

Tues 2-00 - Costume -

Wed - 10 - 12

Tuesday 27th January
& Wednesday 28th January 1987

KNIGHTMARE PILOT

STUDIO A

VTR No: H109351

ARTISTS

Dungeon Master HUGO MYATT
Monk+C/K Guardian RICHARD BONEHILL
Lillith MARY MILLER
Wall Monster GUY STANDEVEN
'Olgarth'

CONTESTANTS (Wednesday 28th only) (Arrive 0900)

PATRICK GOFF (SIMEON MORRIS - 'Spore' Contestant)
PATRICK GOFF (SIMEON MORRIS - 'Spore' Contestant)
ANDREW LLOYD
JOE SMITH
ELEANOR TREMAIN

Chaperone

JENNY GILBERT

DRESSING ROOMS

Dressing Rm 1 - Hugo Myatt
Dressing Rm 2 - Richard Bonehill
Dressing Rm 3 - Mary Miller
Dressing Rm 4 - Guy Standeven
Dressing Rm 8 - Eleanor Tremain
Dressing Rm 9 - Patrick Goff, Andrew Lloyd
Joe Smith, Simeon Morris

CAMERA SCRIPT 19.1.87

KNIGHTMARE PILOT

(1)

27th & 28th January 1987

CREW

Director SALLY FREEMAN
PA SUZANNE DUNCANSON
Designer ROS INGLIS
Vision Mixer TIM JEFFES
Floor Manager TOM HUNT
..... TONY GEORGE
Cameras STEVE KILROE
Sound WALTER SPARROW
Lighting ROGER LAW
Makeup LOUISE WILLISHER/C PENWARDEN
Costume PRUE HANDLEY/RACHAEL GRAPES
Stage JOE KING
Electrician GERRY SKATE
Vision Controller BRYAN LAW
Technical Supervisor TONY BARTON
Production Buyer POLLY BURNS
Grid Advisor JEAN PEYRE
Illustrator DAVID ROWE
Computer Graphics 'Spaceward'-GARY LUCAS/NIGEL HALL
Life Force Expert ROBERT HARRIS
Hostess LYNNE JEFFRIES
Hostess LYNNE JEFFRIES
Editor ANDY SMITH
Post-Prod Sound VIC THURSTON

VES 2 - Thu/Fri 29th & 30th January + Sun 1st February

STS - Mon 2nd February

Title Music - Tangerine Dream 'Betruval'/E Froese, C Frauhe,
P Banmann/MCA Records Inc/MCL 1646/Sd2 Bd6/NV

Tuesday 27th January
& Wednesday 28th January

VTR: KNIGHTMARE PILOT
VTR No: H109351
R/T: 20'00"
TX: TBA

STUDIO A

STUDIO SCHEDULE

Tuesday 27th January

- 1430 CR/VTR
 - a) CHECK 'CAUSEWAY'+ 'BOMB' RMS on COMPUTER
 - b) RECORD on to IRIS the following illustrations:
 - Rm 3a - WALL MONSTER Room
C/As Objects on Table
 - Rm 9a - CORRIDOR Room
 - Rm 10a- WELLWAY Room
 - Rm 1b - MONK Room
 - c) Record on to VTR: Rm 1a - SNAKE Room
VTR No. H109644

- 1730
(possibly earlier)
 - d) CHECK Artists in their positions:
 - (i) Rm 3a - Wall Monster Rm
 - (ii) Rm 6a - Causeway Room (Lillith's)
 - (iii) Rm 10a- Wellway Room with C/K Guardian
 - (iv) Anteroom with Dungeon Master
 - d) Record Dungeon-Master V/O if necessary
 - d) Record Dungeon-Master V/O if necessary

- 1845 WRAP

Wednesday 28th January

0830 Set/LU
0930 CR/VTR programme+C/As+INTERJECTIONS for C/As
1300 LUNCH
1400 LU
1430 CR/VTR
1845 WRAP

FACILITIES (NB Advisors' Monitor to go to black between rooms)

Tuesday 27th January

VTR 1 Record & P'back
VTR 2 Record Composite VTR No. H109644
VP 2 2 ports - Record & p'back illustrations (I3 & I4)

Wednesday 28th January

VTR 1 Record Advisors
VTR 2 Record programme
VTR 3* P'back H109644
VP 2 P'back illustration

KNIGHTMARE PILOT H109351 PROPS

- | | |
|-------------|--|
| 1.Rm 1a | <ul style="list-style-type: none">- Blue Box for SNAKE- SNAKE- Knapsack (also Anteroom)- Helmet (also Anteroom) |
| 2.Rm 3a | <ul style="list-style-type: none">- Lamp- Jewel- Key Symbol- Food object- Table (Refectory type) |
| 3.Rm 10a | <ul style="list-style-type: none">- Decorated Sword- Gauntlet- Blue cylinder for Well |
| 4.Rm 1b | <ul style="list-style-type: none">- Medieval chopper- Food object- Table |
| 5.Rm 6a | <ul style="list-style-type: none">- Blue blocks as requested by designer to match illustrations |
| Antechamber | <ul style="list-style-type: none">- Chalice (for Dungeon Master) |

<u>Page</u>	<u>KNIGHTMARE GAMEPLAN H109351</u>		<u>Source</u>
2-8	Antechamber		
	<u>1st Level</u>		
9	Rm 1a	- VTR Rm with SNAKE	VTR
10-16	Rm 3a	- WALL MONSTER Rm - jewel, food, key symbol	IRIS
18	Rm 4a	- BOMB ROOM with long fuse	COMPUTER
19	Rm 5a	- BOMB ROOM with short fuse	COMPUTER
20-24	Rm 6a	- CAUSEWAY ROOM ('Lillith's')	COMPUTER
25-26	Rm 9a	- CORRIDOR Rm (Key symbol on illustration)	IRIS
27-28	Rm 10a	- WELLWAY Rm with C/K Guardian	IRIS
	<u>2nd Level</u>		
29-39	Rm 1b	- MONK Rm with Chopper - Food on table	IRIS
	<u>INTERJECTIONS</u>		
9-11	DUNGEON MASTER Interjections		
15-16	OLGARTH+DUNGEON MASTER Interjections		
24	LILLITH Interjections		
35-36	MONK MONSTER Interjections		
	<u>QUESTIONS+RESPONSES</u>		
14-14b	OLGARTH		
32-34	MONK MONSTER		

KNIGHTMARE PILOT SOUND FX HI09351

1. Appearance of Adventurer and Advisors
 2. Transition from Rm to Rm
 - * 3. Noise to signal 'Warning' to Adventurer and Advisors that something is about to happen.
 4. Noise to signal appearance of Dungeon Master
 5. Noise to signal appearance of Wall Monster
 6. Noise to signal appearance of sword
 7. Noise to signal appearance of Causeway (Magic noise)
 8. Sound of crumbling masonry (Disappearance of Causeway)
 9. Snake noise
 10. Falling down well
 - * 11. Approaching footsteps
 - * 12. Babble of voices, getting louder - slightly hysterical
 13. Life Force Clock: appearing/ebbing away/
getting stronger
 14. Bomb Fuse
 15. Sound of dripping water for Wall monster 'Olgarth'
 16. Bomb exploding in distance
- * These are the only Sound FX that will be put on when recording

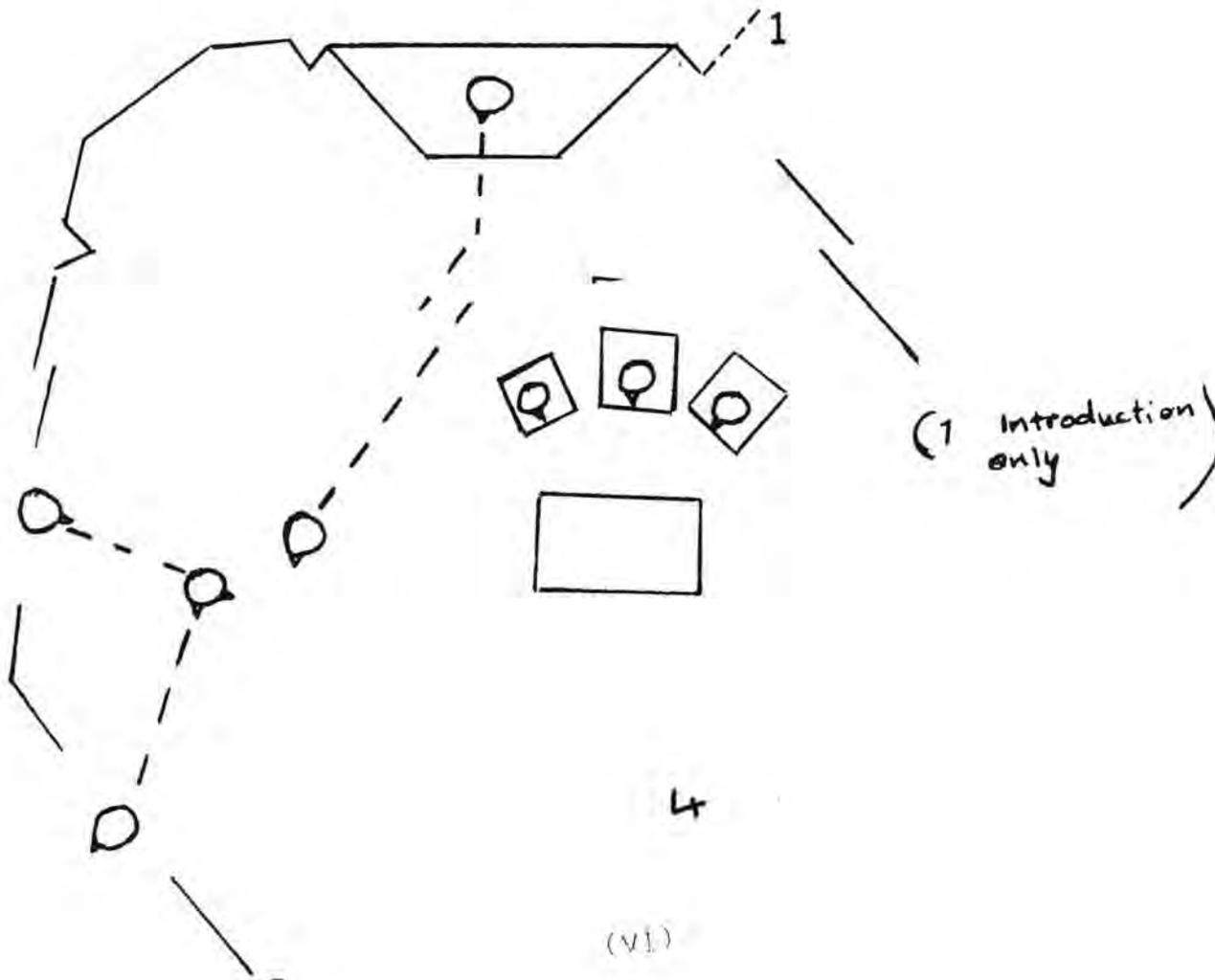
NOTES:

- a) All mics to be concealed
- b) Echo on all voices in Dungeon Rms
- c) Wall Monster - to have deeper timbre and echo,
speaks thru Latex mask

CAMERA PLAN

- Camera 2 - in void
- Camera 1 - in Black void, camera trap (Anteroom)
- Camera 3 - Anteroom
- * Camera 4 - Anteroom

* NB Camera 4 has a separate feed to VTR 1 once the game is in play



WIGHTMARE PILOT RUNNING ORDER contd (viii)

ITEM	CAM	SOUND	AREA	R/T	O/T
5. <u>1st BOMB ROOM</u> Illustration ADVENTURER in Cam L DUNGEON MASTER ADVISORS <u>Sound FX</u> - Transition FX Fuse FX	2 3 4	R.Mic R.Mic F.Mic	Computer Void A/Rm A/Rm		
6. <u>2nd BOMB ROOM</u> Illustration ADVENTURER in Cam L DUNGEON MASTER ADVISORS <u>Sound FX</u> - Transition FX Fuse FX Bomb exploding FX	2 3 4	R.Mic R.Mic F.Mic	Computer Void A/Rm A/Rm		
7. <u>CAUSEWAY ROOM</u> Illustration ADVENTURER in R of frame C/As DUNGEON MASTER/ LILLITH Causeway in & out ADVISORS <u>Sound FX</u> - Transition FX Causeway 'Magic' FX Causeway breaking up FX LILLITH 'blowing'	2 4	R.Mic R.Mic R.Mic F.Mic	Computer Void A/Rm Void Computer A/Rm		
8. <u>CORRIDOR ROOM</u> Illustration ADVENTURER in from beh Cam DUNGEON MASTER at back wall ADVISORS <u>Sound FX</u> - Warning FX Sound of Army <u>Sound FX</u> - Warning FX Sound of Army marching FX Transition FX	2 3 4	R.Mic R.Mic F.Mic	VP2 Void A/Rm A/Rm		
9. <u>WELLWAY ROOM</u> Illustration ADVENTURER in from Cam R ADVISORS+DUNGEON MASTER C/A SWORD <u>Sound FX</u> - Transition FX Swish of SWORD FX	2 4	R.Mic F.Mic/ R.Mic	VP2 Void A/Rm		
10. <u>MONK MONSTER ROOM</u> Illustration ADVENTURER in from Cam R C/A DUNGEON MASTER C/A MONK MONSTER	2	R.Mic R.Mic R.Mic	VP2 Void A/Rm Void		

TMARE PILOT RUNNING ORDER contd (1x)

ITEM	CAM	SOUND	AREA	R/T	O/T
MONK MONSTER ROOM contd DUNGEON MASTER ADVISORS A/D QUESTIONS & ANSWERS HOLD for Freeze at end	3 4	R.Mic F.Mic	A/Rm A/Rm		
10a. END SEQUENCE DUNGEON MASTER DUNGEON MASTER DUNGEON MASTER Sound FX -	4 2 3	R.Mic R.Mic R.Mic	A.Rm Void A.Rm		
11. END CREDITS S/Roller Cap: ACP			Post-Prod		

NB RECORD ALL C/As AFTER RECORDING THE PROGRAMME on Wednesday 28th January

KNIGHTMARE PILOT

H109351

-1-

/Knapsack+Helmet set
in by Dungeon Master's/
chair/

/ITEM 1/

EDIT in Post-Production /
Cap: Anglia Presents

EDIT in Post-Production /
VTR
TITLES H102661

Grams

DUNGEON MASTER V/O:
Welcome watchers of Illusion,
to the Castle of Confusion.

1. CAM 3 /
MCU DUNGEON MASTER
seated
They say Life's but a Game
- so welcome to the game
where you can lose it -
Your Life that is.

(Shot 2 Cam 4 next)

(On Shot 1 Cam 3)

-2-

/ITEM 2/

2. CAM 4

DUNGEON MASTER in
Antechamber
MS as rises & steps
down from seat

DUNGEON MASTER:

Here in the Dungeon of Deceit,
I alone am Master. /

WIDEN as DUNGEON
MASTER walks twds
doorway

But those who journey here from
your time must master it also
to gain a just reward. The
first Adventurer is now
first Adventurer is now
without, so ENTER STRANGER!

/STOP TAPE/

(After Stop Tape)

-3-

3. CAM 1 _____ /
LOCKED-OFF on Doorway

ROLL TAPE 15"
without ADVENTURER
POSITION ADVENTURER
@ +15"

ADVENTURER MANIFESTS +
TRANSITION SOUND FX

Post-
Prod
Trans-
ition
FX

4. CAM 4 _____ /
2-S

DUNGEON MASTER:

State your particulars please.

ADVENTURER:

(ANSWERS, GIVING NAME, AGE AND
AREA IN WHICH HE/SHE LIVES)

5. CAM 3 _____ /
MCU DUNGEON MASTER

DUNGEON MASTER:

Now state your purpose here.

Now state your purpose here.

6. CAM 1 _____ /
MCU ADVENTURER

ADVENTURER:

I seek Knighthood.

(On Shot 5 Cam 1)

-4-

7. CAM 4 _____ /
2-S

DUNGEON MASTER:

Before Knight you must first become Squire, for the Silver Spurs precede the Gold.

Silver is your reward if you survive this adventure, and you can have three Advisors to aid you.

Call them to us!

ADVENTURER:

(CALLS THREE CHRISTIAN NAMES)

/STOP TAPE/

(After Stop Tape)

-5-

Post-
Prod
Tape
Transition
FX

8. CAM 3 _____/

LOCKED-OFF on
Advisors Area

ADVISORS ARE MANIFESTED
EN PANEL + TRANSITION
SOUND FX

ROLL TAPE 15"
without ADVISORS
POSITION ADVISORS
at +15"

9. CAM 1 _____/

4-S ADVISORS +
DUNGEON MASTER

DUNGEON MASTER: (TO ADVISORS)
Who guides this Adventurer
on his Quest?

10. CAM 3 _____/

SINGLES left to
right

PANEL MEMBER 1:
(GIVES NAME, AGE AND AREA IN
WHICH HE/SHE LIVES)

PANEL MEMBER 2:
(GIVES NAME, AGE AND AREA IN
WHICH HE/SHE LIVES)

PANEL MEMBER 3:
(GIVES NAME, AGE AND AREA IN
WHICH HE/SHE LIVES)

(Shot 11 Cam 4 next)

5

(On Shot 10 Cam 3)

-6-

11. CAM 4 _____/

WS

Turns & goes to seat. Puts down Chalice & picks up Knapsack+ Helmet.
Turns back to ADVENTURER

DUNGEON MASTER: (EXPANSIVE)

Welcome all. Now to survive in the dungeon you must also eat. Food and drink can be found but it is scarce, so when found, store it immediately in this

12. CAM 1 _____/

C/A Reaction as ADVENTURER takes Knapsack

knapsack. / (HANDS KNAPSACK TO ADVENTURER WHO PUTS IT OVER SHOULDER.)

EDIT in Post-Production
VTR

LIFE FORCE CLOCK

13. CAM 3 _____/

2-S

2-S

This is your own Life Force.

This is your own Life Force.

Fail to sustain it and it will ebb away like this ...

When it reaches this point you will die ...



In any Knightly Quest you must Seek Truth and Justice.

Justice of course is Blind,

(On Shot 13 Cam 3)

-7-

- DUNGEON MASTER contd:
14. CAM 1
2-S
DUNGEON MASTER hands
Helmet to ADVENTURER
15. CAM 4
WS as DUNGEON MASTER
turns to ADVISORS
16. CAM 3
CU DUNGEON MASTER as
talks to ADVENTURER
- EASE OUT to 2-S
17. CAM 1
CU ADVENTURER
- and as you don this helmet, /
you also become blind,
although there's just enough
vision to collect objects
directly below you. /
Your advisors remain here
where with magic they
can be your eyes. Their
voices will reach you
through the helmet. /I also
may be with you, yet not
with you, for there are places
in the dungeon where even I may
not safely go. To earn your
Spurs you must conquer fear
Spurs you must conquer fear
and use both logic and guile
to find the downward path and
escape. The only way is
Onward. There is no turning
back. /Well Are you
ready to enter the first
Chamber?

(Shot 18 Cam 3 next)

(On Shot 17 Cam 1)

-8-

ADVENTURER:

Yes.

18. CAM 3 /
2-S

DUNGEON MASTER:

Turn then. Face the door
and take a step forward.

ADVENTURER PUTS ON HELMET.

19. CAM 4 /
LOCKED-OFF on
ADVENTURER + Door
as he walks thru
door

Post-
Prod
Tape
Trans-
ition
FX

/STOP TAPE/

NB Possible STOP TAPE after SHOT 18 to REPO Camera 4

(After Stop Tape)

REPO Cam 1 - Trap door, o/s ovv ADVISORS+ Monitor
Cam 3 - DUNGEON MASTER
Cam 4 - WS+3-S ADVISORS as directed

-9-

/Cam 4 - separate feed to VTR 1/

/ITEM 3 Room 1a/

20. VTR 3 + CAM 2 /

VTR H109644 SNAKE RM
+
ADVENTURER enters
from beh camera
centre

ACTION PANEL GUIDE

ADVENTURER THROUGH ROOM

POSSIBLE DUNGEON MASTER

INTERJECTIONS:

20a. CAMS 3+4 AS DIRECTED /

Cam 3: DUNGEON MASTER
Cam 4: ADVISORS

INTERJECTION A:

Beware Team! Here be worms
- this one is deadly!

INTERJECTION B:

I am a Dungeon Master not an
Oracle. Do not question me!

/FADE ADVISORS MONITOR/

ADVENTURER MAKES FOR EXIT.

Post-
Prod
Sound
Trans-
ition FX

-9-

(Shot 21 Cam 2+VP2 next)

(On Shot 20 VTR 3+Cam 2)

/Cam 1 rebo to WALL MONSTER/
top centre of frame/

-10-

/ITEM 4 - Room 3a/

21. VP2 + CAM 2 /

WALL MONSTER ROOM
+
ADVENTURER enters
from behind camera
right

PANEL DESCRIBE ROOM TO ADVENTURER
- THERE IS A TABLE ON WHICH ARE
A LAMP, JEWEL, SYMBOL AND FOOD.

21a. CAM 4 AS DIRECTED /
ADVISORS

22. VP2 /
CII OBJECTS on Table

23. VP2 + CAM 2 /
A/R

WARNING SOUND FX

Sound
Warning
FX

24. CAM /
C/A

DUNGEON MASTER:

Warning! Warning! You
have delayed too long.
Manifestation now occurring.
Stand quite still,
Adventurer!

(On Shot 23 Cam 3)

-11-

25. MTX in
CAM 1 _____ /
WALL MONSTER

MANIFESTATION FX

Post-
Prod
Sound
Manifest-
ation Fx

DUNGEON MASTER INTERJECT (A):

DUNGEON MASTER INTERJECT (A):

I am a Dungeon Master not
an Oracle.

Do not question me!

(As Directed)

-11-

(As directed)

-12-

25. CAM
C/A

DUNGEON MASTER:

You are fortunate. This is a Wall Monster, category Level One. Such malignants feed on Life Force but rarely prove fatal and usually they are not very clever. You must defeat him with Truth, and when he speaks, you

MUST ANSWER :

27. CAM
C/A

OLGARTH:

I am Olgarth of Legend. I have riddles of different times - of different legends. I have three riddles. One truth may pass you on; two directs you; three commands me! Fail three times and I feed on You!

(As Directed)

-12-

(As Directed)

-13-

28. CAM /
C/A

DUNGEON MASTER:

Listen Team. You can confer but only the blind one may answer. Two correct answers send you down the right oath. Three could prove even more valuable.

OLGARTH:

(QUESTION SESSION - SEE SEPARATE SHEET FOR ANSWERS)

(As Directed next)

-13-

(As Directed)

INSERT AT PAGE 14

OLGARTH QUESTIONS & RESPONSES:

28. CAM
C/A

OLGARTH QUESTION 1:

Here is my first: Dux Bellorum,
Romans called him. Others name
him as Pendragon or the Bear.
Some say he never lived but poets
made him live for ever.
Name the King!

ADVENTURER & PANEL ANSWER

OLGARTH RESPONSE 1:

(IF CORRECT): TRUTH ACCEPTED.
(IF WRONG): FALSEHOOD! ARTHUR
is his name!

OLGARTH QUESTION 2:

Here is my second: Percival and
Galahad sought it. Others seek it
still. It has been called
"The Cup that heals". Give
its common calling.

ADVENTURER & PANEL ANSWER

-14-

(As Directed)

(As Directed)

INSERT AT PAGE 14a

OLGARTH QUESTIONS & RESPONSES contd:

OLGARTH RESPONSE 2:

(IF CORRECT): TRUTH ACCEPTED

(IF WRONG): FALSEHOOD! It is
the GRAIL'.

OLGARTH QUESTION 3:

Here is my third: at Crecy he
had just sixteen years. At
Poitiers his foes were seven-
fold. He was the chief flower
of chivalry of all the world,
but what was the colour of his
robe?

ADVENTURER & PANEL ANSWER:

OLGARTH RESPONSE 3:

(IF CORRECT): TRUTH ACCEPTED.

(IF WRONG): FALSEHOOD! BLACK
for the BLACK PRINCE is what I
sought!

(As Directed)

INSERT AT PAGE 14b

NOTES FOR ALL QUESTION SETTING
SESSIONS: RESPONSES:

1) If failing to give any answer,
substitute "FAILURE" for "FALSEHOOD"
+ the CORRECT ANSWER.

2) If dithering over
Alternatives then:
INTERJECT (angrily):
"ONE RIDDLE - ONE ANSWER -
NAME IT NOW!"

(As Directed)

-15-

OLGARTH RESPONSES:

1. Pass on Adventurer. I have fed only twice from you but hunger still.
Perhaps we may meet again?

2. Two is the score, you may know more. Justice lies on the right hand but its seeker must be fleet of foot. I hunger, but others will follow!

3. This alone I know for truth.
Ruby is not her name, yet
Ruby is all her desire!

(As Directed)

DUNGEON MASTER INTERJECTIONS:

- A) I am a Dungeon Master not an Oracle.
Do not question me!

- B) Hurry, Team is spending too long in this chamber!

- C) Don't forget your bonus, Team. Adventurer, you must say: I COMMAND YOU!

(On As Directed)

/FADE OUT Wall Monster/

WALL MONSTER FADES OUT

Sound
Demani-
festation
FX

30. CAM

C/A

/DUNGEON MASTER:

Listen, Adventurer. You may carry only two objects apart from food. One of these present is merely a symbol. It is enough to merely remember it, but your advisors must advise which?

31. VP2

CU OBJECTS on Table

31a. VP2+CAM 2 AS DIRECTED /

WALL MONSTER ROOM
+
ADVENTURER
+ PANEL

AD LIB BETWEEN ADVENTURER/ADVISORS

TRANSITION SOUND FX

Post-
Prod
Sound
Trans-
ition FX

/FADE ADVISORS Monitor/

(On As Directed)

-18-

/ITEM 5 - Room 4a/

30. COMPUTER + CAM 2 /

Computer materialise
BOMB ROOM+Long Fuse
+
ADVENTURER enters
camera left

32a. CAM 4 AS DIRECTED /

ADVISORS

33. CAM /
C/A

DUNGEON MASTER:

This Chamber is mined!
Beware! The Bomb is unstable.
so keep well clear. Out Fast
or you perish!

ACTION

PANEL GUIDE ADVENTURER THROUGH
ROOM.

/FADE ADVISORS Monitor/

Post-
Prod
Sound
Trans-
ition
FX

(Shot 34 Computer+Cam 2 next)

-18-

(As Directed)

-19-

/ITEM 6 - Room 5a/

34. COMPUTER + CAM 2 /

Computer materialise
BOMB ROOM+Short Fuse
+
ADVENTURER enters
from behind
camera left

PANEL GUIDE ADVENTURER THROUGH
ROOM.

34a. CAM 4 /

ADVISORS

34b. CAM 3 AS DIRECTED /

DUNGEON MASTER

DUNGEON MASTER: (INTERJECTS)

Bomb explosion imminent!

Escape for your life!

ACTION

/FADE ADVISORS Monitor/

Post-
Prod
Sound
Trans-
ition FX
+
Bomb
thud

(Shot 35 Computer+Cam 2 next)

-18-

(As Directed)

-20-

/ITEM 7 - Room 6a/

35. COMPUTER + CAM 2 /
Computer materialise
CAUSEWAY ROOM
+
ADVENTURER stands
R of frame on
ledge
PANEL DESCRIBE ROOM TO ADVENTURER.

35. CAM / DUNGEON MASTER:
C/A

36a. CAM 4
ADVISORS
Warning, Team! SHE commands
here! SHE will not tolerate
my presence! Even as I speak,
She rejects me (ECHO) ...
She rejects me.

Sound
Echo
FX

DUNGEON MASTER DISSOLVES OR
COMPRESSION SHRINKS

37. CAM / LILLITH: (BLOWS DUNGEON MASTER
C/A
OUT OF THE ROOM)

Sound
FX

No Master, but a MISTRESS rules
here. I have many names, but
you may call me Lillith.
Tell me Small Blind Person,
what is your desire?

(As Directed)

(As Directed)

-21-

38. CAM
C/A

LILLITH contd: (TO PANEL)

Chatter, chitter, chatter

It seems we have Bats in our

Belfry. Beware, Spies -

I not only hear you, I see you too.

Speak direct and don't be rude.

LILLITH:

What then do you bring me?

LILLITH:

A bauble is it. I have so many
course, but perhaps one more
wouldn't go amiss. You must
of course bring it to me
and place it ... where else

(As Directed)

-21-

(As Directed)

-22-

LILLITH contd:

but at my feet. Now. Let
me see if I remember how to
do this. Oh yes!

39. COMPUTER _____/

Computer drives
CAUSEWAY in
R/T: 10"

Sound
'Magic'
FX

LILLITH:

Hurry now! It's perfectly
Hurry now! It's perfectly
safe. You can trust me with
your life!

(As Directed)

-22-

(As Directed)

-23-

LILLITH:

Thank you, Dear Boy.

Well, now that you've proved
that you can use your legs,
why don't we find out if you
can grow wings.

40. COMPUTER /
Computer drives
CAUSEWAY out

Post-
Prod
Sound
Masonry
breaking
up FX

(As Directed next)

-23-

(As Directed)

-24-

LILLITH INTERJECT 1:

That is beyond my power;
much as I hate to admit
it.

TRANSITION SOUND FX

Post-
Prod
Sound
Trans-
ition
FX

/FADE ADVISORS Monitor/

(Shot 41 VP2+Cam 2 next)

-24-

/ITEM 8 - Room 9a/

41. VP + Cam 2 /

CORRIDOR ROOM
+
ADVENTURER in from
behind camera

WARNING SOUND FX

DUNGEON MASTER MANIFESTS IN
COMPRESSION

Sound
Warning
FX
+
Sound
of Army
marchin

42. CAM 3 /

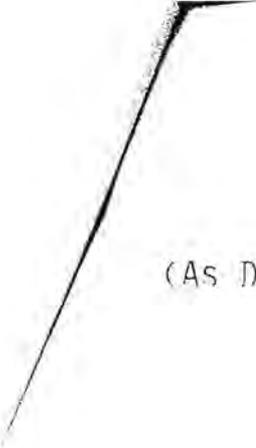
DUNGEON MASTER
framed at back
of wall

DUNGEON MASTER:

Warning, Team! No sooner do I
take my eyes off you but
you blunder into the
great Corridor of the
Catacomb. This is patrolled
by the Army of
The Dead. Exit with haste
or your Quest Ends Now!

42a. CAM 4

ADVISORS



(As Directed)

-26-

PANEL GUIDE ADVENTURER.

TRANSITION SOUND FX

Post-
Prod
Sound
Trans-
ition
FX

/FADE ADVISORS Monitor/

(Shot 43 VP2+Cam 2 next)

-26-

/ITEM 9 - Room 10a/

ROOM IS BLACK _ ADVENTURER IS ADVISED TO USE LAMP.

43. VPC + CAM 2 /

WELLWAY ROOM
+
ADVENTURER in from
camera right

PANEL DESCRIBE ROOM TO
ADVENTURER - WARN HIM OF
THE DANGER, AS SWORD MOVES
TOWARDS HIM.

43a. CAM 4 /

ADVISORS & DUNGEON
MASTER

DUNGEON MASTER:

Caution, Team! The guardian
of the wellway cannot be
reasoned with!

43b. CAM

C/A SWORD

To pass through the Well
to a lower level you will
need agility - not wits!

43c. CAM 3

DUNGEON MASTER

PANEL & ADVENTURER

ACTION - ADVENTURER IS GUIDED
BY ADVISORS TO AVOID SWORD AND
CLIMB DOWN WELL

-28-

(As Directed)

TRANSITION SOUND FX

Post-
Prod
Sound
Trans-
ition FX

/FADE ADVISORS Monitor/

(Shot 44 VP2+Cam ? next)

-28-

(As Directed)

-29-

/ITEM 10 - Room 1b/

44. VP2 + CAM 2 /
MONK ROOM PANEL DESCRIBE ROOM TO ADVENTURER
+ ADVENTURER in - THERE IS FOOD ON THE TABLE.
from camera right

44a. CAM 4 AS DIRECTED /
ADVISORS

45. CAM /
C/A DUNGEON MASTER:
Warning, Team. Life Force
energy levels are low
it is in no condition for
combat. ^{TURN} This is a Level 2
malignant. Losing here
would be fatal.

46. CAM / Accent.
C/A MONK MONSTER:
Hail to you, Dogsbottom Adventuring
Cur. I guard these Halls.
Face me, or the right path is
closed to you.

(As Directed)

-29-

(As Directed)

-30-

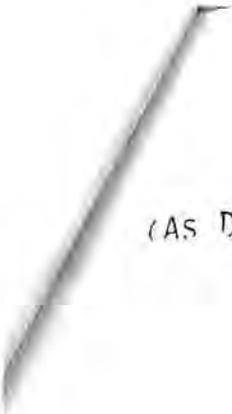
47. CAM / DUNGEON MASTER (IN COMPRESSION):
C/A Listen, Team. Level 2 guards are notoriously rude and vulgar but can't attack you until you fail to answer their riddles ... you must challenge him by saying "I CHALLENGE". Even though your energy level is critical you mustn't touch any food until you've defeated him.

ADVENTURER & PANEL:
DECIDE TO CHALLENGE. DIRECT
ADVENTURER TO CONFRONT THE
MONSTER.

ADVENTURER:
I challenge.

48. CAM / MONK MONSTER:
C/A Challenge accepted, blind mewling,
(As Directed)

-30-



(As Directed)

-31-

MONK MONSTER contd:

offal- brained fool. I have
three riddles. One truth will
pass you; two will aid you;
three commands my allegiance.
Fat chance of that, Dogsbottom!
Are you ready?

ADVENTURER REPLIES

MONK MONSTER .

Then here is my first.

(SEE SEPARATE SHEET FOR QUESTIONS
AND ANSWERS)

(As Directed)

-31-

INSERT AT PAGE 32

MONK MONSTER QUESTIONS & RESPONSES:

MONK MONSTER QUESTION 1:

Here is my first: It was the
noblest Knight who broke the
Table Round

Because a Woman dragged him down
In penance and to death,
He wore this gown,
Name him!

ADVENTURER & PANEL ANSWER

MONK MONSTER RESPONSE 1:

(IF CORRECT): TRUTH ACCEPTED. ~
(IF WRONG): FALSEHOOD! LAUNCELOT
was he!

MONK MONSTER QUESTION 2:

Here is my second:
On four great legs the Dragon stands
His awesome power you soon will rue
Name me now his Brother WORM →
Who only stands on legs of two.

ADVENTURER & PANEL ANSWER

INSERT AT PAGE 33

MONK MONSTER QUESTIONS & RESPONSES
contd:

MONK MONSTER RESPONSE 2:

(IF CORRECT): TRUTH ACCEPTED.

(IF WRONG): FALSEHOOD! The WYVERN
was the Beast I seek!

MONK MONSTER QUESTION 3:

Here is my third:

Those Warrior Priests who wear
this cloth

Are not allowed, by oath
to shed your blood

Instead, a Club they use to
crush and maim,

This weapon - I would wish
to know its name?

POSSIBLE SCRIPT ADDITION:

A Clue perhaps. Dpgsbottom?

A Blow you feel upon your face

It breaks your nose

It is the ?

ADVENTURER & PANEL ANSWER

INSERT AT PAGE 34

MONK MONSTER QUESTIONS & RESPONSES

contd:

MONK MONSTER RESPONSE 3:

(IF CORRECT): TRUTH ACCEPTED.

(IF WRONG): FALSEHOOD! THE CLUB
IS A MACE.

NOTES FOR ALL QUESTION SETTING

SESSIONS: RESPONSES:

1) If failing to give any answer,
substitute "FAILURE" for "FALSEHOOD"
+ the CORRECT ANSWER.

2) If dithering over
Alternatives then:
INTERJECT (angrily):
"ONE RIDDLE - ONE ANSWER -
NAME IT NOW!"

MONK MONSTER INTERJECTS 1:

Hurry Offalhead! Talking to yourself won't help.

MONK MONSTER INTERJECTS 2:

Time up weakling.

MONK MONSTER RESPONSE 1:

MONK MONSTER RESPONSE 1:

One's the score. Pass on Lame Brain, for its plain to see you'll not get much further.

MONK MONSTER RESPONSE 2:

Two's the score, so pass on

MONK RESPONSE 2 contd:

Adventuring Cur. You can help yourself to food. After all I've had a bit of a meal out of you. And you can take with you this weapon. Strike no blow with it. The path is downward, but the danger lies above.

MONK RESPONSE 3:

Fagin ~~with~~ Heref

Three's the score, so congratulations great powerful good-looking young Sir. Yours is but to command and I serve you now until death. Help your illustrious self to some grub and we'll be on our way.

Hand Position

(As Directed)

MONK RESPONSE 3 contd:

But just remember: I'm a
bodyguard - not a guide.

After all, I've got me pride.

Hold Position.

[AFTER MONK'S FINAL RESPONSE
EVERYONE HOLD POSITIONS &
STOP RECORDING.]

/STOP TAPE/

/ITEM 10a/

49. CAM 4 _____/

DUNGEON MASTER
in Anteroom

DUNGEON MASTER (OOV):

Warning, Team! Complete temporal
disruption approaching!
Time has now become the
enemy!

50. CAM 2 _____/

DUNGEON MASTER (iv)
in blue void
EDIT freeze frame
in blue void
EDIT freeze frame
final scenes in
Anteroom and
Chamber in
Post-production

DUNGEON MASTER (in vis):

51. CAM 3 _____/

DUNGEON MASTER in
Anteroom

Oh Dear. Temporal disruption is
complete. Time Flies as the
Romans would say, and although
all continues in your world,
here time has flown. All
adventuring now must cease

DUNGEON MASTER contd:

until you phase with us once more. Will our team triumph in Level 2 or will young meet a sticky end. And if he does, why should you care for here, nothing is real and all must surely be an illusion.

Join us again for KNIGHTMARE and just keep telling yourself: It's only a yourself: It's only a Game isn't it?

/ITEM 117

S/Capgen _____ /
END ROLLER

CAM _____ /
Cap: ACP

Bill to you - Doyle

M. Mall 729.7.

The Early Doors, Harold Scott, for KP Publishing Inc
Pages 173, 211

173,

Red Plush & Creaspoint b. Lawson Rose P. London Museum Press
P 21

George Robery b. Peter Coates. P Cassell-London
P 42.

Also mentions stage Journals The Era, The Stage, The Pick-me-Up.

Ad to you DAC

1 square MS allg,

From Mr. ... to ... with ... of to you.

A B I O B F.

I have ... the ... I ... for you ... and ...

For ... the ...

... you ...

It was the ... who ...

... you ...

... in ... to ... when they ...

200

200

