rules

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

Treguard

Dungeon Master and leader of The Powers That Be. Anglo Saxon Knight who now makes his home in Knighmare Castle, where he battles with Lord Fear via various Dungeoneers. His assistant is Majida.



Treguard is held back by the confines of the Greater Game from helping adventurers as much as he would like.

Age:	39	Goodness:	9
Power:	10	Appearance:	6
Magyck:	7	Health:	8

Majida

Treguard's assistant. Recently escaped from a bottle from which she had spent thousands of years just in time to replace Pickle, who had had enough of being bossed around. She has a strong hatred for the forces of evil, and can often unwittingly (?)



help Dungeoneers with stray comments at important moments.

Age:	3456	Goodness:	9
	(immortal)	Appearance:	9
Power:	5	Health:	10
Magyck:	5		

Roth

The Apothecary. Has stall in Grimdale marketplace, where he sells various concoctions to passers by. Some work. Some don't. Some turn you into a Goblin by accident... Rothberry talks faster than he thinks, but if a dungeoneer has some wants, he will usually which will be useful to

Age:	35
Power:	1
Magyck:	6

Hordriss

Fairly recent convert to The Powers That Be, although it is suggested by cynics that this move was more for personal convenience than anything else. Seeks to advance himself in the magical field and has great concern for his reputation. Hordriss is proud, some might say conceited, and should be treated accordingly.



Age:	74	Goodness:	7
Power:	8	Appearance:	4
Magyck:	9	Health:	4

Sidriss

Devoted daughter of Hordriss. She is training to be a Sorceress, but is not making great progress. Sidriss is extremely nice, but can often be naive. She is often taken advantage of by Lord Fear and used as a trap for her father. Sidriss is always friendly to Dungeoneers, however, and can make a good ally.



Age:	17	Goodness:	10
Power:	2	Appearance:	8
Magyck:	3	Health:	6

Romahna

She looks after Smirkenorff the Dragon, and it is her job to keep the paths to him open. She usually has little problem achieving this, since she is a member of the Airwan, who are renowned for their fighting skills. Romahna is tough and proud, but has a tendency to mistake Dungeoneers for Goblins. Be wary around her!



Age:	23	Goodness:	7
Power:	4	Appearance:	8
Magyck:	1	Health:	8

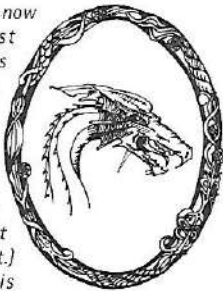
Brother

A mysterious character he seems only to want to gain knowledge about the Dungeon. He hides behind monk's robes, but displays no mark of any particular order. Some have suggested that he may be 'casing the joint' as it were. Despite this, Strange has knowledge and can be useful to

Age:	35
Power:	4
Magyck:	4

Smirkenorff

A green dragon, and now one of the last remaining members of this rare breed. He is fed by Romahna, whose people have pledged to protect the remaining dragons (not that they usually need it.) 'Smirky' as he is affectionately known (but only by extremely close friends) is the fastest route to Level 2, but is not cheap.



Age:	567	Goodness:	7
Power:	7	Appearance:	5
Magyck:	6	Health:	6

Motley

Knighmare's resident Jester. Not seen frequently in the Dungeons recently, suspicions are that he has finally found a King to play to. If met he can be of great use, since he knows the upper levels like the back of his hand, and detests those of evil alignment.



Age:	21	Goodness:	9
Power:	1	Appearance:	7
Magyck:	1	Health:	9

Marta

On first appearances, Marta seems a beautiful blond bimbo, but further inspection shows there is more to her than meets the eye. She works as a tavern waitress in the town of Grimdale. She is adored by customers, and there are also rumours that Hordriss, of all people, has a crush on her.



Age:	19	Goodness:	9
Power:	0	Appearance:	10
Magyck:	0	Health:	9

Grey

An extremely powerful Sorceress who has recently come off badly against Lord Fear. The home of her coven, Witch Haven, has been destroyed because she refused to serve him, and she now hates him deeply. Greystag is haughty and is known for her beauty, which some enhanced.

Age:	52
Power:	7
Magyck:	7

Top Trumps

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part with something
m.

Goodness: 5
Appearance: 4
Health: 5

Grimaldine

A powerful Celtic Wizard, skilled in Green Magyck. He rivals Hordriss and Lord Fear himself for ability, and has the added advantage of being skilled in magyck which is virtually unknown in the Dungeon. Grimaldine will help you if you help him, and he has come to the Dungeon to retrieve the Brollachan, who belongs in his world.



Age: 50 Goodness: 5
Power: 8 Appearance: 4
Magyck: 8 Health: 5

Lord Fear

Master of the Lower Levels, and caught up in an endless battle for domination against Treguard for control of the Dungeon. Fear controls his cronies by means of his Shellphone network, and his magic pool. Despite his dry wit, Lord Fear is a master of Technomagyk, and a terrifying opponent.



Age: 34 Goodness: 0
Power: 10 Appearance: 2
Magyck: 10 Health: 3

Lissard

Rescued by Fear after his home, Atlantis, sunk, Lissard is now Fear's main henchman. He loves devious plans, sometimes these are so devious that even Lissard himself cannot understand them. Lissard is a powerful Half - Amphibian, whose breath stinks of Tuna.



Age: 33 Goodness: 1
Power: 4 Appearance: 0
Magyck: 3 Health: 4

Strange



ther
from his wanderings,

Goodness: 6
Appearance: 4
Health: 4

Fidjit

A friendly but gruff Northerner who, although officially neutral, is occasionally forced into the reluctant service of the opposition. Dungeoneers should take care when around him, but remember that his skills can be extremely useful: he seems to be able to pick just about any lock, including magical ones!



Age: 28 Goodness: 4
Power: 3 Appearance: 6
Magyck: 4 Health: 7

Sly Hands

The Disgusting Sly Hands is a complete failure as a villain. He can easily be deterred from his errand by various means, bribery being the most frequent. For some reason, Lord Fear persists with him, no-one knows quite why. Hands is about as attractive as a warhog, and should be avoided at all costs.



Age: 32 Goodness: 3
Power: 0 Appearance: 0
Magyck: 1 Health: 1
(Magyk Rope)

Grippa & Khark

These two goblins are sent out regularly by Fear to intercept Dungeoneers. If they get hold of one, he's a goner, but like all Goblins, they are essentially cowards. Occasionally joined by Tiny, the Hobgoblin, who is just as stupid and even slower.



Age: 15 & 17 Goodness: 2
Power: 0 Appearance: 1
Magyck: 1 Health: 6

tagg



edible
believe is magically

Goodness: 6
Appearance: 10
Health: 7

Ah Wok

An oriental tradesman who appears to have seen off Julius Scaramonger, who could not take the competition. His selling skills are so amazing that visitors to his stall in Grimdale often find themselves walking away with objects that they have no use for, when Ah had what they were looking for all along.



Age: 40 Goodness: 6
Power: 1 Appearance: 4
Magyck: 0 Health: 6

The Brollachan

This Celtic Monster was pulled through time and space by Fear in the hope that he would destroy Smirkenorff, the only way for Dungeoneers to get to Level two. A terrifying enemy if aroused, but seems less interested in eating dungeoneers than in gathering knowledge, his memory having been completely erased in transit.



Age: 389 Goodness: 3
Power: 6 Appearance: 1
Magyck: 5 Health: 7

Raptor

Another of Lord Fear's henchmen, he is a Sea Brigand, and accordingly extremely superstitious. He is totally loyal and very strong, but can be defeated if his weaknesses are used against him.



Age: 47 Goodness: 2
Power: 3 Appearance: 1
Magyck: 0 Health: 2

What's it really like to appear on Nightmare?

We interviewed Julie and Sam from the Winning Team in Series VI to find out...

Knightmare – The True Story

Julie – The Dungeoneer

1. *What were your first impressions of the dungeon?*

I was pleased, we were nervous at first, but on the second day we became more comfortable.

2. *Do you feel that your advisors guided you well? Have you any complaints?*

I have no complaints; they didn't all shout at once (which makes a change.) We're all good friends at school, so we made a good team because we were able to talk about things. That was what helped us win, as well as being enthusiastic.

3. *Was luck with you, or did you expect to win all along?*

We were quite lucky. We didn't really know what to expect at first, we were determined to get past level one though, because of this boy at school who said that we wouldn't.

4. *What was the worst part of the game for you? Which bits did you find especially difficult?*

The floor puzzles – on the last one with the cards we were really nervous, halfway through

we had to remember what card we'd chosen. That was difficult. We thought we were

going out. When we finished we were shaking a lot. The other floor puzzles were difficult too.

5. *What previous experiences and helped you to win Nightmare?*

We play a lot of Dungeons and Dragons, and that obviously helped. We've also taken part in Cavern meetings, in which you get dressed up in period clothes. Plus we've done a few reenactments of battles etc. With swords and things. Those kind of things are very popular at our school.

6. *How do you rate Lord Fear and his cronies? Have you anything to say to them/him?*

He definitely needs a woman on his side, we'd be perfectly happy to help out (*Cahoots! Treachery in the ranks – Ed*). He needs all the help he can get – what with Sly Hands!

7. *Your meeting with Sly Hands was one of the highlights of the adventure. Does he really smell?*

Not really. (*Methinks the lady must have been*

making use of nose plugs – Ed.) That was our favourite bit, we liked his ten goblins song. Perhaps he should release it as a record!

8. *You were the first all girl team to win Nightmare.*

Yes, we wanted to prove that we could be as good as the boys. I'd like to say 'sap' to Andrew Mellor, who thought we'd never make it. He's a real sexist.

9. *Do you think Sidriss will ever make it as a Sorceress?*

No, definitely not!

10. *What do you think Sidriss did to Lord Fear, or is it too ghastly to contemplate?*

(Laughs) I don't know, but I like to think it was something really nasty.

11. *Finally, what advice do you have for future adventurers?*

Well, we had some words which we used to chant in order to prepare ourselves: Deciveness, enthusiasm and calmness. That certainly helped, I think.

Sam – Advisor

1. *What was it like seeing yourself on TV?*

Scary at first. Then embarrassing. Our parents fell about laughing. Some people at school have said that they could have done better than us. I'd like to see them have a go!

2. *Did you always expect to win? Or did you have any moments of doubt?*

I personally didn't think we'd win, although my mum said afterwards that she knew all along we would. I expected us to die on a floor puzzle. At the end, in the room with Lord Fear, I thought we were going to die. We couldn't work out how to use the shield. I thought: 'That's it. Bye!'

3. *What's your opinion of Julie's dungeoneering skills?*

She was good. She interacted really well with the inhabitants of the dungeon, and she listened to what we said.

4. *Did you enjoy sending her into deep peril while you sat by the warmth of Treguard's fire? Or would you have preferred to be the Dungeoneer yourself?*

I don't think I could have done it. Julie handled it better than I could have. Anyway, I like being bossy, and I like to know where I'm going.

5. *Did you dread the floor puzzles?*

Yes, especially as I was doing the guiding. If anything had gone wrong it would all have been my fault. Julie would have made my life hell if I'd killed her. (?! – Ed.)

6. *Did you have any problems trying to get Julie to do what you wanted?*

No, not really. She was totally reliant on us. It must be difficult for the Dungeoneer, because they don't know what's going on. They're forced to do what you say.

7. *If you were Lord Fear, how would you thwart Treguard's attempts at defeating you?*

I'd get much better sidekicks. They're too easy to fool, especially Sylvester Hans, that was my favourite bit.

8. *Did your role playing help with Nightmare?*

Yes, it did. It helped me to imagine what it might be like to play the game. The monsters and things are very different, though.

9. *Finally, do you have anything to say to your followers on the nightmare trail?*

Yes, anybody who'd like to have a go should just apply.



The

For the first time this year we encouraged the teams to write in a diary which we kept in their hospitality room at the studio. Some of them wrote in it every day, others preferred to keep their thoughts private. Printed below are some extracts from the book, warts and all, I think you'll find it quite revealing! (The only thing I have left out are their names to save their reputations!)

1/8/93

We are dying, time is running out. The eyes are upon us! level 3 dangers draw nearer. We are weary, oh so weary. 3 Chambers we have seen and death appears in them all! Time draws on! We must return to the land of Peril... Terrible worlds lie ahead, be wary Dungeoneers! Your heart can be turned to Stone!

Treguard is worried, very worried. Majida shivers at the thought of a world ruled by the satanic Lord Fear. Only we can help.

4/8/93

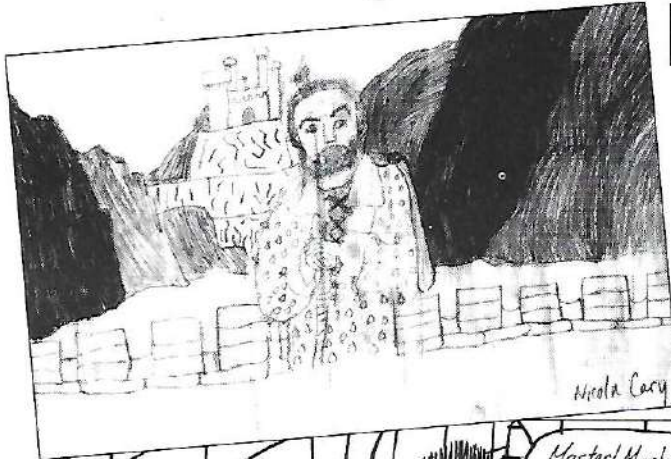
The team in front of us still haven't died. They are too good and I think they will probably win. All due to us wishing them good luck! Oh well...

I'm so nervous, butterflies in my stomach, Oh what should I do? Believe me it's

Ghouls Gallery

Downhill Dungeoneers

Lucretia Whitbyrne wonders if you can spot the identical twin Dungeoneers – they are wearing the same sweaters & scarves...



Nicola Cary



Thanks to Nicola Cary for "Treguard" and Marie-Louise Coley for "Pickle in a Pickle".



Dungeoneer's Diary...

terrifying when you are waiting to go on.

We just filmed our introduction and it was absolutely awful! I wanted to sink through the floor. You'd hate it! Actually I am exaggerating a bit!

5/8/93

I think we've just died, but they won't tell us – I hope we haven't, I mean it's only level 1.

Guess what? We didn't die. Yeah! (Excellent!)

...We Died!

9/8/93

We are at level 2 now and I feel great confidence in our ability to stretch the bounds of science with feats never before seen on British Television...**Not!**

Later... Is this a dagger I see before me or have we missed a crucial letter? All will be revealed – once more into the breach dear friends...

10/8/93

They are maniacs, three of them trying to kill me, a poor defenceless dungeoneer. Well just you wait until I get that sword – then they'll be sorry!

11/8/93

Met our first Troll.

We got to level 2 – I love dragons, Smirkenorf is sooo sweet!

Met another Troll! Aaagh! Julie's got a wall after her! Help us! I nearly died – what a fright!

We're on the way to level three – **Wow!**

12/8/93

I hate camera 3 it's pointing straight at me! I hope it's not loaded! This afternoon is make or break time...

We Won!!!!

So there Andrew Mellor – we won!

(good luck next team – beat Fear again for us!)

12/8/93

Our team have been here all day watching the last team gradually win and now they have won – so we start tomorrow 13/8/93. Wait a second... that's Friday the Thirteenth! Aagh!!!

13/8/93

Yahoo! we start today and the sun is shining – it must be an omen.

14/8/93

We're still alive and in level 2, but there is a Troll nearby. I'm the Dungeoneer and my nerves are shattered. I think if we can complete the next logic puzzle, we'll still be doing pretty well!

15/8/93

I've just stomped on some goblins and a

bloke with a boot! That was cruel fun but the right thing under the circumstances.

Help! the Brollachan is a nasty piece of work but we got past him... **Just!**

Level 3 and it's grim, really grim. We have just taken a boat ride through the sewers, home from home for some of the team!

17/8/93

Make my day Fear! (but don't try to hard on my account).

Very close now, only a few more rooms and a few more baddies, namely Lord Fear and a n immensely large Troll. It's looking difficult but I think that we can handle it.

I hope so! We need to find a Troll hammer before we meet the Troll, and preferably before we meet Lord Fear as well!

I had a chat with Sylvester. That was fun.

I have used one potion, but still lots to do. Sylvester is frozen for a while.

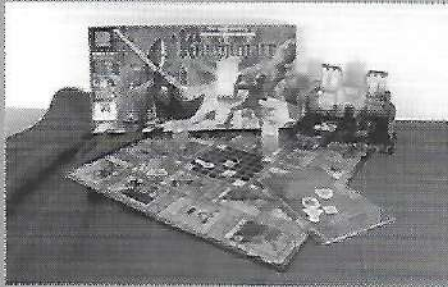
We Won!!

18/8/93

Well, we've had our Troll bashing scene, we've been formally presented with trophies, and we've had a grand tour of the studios. It's been excellent fun, but now it's all over. We'll never forget the Dungeon of Deceit, and thanks to everybody who made this dungeon playable to the contestants. It's not just good television it's a great game. Good luck to the teams in the next series – go bravely, go carefully and go quickly!

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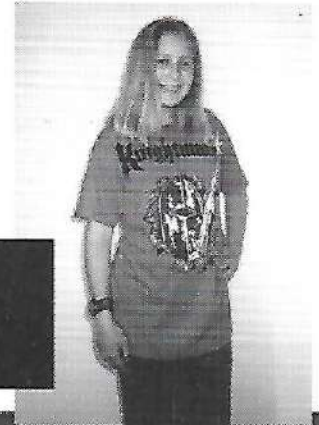
The devilishly difficult Knightmare computer

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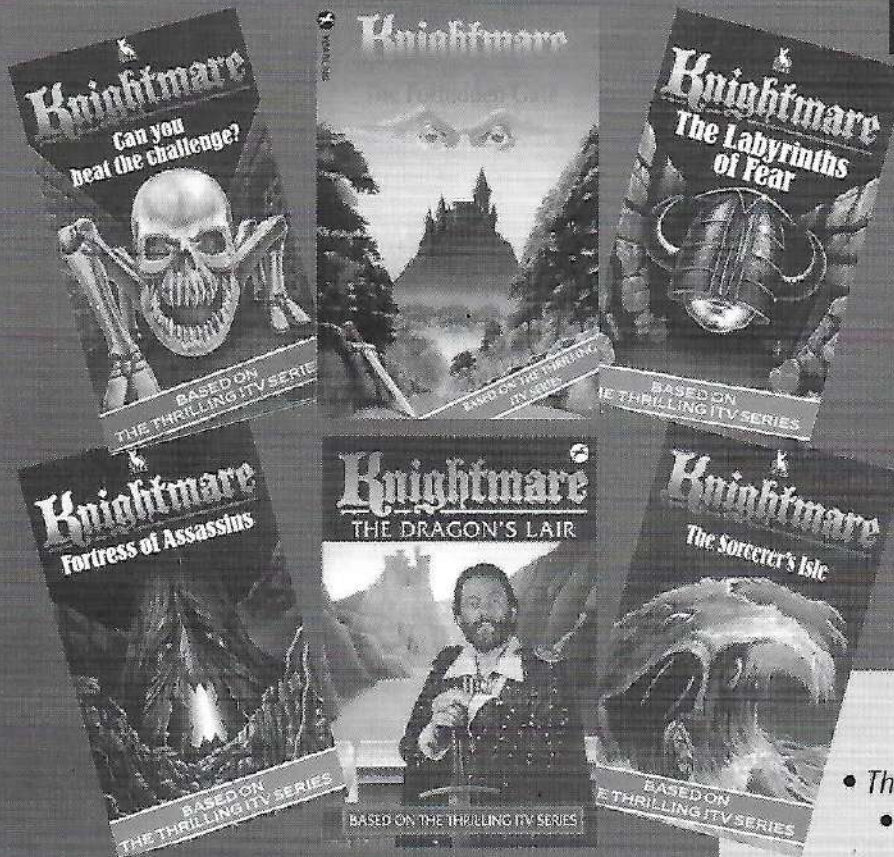
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