

The Quest



KNIGHTMARE
THE NEW SERIES





Well, well... It is nice to see you all again. I hope you enjoyed the last edition of *The Quest* and that you have been playing *Knightmare Top Trumps* avidly. You'll be pleased to hear that this edition is even better. In fact it's everything you could possibly need as a companion to the new series, which begins on the ninth of September. (Hope this reaches you in time, but the old time transference spells aren't what they used to be.)

Here at Dunshelm Castle we're gearing up for another campaign against Lord Fear. Er... well, of course I myself am strictly impartial, as I have to chronicle all adventures that take place in the dungeons without bias. But just between you and me, I can't help hoping that Lord Fear comes to a sticky end. Just wishful thinking though, I expect. He's usually far too well prepared.

Miremen

Rumours abound that he's invented some new monster of technomancy known as a *Skeleton* or some such nonsense (see opposite page for more of Fear's dastardly plans). I also hear tales of Lissard hauling some disgusting creatures across Time and Space (with Lord Fear's help, naturally) from his birthplace, Atlantis. They're horribly green and slimy, just like him, and are known as *Miremen*. They've certainly stunk out the lower levels, I can tell you. The fishmonger at Grimdale is happy though. Lord Fear's experiments with artificial Tuna aren't going too well, and he's having to buy them in by the pound to feed the nasty things.

There are plenty of other new additions to the dungeon as well. Firstly a new trader by the name of "Honesty" Bartram has arrived recently. He claims to be of neutral alliance, but I'll be surprised if Fear hasn't got to him yet. But then again the more traders there are the better the buyers market, I suppose. And in this case buyers mean dungeoneers.

Also recently arrived is *Stiletta*, who's been causing quite a stir. To be quite frank, she's a bit of a snob, but no-one really dares say anything

as she's rather useful with the old magical throwing knives she keeps about her. *Stiletta* could be a terrifying prospect for certain dungeoneers, since she is apparently on the lookout for a husband. She's certainly not loyal to the powers that be, but I have the impression that she's too proud and brave to become one of Fear's minions. You will find an interview with *Stiletta* on page seven.

Dungeoneer-Napping

The third new addition is a rather nasty character named *Snapper-Jack*. No-one is quite sure how he got into the dungeon but he's a well known kidnapper or child-stealer who's decided to try his luck at dungeoneer-napping, with his giant butterfly net. Fortunately the rules of the dungeon dimensions will restrict him to taking only those who are fools. But don't ask me how he intends

to tell those who are foolish from those who are not! *Snapper-Jack* is a bit of an unknown quantity here at Dunshelm, I'm afraid. Although we do know where he got his name from. He has been mauled several times by dragons and other such beasts, and on one of these occasions a dragon completely bit off one of his forearms. Unfortunately for *Jack*, the dragon's saliva must have been magical, because it caused his forearm to grow back in the form of a *Snapdragon* (named *Snapper*.) Now the two are stuck with each other, and *Snapper* can be very unpredictable. You can read more about both of them on page six.

Also in this edition are interviews with two of the teams from the forthcoming series, and a letter from a *Knightmare*

fan who's not happy about the way things have been going recently.

The Last Series?

Finally, I regret to say that there is a strong possibility that the forthcoming series of *Knightmare* may be the last. Despite its consistent position as one of the most popular children's T.V. series for eight years and also its continued innovation, this series has been cut to ten programmes, from fifteen.

From the hundreds of letters which we receive every year (and viewing figures of 4-5 million) we know that *Knightmare* is extremely popular. However, if you out there want to see another series, you may have to go straight to the top. If you write to us at the address below we'll pass your letters on to those in control of *Knightmare's* destiny. Believe me, you really can make a difference.

Enjoy the new series!

Cadrighan the Chronicler

Write to:

The *Knightmare* Adventurer's Club,
PO Box 405
Norwich. NR147DE.



A week in the life of an immortal...

Lord Fear's Diary

Monday: It's been a sad day here in my dungeon fastness. Sad, but not for me. Oh no.

Dungeoneers are going down like nine-pins this season. I don't like to gloat (actually that's not really true, is it? I Love to gloat) but when the call of the goblin horn sounds throughout the many levels of my dark world and dungeoneers tremble as my many minions search and snatch them for my delight - well I feel the satisfaction of a bad job well done.

Tuesday: Got another one. She was stupid enough to fall for my impersonation of Brother Strange, that odd monk who even I can't pierce the mystery of. But soon my technomancy will enhance my natural powers of magic and my supreme intelligence to such an extent that I will lay bare even his dark secret, what e'er it may be... Or maybe he's not that important. Who cares? I'm Lord Fear, master of all I survey. What's a wandering monk to me? If I should so choose I could wipe him from the face of whichever level he lurks in.



Wednesday: It has come! For days I wove dark webs of power as I created 'the Scurriers', short lived but magical creatures I sent into the places that exist between the levels. Places where things do dwell which even I might fear (I said Might fear.) The Scurriers (never seen, except in the corner of one's eye) were instructed thus - 'Go fetch me the mighty magical engines and incantations which will enable me to construct a new kind of being. A being which is a meld of technology and magic - a

Skeleton. The Scurriers have brought me the means. Now my awesome experiments begin...

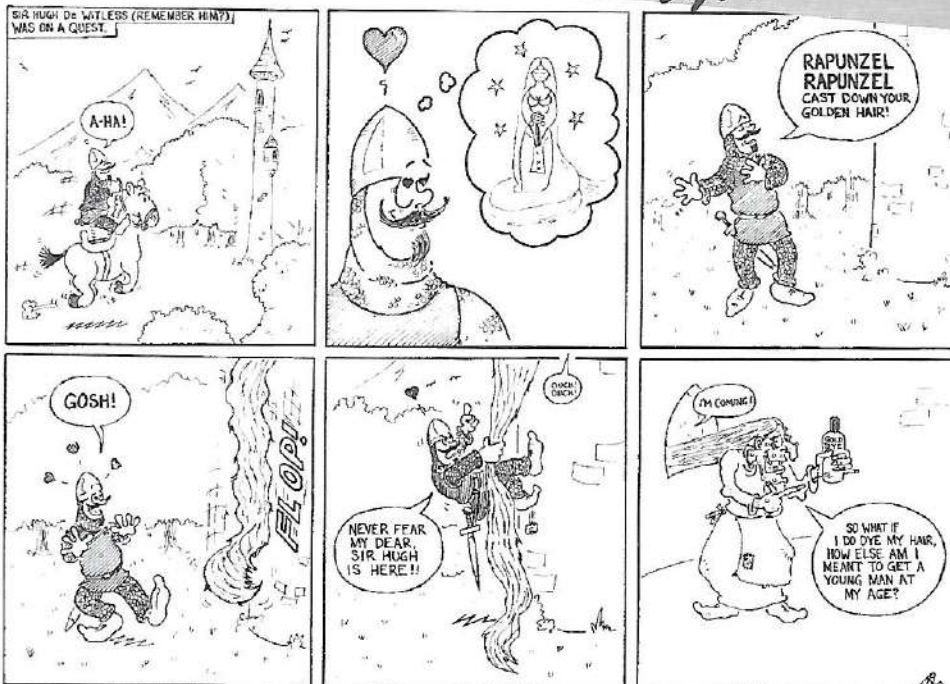
Thursday: It's not working. I've sent it back. I'm not paying for this rubbish...

Friday: Lissard has come up with a 'cunning planness' but it seems to be a right troll's breakfast of a scheme. The stupid, fish-breathed, bozo has captured a young maiden (some serving wench he enticed with money and fair words) and put her in peril. The only person who might save her is a passing dungeoneer, and the only way to save her is to cross a deep ravine whilst magic knives fly hither and thither. Heh heh heh. Only the spell Shield can save them now...

Saturday: Curses! Lissard the brainy (I think not) left the self same Shield spell in plain view in level three. Foiled again!

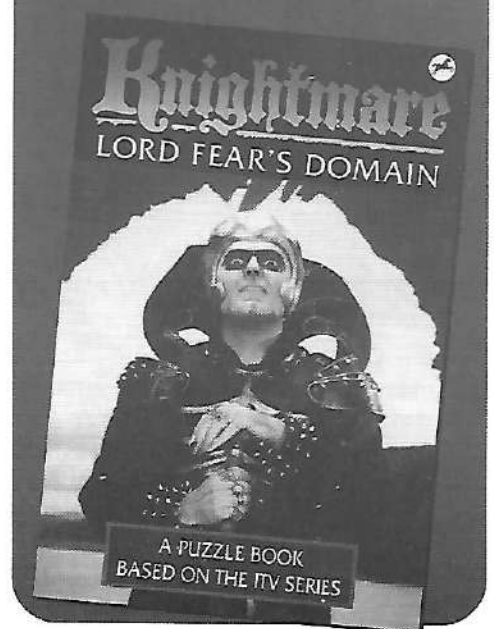
Smirk with Smirkenorf

by Arto Wörts.



NEW KNIGHTMARE BOOK!

This is the new Knightmare Book which will be out soon in a bookstore near you. It's a puzzle book in which you help two intrepid young adventurers to face the ultimate test of Knightmare.





Playing The Game

Team Two: Four boys from North-West London, were happy to regail me with tales of their adventures so far. They were the second team of the series, and were well into Level Three when we spoke...

'We're just taking things scene by scene' says Benjamin Grossman, remarkably calmly for a member of a team who are having such a hectic adventure. This attitude to the game seems to be shared by his team mates, however. They tell me that they want to win but that they're trying to keep this in the back of their minds. 'If we don't win then we still had an amazing experience' says Dungeoneer Daniel Sacker.

Nevertheless there's no doubt that these boys really do want to complete their quest. Gideon Morrison-Wood, their guider, affirms this, and from what I've seen so far he's pretty much in charge. Without ruining your

enjoyment of the forthcoming series, a highlight is sure to be the floor puzzle scene in Level One which was characterised by Gideon's shrill cries of 'Oh my God!' each time a fireball took out a piece of the floor near to where his dungeoneer was standing. 'He stepped over a block and a fireball hit it at the same moment; that was a near miss' remembers Gideon.

Lord Fear Shocker

Despite such near-calamitous moments, the boys think they're doing well, although Daniel mentions ominously that 'things pop up when you least expect it'. When asked about favourite parts of their adventure so far he simply says 'everything' while fourth member Justin Kett says that he liked 'meeting different characters'. Benjamin mentions Sylvester Hands and Daniel wakes up to tell me about their encounter. He took a potion which turned him into Lord Fear, 'that gave them a shock' he says, pointing to his friends; 'then Sylvester Hands started polishing my boots and then he took me to the Sewers of Goth.' They all show me their impressions of Sylvester, and we agree Gideon's is the best, although thankfully he hasn't quite got the smell off to a T.

As for other characters, they say that meeting Stiletta was 'really

In one of my rare visits to your dimension (disguised, of course, it wouldn't do to turn up in AD1994 dressed in an old robe and carrying a Spellbook, now

would it?) I managed to gain insights into how it feels to be actually 'playing' the game of Knightmare, and how those who are about to enter the dungeon feel.

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Cliff Barry will be appearing in that excellent programme *Timebusters*, enjoying a belated honeymoon and then envisages a hopefully short period of waiting for the phone to ring.

Hugo Myatt is appearing in *House On The Cliff* in Yeovil from September 27th and then from just before Christmas stars as King Rat in the panto *Dick Whittington* at the Princess Theatre in Torquay.

Bill Cashmore (Snapper-Jack/Bhal-Shebah/Honesty Bartram) has had many T.V. appearances in programmes such as *The Bill*, *All Creatures Great and Small*, *Dancing Queen*, *Meat and Grange Hill*. He works in a comedy double act with Andy Powrie and they are regular guests on ITV's *Gimme 5*. Bill writes comedy for stage and T.V. and has appeared at many theatres up and down the country.

Playing Snapper-Jack in *Knightmare* has been great fun and very scary.

Having completed his sixth series of *Knightmare*, Paul Valentine is off to the sun (without Sylvester or Motley) and is looking forward to starring alongside Letitia Dean and June Brown of *Eastenders* in *The Sleeping Beauty* at the newly refurbished Lyceum Theatre in Crewe.

THROU
EYES

neers goms

nice' (although Daniel is horrified to think that I will print his remark that he was 'staring at her legs for five minutes'.) They describe dealing with other new character Maldame as 'like trying to squeeze blood out of a stone' and Gideon remarks that she was 'very aggressive and hostile.' Daniel simply says that she 'strikes a hard bargain'.

New elements in Knightmare are also mentioned. The team like the new set, but they think that Lord Fear's new alarm system, whereby Dungeoneers are dispatched by a fireball should they peek for too long in the eyeglass, is 'very difficult - they now have to be chucked away very quickly or you're dead!'

I ask them if they have anything else they would like to say, and they respond by saying simply what a great week they've had, and that Knightmare is a 'really good programme.' Finally they even admit that 'it can still be scary at 12..'

How Does It Feel?

Team three were waiting to enter the Dungeon when I caught up with them. they were from Southampton and consisted of two girls, Karen Gosling and Katherine Olding; and two boys, Nathan Coppen, the Dungeoneer, and Steven

Szymanski. I asked them about their hopes and aspirations for the coming adventure.

Well Equipped

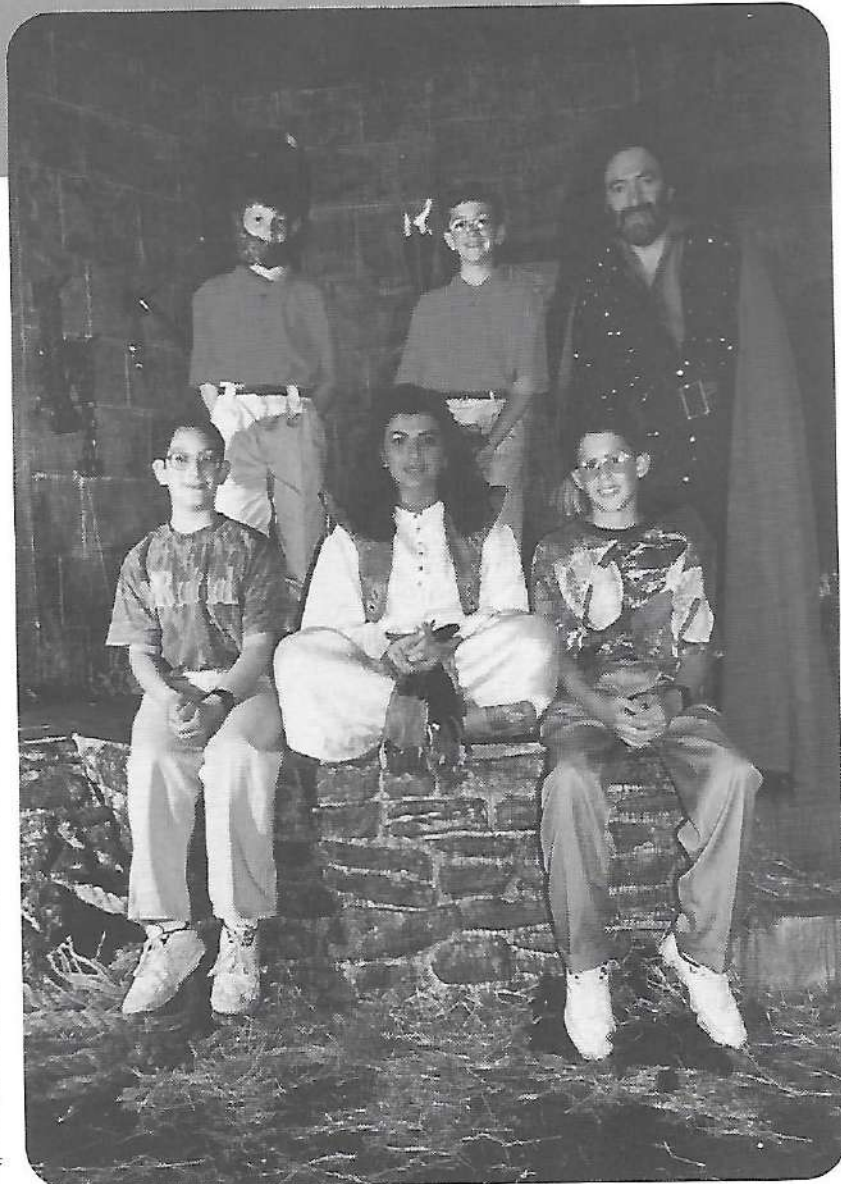
'We were very nervous, but once we saw the scenery it was O.K.' says Nathan. The team explain, however, that they think that they're quite well equipped, as they've 'all done acting and things'. They also read role-playing games and Knightmare gamebooks as well as watching programmes like Doctor Who and Crystal Maze. They tell me that they've all been watching Knightmare since it began, and as they are all twelve this means since the age of four!

The team's strategy is, like their predecessors, to take things 'one scene at a time'. They are concerned about different aspects of the game, however. Nathan hates the idea of 'things chasing the Dungeoneer' (i.e. him) while Katherine is concerned about the first scene and Steven and Karen are worried about picking the wrong clue objects in clue rooms.

Surprisingly, none of them are too worried about floor puzzles. All the team are now feeling tense but as Nathan says 'we've met Treguard and Majida and they're really nice,

not fierce'.

The four are now looking forward to beginning their adventure, especially Karen, 'I'd like us to meet Sidriss' she says.



GH THE
FIELD

Joanne Heywood (Stiletta) has appeared in many stage productions including the world debut of *Scrooge - The Musical*. She has also made many TV appearances in programmes like *First of the Summer Wine* and *Grace and Favour* for the BBC and *The New Statesman* for Yorkshire. Joanne has also made various advertisements and is currently filming a new series of *Artrageous*, also for the BBC. After this she is off to Northampton's Royal Theatre for productions of *A Christmas Carol* and *The Sleeping Beauty*.

Jackie Sawiris (Majida) is currently working on a devised play based on a Spanish story from the 1500s for Half-Masked productions. This will be toured in the Cambridge/Peterborough area from September to October. She will then probably work on a Gothic Horror film in the autumn. Next year she will be assistant director on a Theatre project with Bristol Old Vic and German Theatre School students. The play is about the holocaust.

After Knightmare Series 8, **Clifford Norgate** has just recorded a childrens' audio book called *Earthfasts* by William Mayne. He is also involved with the new Norwich Playhouse.

Snapper Jack



No he's not a biscuit – in fact he's decidedly more terrifying than that. **Snapper Jack** is a new addition to the dungeon dimensions. He works for no-one but is decidedly bad. Jack doesn't suffer fools gladly – in fact he nabs them with his net. Scared? You will be, because in Snapper Jack's opinion, there's no fool like a dungeoneer!

Snapper Jack, do you enjoy catching dungeoneers?

I enjoy catching fools of any kind, but avoiding dragons is my greater aim.

Why do you hate dragons?

Because I lost my arm when I was mauled (not for the first time) by a dragon. Then to my horror my arm grew back as **Snapper** – a vicious, impatient Snapdragon. It is a constant battle to

keep him under control but at least he helps me in the catching of fools.

Why do you catch fools?

Because I don't suffer fools gladly. In fact I can't stand them. It is my aim to clear the dungeon of all fools.

What happens to these fools once you've caught them?

I keep them and usually when I'm not looking Snapper eats them.

Who's the biggest fool in the dungeon?

Erm... Sidriss. Although Motley, Sly and Lissard all come a close second.

With your fear of dragons, how will you cope with Smirkenorff?

I shall avoid Smirkenorff at all costs – fortunately I hear he is asleep a great deal of the time. I hope never to come across him.

Finally, Jack, what will your relationship be with Lord Fear?

Lord Fear is power crazed, although I respect his desire to rid the dungeon of dungeoneers. I believe Lord Fear and I could work together, but my suspicion is that he may be a fool underneath all that bravado. His assistant Lissard is certainly a fool – and deserves napping!

Snipper, Snapper, here comes Jack... Fool around and he'll be back!

Q. What is Snapper-Jack's least favourite pudding?

A. Gooseberry fool

Letters

Dear Nightmare,

I think the quality of Nightmare has dropped over the years and I would like to see another series like number four; the series where the eyeshield is introduced. Several of my favourite characters, and other people's favourites, have disappeared. In particular, two characters from series four: Gundrada and Mogdred. These two were my real favourites. Mogdred enquired, "will you pledge yourself to me?" and if the dungeoneer said no (always) he would magic the bridge to crumble beneath the dungeoneer's fee. Several dungeoneers died when they met him. He was better than Lord Fear, much more powerful and frightening.

Knightmare seems to be easier each year. For example, series four was very hard (Ariadne; Mogdred; the corridor of blades; the block and tackle room and Malice, the evil sorceress of level three.) Series five was still quite difficult, with the causeways introduced; the blockers; Skarkill the Goblin Master, who could rarely be beaten, and Aesandre. But, to my disappointment, Aesandre was usually a push-over compared to Mogdred. My friends

commented on that too. Lord Fear did not have contact with the dungeoneer.

So basically, my point is: try and make it more difficult, like series four, which I cannot fault. Nightmare is brilliant (the best children's programme ever made!)

Kind regards,

Stephen Massie (14)

Stephen also asked, like so many others of you, whether the early series will ever be repeated. The answer to this is probably no, since Nightmare is classified by the relevant authorities (ITV Network Centre) as a 'game show' rather than, say, an interactive drama. The chances of them coming out on video are also fairly slim.

Now on to Stephen's more pressing questions. Firstly, he says that many of his favourite characters have disappeared. Unfortunately this is to a certain extent, necessary. Nightmare is not a soap opera, it does not seek to follow the lives of characters over a period of years. Mogdred might only kill them if they had messed something up earlier on, or if they were so slow as to not

merit continuing. He was no more difficult to deal with than Lord Fear's minions now are.

In the new series we have actors who have worked on stage and television (as well as adverts) up and down the country.

Stephen thinks Nightmare has become easier over the years. In recent series, as the quality of acting rose, it became possible for the scriptwriter and Producer, Tim Child, to write comedy for his characters. This shifted Nightmare in a new direction: trying to scare its viewers, but also trying to make them laugh. However this had no effect on the difficulty.

Another point to make, Stephen, is that four years ago you might have been far more susceptible to fear than you are now. We will, however, take into account your arguments. If there are others of you out there who would like to see changes in Nightmare, then please feel free to write to us. We will take into account your views.

Write to:

The Nightmare Adventurer's Club
PO Box 405, Norwich, NR14 7DE

... Knew to K nightmare...

Tally ho! A new character has entered the dungeon. She goes by the name of Stiletta and is mighty handy with her throwing knives, as several swiss-cheesed Goblins can report. In a rare moment, The Quest caught her off guard and she let slip how she plans to use the dungeon dimensions to further her fortunes.

Are you looking forward to partaking in dungeon affairs?

You jolly well bet your life I am. I like nothing better than a good looting session and any excuse for a spot of target practice on those brainless dungeoneers.

What do you think of dungeoneers?

Well, to be perfectly honest I really don't waste much time thinking about dungeoneers at all (tall, muscular, handsome warriors are more my line) but if you really want my opinion they are usually brainless nuisances.

Are you a feminist?

When it suits me.

Will you side with Treguard or Lord Fear in the dungeon?

Ah! Well I am afraid I am playing my cards close to my chest on this subject, but it does rather depend on what's in it for me!

What do you think of Maldame's chances of usurping Lord Fear?

I can't say I know her very well, so I'm not sure how successful she will be, but I wish her luck – it would teach that dome-head, power junkie a lesson to be knocked off his perch.

What about the rumours that Motley has fallen in love with you?

I haven't the time or the inclination to think about that blundering idiot, but I can assure you that if he so much as breathes on me he will be swiftly run through with a blade.

Stiletta

How will you cope with Goblins, Miremen and other nasty creatures?

They're not a problem to a warrior thief like me. One slash of my broadsword or a little precision throwing of my knives leaves them sliced or filleted.

Blimey! Doesn't anything scare you?

Not on your life.

How do you wish to go down in the archives of dungeon history?

I would wish to be remembered for my unbeatable skills with the blade, and for the fact that I have stolen several of Lord Fear's prize possessions – and he never felt a thing.

Do you intend to be in the dungeon for long?

Long enough to loot Marblehead (Lord Fear's new lair – Ed) and find that tall, handsome warrior with the long blonde hair that I have heard roams the dungeon domain.

TO



Knew Too...

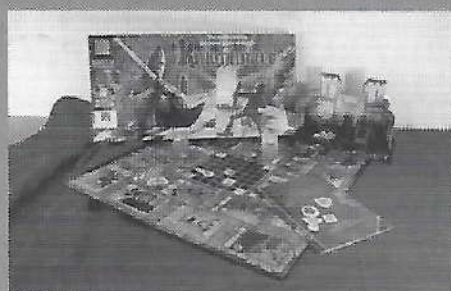


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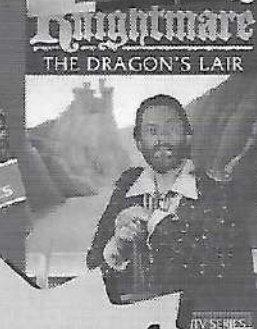
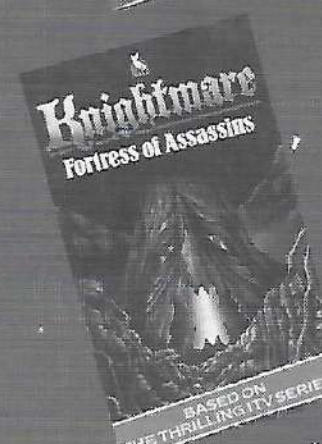
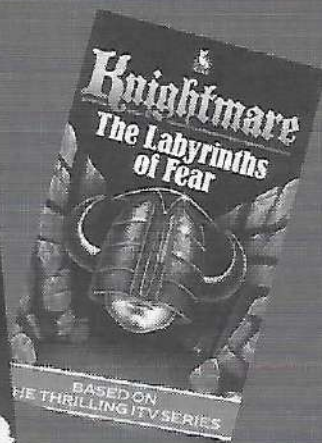
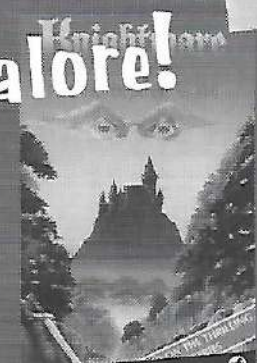
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