

THE EYE SHIELD

Issue 6

March 1997

50p



THE EYE SHIELD - IT'S JUST MAGIC !!!

JASON KARL INTERVIEWED - The story of a champion !
EMINENCE - New Story !!
3 PUZZLE PAGES !!
KNIGHTMARE NEWS - More to update you on...
POETRY CORNER !

A SPELLBINDING ISSUE AWAITS YOU....

Message from Me...

Without a doubt, this has been my most difficult ever issue to compile, and due to exams, assignments, and Christmas etc. I have done it ALL in February ! Unfortunately, this won't be the most cheerful message from me, as I have one or two little rants !

Good news first though - I am delighted to present a two-part interview with Nightmare champion Jason Karl. Part one is on pages 16 and 17 in this issue, and it is very interesting.

Two new features are on offer this issue. Jake Collins, who has been extremely prolific this time round, presents his tribute to Helen, who was the first dungeoneer of

series 4. Meanwhile, Art Desk becomes a showcase for Tim Morris' latest idea. Be sure to let me know what you think ! Dave Stone also presents a new story on page 29, which is well worth reading.

Now - my rants ! Firstly, I'm saddened to say, sales for The Eye Shield are falling steadily. Just 16 people bought issue 5, and despite what is, in my opinion, steady improvement with each issue, if someone decides to stop buying this fanzine, I have no way of gaining new readers. So, after 40 people bought issue one, I believe it us up to all of us to stick together now ! Each and every one of you are VERY VERY important to me, and I desperately need you all to try as hard as possible with contributions for any part of the 'zine ! Otherwise, the content and number of pages will fall too, I'm afraid... I don't want to sound full of doom and gloom, and I know that many of you are as reliable as ever with brilliant ideas and contributions. All I'm asking is for you all to do what you can to support The Eye Shield !

As always, subscriptions are available for The Eye Shield. Please send a cheque/P.O payable to Paul McIntosh at the usual address for £3.50, for which you will receive a year's subscription (4 issues). So, for another issue, may I say a big thank you for your continued interest. Remember this is YOUR fanzine. So it's up to all of us to keep up the content ! I hope you enjoy the issue, and I look forward to your feedback....

All the best,



LORD FEAR'S ADVENTURE

As Jake Collins' mammoth tale nears an end, we rejoin Lord Fear on his quest through the dungeons. We left him with Casper the key, having just outwitted Granitas. Game on !....

They entered a stone room. "This is the way down to Merlin" exclaimed Casper. "But there's no well to descend to him !?". "Well, what now ?" grumbled Fear. Before the key could reply, giggling laughter filled the room, as Folly danced towards them. "Oh no" groaned Casper. "It's Folly ! Beware, Lord F, Folly is VERY insistent. I once knew someone who committed suicide after talking to this fool !"

"Wotcha Casper !" grinned Folly. "Who's your friend, then !?"

"Lord Fear" answered Casper. "He's from the future. I am helping find Merlin, to bring him back to his time". "Oh" said Folly. "Then let me introduce myself - Folly is my name, Folly is my nature, Foolishness my character, and Fun my alma-mater !

Greetings Lord Fear !". "Greetings Folly" said Fear, forcing a smile "Have you any information that could help me ?". "Of course" said Folly. "If you're going to see Merlin, then you'll need the third step. And if you want the third step, you'll have to answer my riddle ! So here it is....I'm woven out of silken thread, child or old man can break me. Yet I withstand the wind and rain, and hold my mistress' tea ! What am I ?" "You're a cobweb" said Lord Fear. "Truth accepted !" said Folly. "That means I can tell you the third step - the meal. Farewell !".

At that, the jester skipped out of the chamber, all giggles and jingling bells...

"Great !" said Casper "But we still need to get down to level two."

"Elementary my dear friend" said Fear. "Spellcasting W-E-L-L.". Immediately, a large well was revealed. Holding Casper tightly, Fear descended to level two....

Landing on a bridge, between two doors, a picture of Merlin above one portal indicated the route they had to take. "Nearly there !" exclaimed an excited Casper.

"Not so fast !" boomed a voice, as a dark figure loomed before them. "I am Mogdred, and if you seek audience with Merlin, you must first pass me".

..."Oh no !" exclaimed Casper "Mogdred you fiend - let us past !!!". "Silence Casper !" boomed Mogdred. "Spellcasting M-A-S-H". Casper turned into a lump of melted metal.

"I know of you, Lord Fear " Mogdred continued "And I know that you claim to be the most powerful fiend in the dungeon also. However, this seems to have been disproved by the politeness and courtesy you have shown to everyone in the dungeon so far !...."

"Nonsense !" retorted Fear "I was merely humouring them ! After all, I am powerless and I need all of the help I can get. Now dis-spell your magic, and let us pass."

"No" thundered Mogdred "First you must defeat me in a riddle contest, pretender..."

"Pretender !?" growled Fear, his anger building up "I'm warning you, Mogdred, I may have no power here, but my riddles are rock bottom. Now what are the rules ?"

"Any riddles except ones about elephants may be asked" said Mogdred "No jokes, or tricks, and the answer may be animal, vegetable or mineral. If I win, you may go free, but no more. If you win, you may take control of my magic until you leave my vale. You lose by being the first to falter..."

"Fine" said Fear, feeling confident. "Well here goes - What made the penny stamp ?"

"Easy - the threepenny bit" said Mogdred. "Now my turn - What has teeth but no mouth ?". Without a great deal of thought, Fear answered "A comb of course..."

Time passed, and the riddles became more complex, as each began to realise the riddling skills they possessed.

"What has hands, but no fingers, a face, but no nose, and time for everyone ?" said Mogdred. "A clock !" smiled Fear, causing more than a slight grimace from Mogdred. Then, Fear recalled the riddle he heard Lissard giving to Snapper-Jack. Mogdred was completely stumped. "I have no idea - what is it ?"

"First things first" said Fear, unable to control the evil grin that spread across his face.

"Very well" sighed Mogdred. "Dis-Spell H-S-A-M".

"Cor ! Well done !" said Casper "Now what ?"

"First you tell me the answer" said Mogdred "And then you may go on and visit Merlin".

"I'll do better than that !" said Fear "I'll give you the answer using your own magic !"

"Spellcasting H-O-L-E" said Fear, cackling with pure malice as a huge hole appeared beneath Mogdred, followed by a blood-curdling cry as he disappeared through the air below. "Dis-spell E-H-L-O" said Fear "Now that's what I call 'lovely' !"

"Now let's hurry" urged Casper "Merlin is just on the other side of that door..."
Striding forward, the pair braced themselves for a meeting with the great dungeon wizard....
..."So here we are" said Casper "Merlins chamber - now all we must do is invoke the steps, and summon Merlin to meet us ! What's the first step ?"
"Erm....." said Lord Fear
"Don't tell me you've forgotten !?!" cried Casper
"No no, I've got it" said Fear "It's the whistle". "Well then" said Casper "Whistle !..."
Stepping forward, as if entering battle, Fear drew breath, and whistled the Nightmare theme tune. A single paving stone appeared before them. "Very good" said Casper
"And what now ?...."
"The dance" said Fear, groaning as he realised what this meant...
"Come on !" said Casper "I'll sing, you dance - no one will see you !"
"No way !" said Fear. However, he realised he had no choice, and Casper didn't take long to persuade him.
Belting out some classic Madness, Casper giggled slightly as Lord Fear danced pathetically ! "Very good !" said Casper, as the second slab appeared "And I believe step three is the meal..."
Lord Fear motioned as if he were using a knife and fork, and the third step quickly materialised. As they stepped forward, onto the main square, Merlin appeared in a flash of brilliant white lightning. Chuckling slightly, Merlin said "Here you are at last ! I must admit I have been most amused by your adventure, Lord Fear !"
Resisting his natural urge to swing a punch at the merry old man before him, Lord Fear merely stared ahead, a stony glare across his face.
"Oh cheer up !" said Merlin. "My future self tells me that you are quite simply evil, so I have decided to send you back there !"
"Really ?" asked Lord Fear.
"Come on Merlin !" said Casper "Stop teasing my friend, Lord Fear !"
"Your friend !?" exclaimed Merlin, surprised "You really can befriend absolutely anyone, can't you Casper !...."
"Is it really as easy as that ?" said Lord Fear.
"I'm afraid it never is" said Merlin, noticing a clear glimmer of disappointment in Lord Fear's eyes. "Before you progress any further, you must solve my riddles."
Still confident from his encounter with Mogdred, Lord Fear felt no apprehension now...
"Very well" he said "I can answer anything you like !"
"Good !" said Merlin. "Here goes... Paris killed Achilles, but where did his arrow strike to kill him ?"
"I have no idea !" said Fear. "Don't give in so easily !" urged Casper "Think about which part of *your* body you call your Achilles !"
"Oh" said Fear "The heel !". "Truth accepted !" said Merlin. "Here is my second..."

WILL LORD FEAR SUCCEED ? READ THE FINAL CHAPTER IN ISSUE 7 !

REMEMBER THIS ?

SERIES 3 : DUNGEON VALLEYS : LEVEL 1

Perhaps an unfamiliar title to some readers, the Dungeon Valleys were a mysterious feature to many quests in series three, and often proved to be a key feature.

For the uninitiated, the valleys comprised of a long winding path, flanked by huge cliffs, and leading towards various caverns at the end.

Obstacles range from a cunningly disguised patch of quicksand, which accounted for one dungeoneer, and almost inevitably an enemy presence along the path. To further refresh your memories, the valley was bathed in a dull, green light, with two narrow waterfalls visible in the distance.

The challenge presented to the dungeoneer appeared at first to be little more than tricky - merely requiring cautious guidance along the narrow pathway. However, the whine of a goblin horn, or the clanking of a nearing knight soon injected panic and fear into the proceedings !

Perhaps another element of challenge arose from the change of angle halfway down the path. The guiders suddenly would have to adjust the directions they issued to their dungeoneer, and would most likely be able to see the evil creatures lurking behind !



Despite only appearing in one series, the valleys offered some memorable moments. I can recall many exciting chases through the valleys, such as the large armoured knight who often featured. Mr Grimwold often charged after dungeoneers along the pathway. However, the valleys were without doubt another favourite haunt of goblins. For me, the most memorable example of this came in the final quest of 1989, when Chris and chums found themselves trapped ! Previously, all dungeoneers simply walked to the end of the path, but Chris had goblins in front of him, AND behind him ! Without Treguard pointing out a small cave set into the cliff, Chris was doomed.

Overall, in my opinion, the valleys provided a lot of excitement, and a good means of thrilling long-distance chases. However, I somehow feel that it would not have fitted into any other series but series 3.

The valleys had an air of mystery about them. There appeared to be great significance, and often teams would begin to contemplate further examination, only to encourage enemy pursuit. Or, in the case of David - the first dungeoneer of the series, the quicksand proved too tempting to ignore !

Perhaps this is a matter of personal preference, but I always liked the silent, calm yet sinister aspect of this chamber, despite it's somewhat insignificant role in the dungeon ! Perhaps you may wish to disagree ?...

Difficulty : 4 : Good guiders had no trouble. However, it was easy to panic

Killer Instinct : 2 : One victim in one series, without really being dangerous !

Gore Factor : 2 : Quicksand didn't look fun, but at least there was no blood...

Fairness : 6 : Not entirely obvious where to go, but not too nasty either...

PUZZLE PAGE 1

In an issue full of new puzzling ideas, Jake Collins presents a superb challenge for you all. Entitled "Who Said It ?", Jake has put together 15 classic Nightmare Quotes. Split into two parts, the first 7 are on this page, with 8-15 on page 28. Answers can be found on page 31. All you have to do is name the person responsible for each quote, which series they said it, and during which quest (name the dungeoneer). Easy ? You bet it ain't ! Here goes then - part one !

- 1) "And when you've finished not sitting down, I'm not going to ask you a few questions. Speak up, I won't be with you shortly !"
- 2) "All you do is put your feet in a bowl of water, and say ' Wash my feet, soak my toes, soon I'll have a lovely nose !' "
- 3) "Oooooooh, nasty !" (**Now there's a toughie !**)
- 4) "Spies above, look now upon your meddlesome Dungeon Master, see how he shakes and struggles in my grip."
- 5) "Enough ! I lose patience ! Contrary to your beliefs, this is not a game. You thwart me, and so I destroy you !....."
- 6) "Now you prove to me that you're not as thick as I think you are, and I'll give you the arrow."
- 7) "With no word - you have reached journey's end....."

MORE ON PAGE 28 !....

LETTERS PAGE

A good selection of topics this time. I've edited most people's letters to make room for as many as possible, and hopefully you will all respond with even more suggestions and ideas for issue 7. Get scribbling !....



In response to Carl Bateson's letter in issue five, and his idea of a monthly Eye Shield, I prefer it every three months, because you have more information in one issue, and more pages. **Phillip Melling, Skelemersdale**

I received four or five letters which mentioned this point. It seems many of you can't decide what is best ! Monthly would certainly allow more up-to-date articles and features, but it is also true that quarterly gives you a much larger fanzine, with more to read, and more time for you to send in contributions.....



In my opinion, the last series of Knightmare was spoiled by over-use of graphics, making the rooms very similar. A friend and I also feel that Knightmare was better before there was any evil ruler such as Lord Fear - everyone was independent. What do other readers feel about this ? **Carl Bateson, Newark**

Interesting comments, Carl. I'm sure the others will have their own views to share with us ! Personally, I preferred Mogdred - not quite a ruler, but still evil !....

CLASSIC QUEST

**SERIES 3 : QUEST FOR THE CHALICE
DUNGEONEER : Leo Smith
GUIDERS : Matthew Johnson, Simon Grace, James Huckle**

Tim Morris provides the classic quest review this time, and a genuine classic it is too. Over to you Tim !

Level One: The team's coolness and confidence was evident in only the second chamber, a heavily haunted cavern. They passed through with ease, and went on to meet Mellisandre the maid. Melly was just about to give the team some useful advice about a "moving wall", when.... A trapdoor opened beneath her, causing her to fall out of the room ! Treguard assured the team that she would be alright, so they moved onward. Next came the clue room, where the team came face to face with the Brangwen she. With three out of three riddles answered correctly, Brangwen was able to pass on maximum information. They learnt that their quest was for the Chalice, and they were assisted in their choice from the table's contents of a Jesters stick, a gold bar, and a key. "Fools gold is soon frittered, locked doors lie ahead" was their clue. Leo took the wand and the key, acting on the advice.

Brangwen also gave them the first step - the dance. The key soon proved to be important, as they encountered a locked door in the spectral scorpion chamber. By holding out the key as he ran past the scorpion, Leo was able to move on once again. Olaf appeared to be a threat on a cliff edge, but Motley arrived to save them. By giving him his stick, Motley was able to charm Olaf. He thanked the team for the stick before telling them to depart whilst Olaf is still under his charm. Next came the great corridor of the catacombs, in which the wall began to close in on Leo. The team calmly guided Leo through the right hand door which took them to the wellway ! Melly is waiting for them on top of the well, and she gives them some food first of all. Before leaving, she also reveals that the second step is the prayer. As she departs, Leo's path to the well is hindered by an axe haunting. However, they avoid it well, and descend into the next level...

Level Two: Leo finds himself on the spindizzy, and leaps from this to eventually meet up with the Oracle. Amongst its confused ramblings, Leo obtained some vital clues, "Go left when faced with death", and also the third and final step - the bow. The information is instantly required, as Leo encounters some advancing goblins in the next chamber, and turns left out of the corridor. Merlins chamber followed, and after using the steps, they answer both of his riddles correctly. In return they receive the spell SWORD. After negotiating the cavern range, where they find a piece of Chalice despite the advancing goblins, they become the first team ever to encounter Hordriss the Confuser. Atop a bridge, Hordriss refuses to allow Leo past him. By using the SWORD spell, Leo forces Hordriss to beat a hasty retreat ! After dispelling, they depart. The hall of spears proves the final obstacle before the minecart chamber - the last challenge of level two, and the path to level three ! Motley, who is already in the room, asks them to tell him a joke. In doing so, Motley returns the favour by pushing them down the mine and into level three - the first team to reach the level in series three....

Level Three: Treguard gives the team the low-down on what to expect in the level. Almost immediately, Leo finds himself in a chamber with two Cavernwights ! Thankfully, they are asleep, but a piece of chalice lies between them. Carefully, Leo crept along and reached it, but in doing so, he woke the creatures ! Thankfully, they are slow to react, and Leo has time to grab an urgently needed sprig of energy before dashing out of the chamber ! Next, the team encounter Merlin for the second time, and he rewards their progress with two spells - GRIP and ENERGY. Wishing them luck, Merlin then disappeared. GRIP is required immediately, in order to freeze the face of

Medusa, whose gaze would surely have otherwise killed them. Sadly, the next chamber sealed their fate. A gargoyle posed a particularly tough riddle, which they could not answer. With no information, they carry on regardless, but with slightly less optimism than before...

A meeting with arch-enemy Mogdred soon follows, and he grants them the spell GLORY before departing in a fit of cackling laughter. Also in this chamber, they are able to choose stardust and a shield from a table, leaving behind a dagger. Near disaster is averted soon afterwards, when the ENERGY spell rescues Leo's life force. Later still, Leo collects the final piece of the Chalice, before reaching their final chamber. A dark room, dominated by a huge stained glass window. Unable to select from the 4 paths available, they try using the stardust, but with no effect. With no clue from the gargoyle, they head down the third pathway, and fall off a huge cliff edge to their doom. Quest over, but what a team ! What a series !!

Summary: A superb team - no question. Maybe Nightmare's finest ? A cruel way to go. Very very unlucky.

9 out of 10

Level Reached: Level Three

Room Count: 27 (and 10 tunnels)

DON'T FORGET !

Issue seven is only three months away ! So, don't forget to mark your calendars accordingly ! Issue 7 is out on....

JUNE 1st 1997 !!!

I should perhaps warn you here and now that there may well be delays in sending the issue out to you. As yet I have no dates, but I'm pretty sure my end of year exams will be around this time. So, if your copy is perhaps a week or two late - I hope you understand why !

As for issue 7, you can expect the usual combination of adventure, excitement, pictures, puzzles and interviews ! Adventure Time shall reach exciting new areas it has never reached before, as well as Part 2 of the Jason Karl interview, lots of conclusions to stories, new ideas, new features, and a special competition as devised by Chris Griffin.

As always, the price is 50p plus SAE (normal 1st/2nd class stamp), or alternatively £1, including p&p. Or, you can subscribe for 4 issues, which costs £3.50 ! All cheques payable to Paul McIntosh please.

PUZZLE PAGE 2

You've barely had time to recover from page 10, and all of a sudden along comes another brain-buster to tax your mind ! Life can be so unfair sometimes ! For a change, I've decided to offer a puzzle of my own. By the way, this also means that I have no puzzles left AT ALL sent in by readers ! So please send 'em in if you want puzzles to stay in the 'zine ! Now then - this puzzle is quite simple. Find the Nightmare characters hidden inside the following sentences ! For example ... I think we need a farMER LINK in this town. A terrible example, but I'm sure you get the idea ! Good luck !...

- 1) We will never have to pick less strawberries.
- 2) The chef always laced rice with alcohol for more flavour !
- 3) He watched the friendly ogre tell a story to the children.
- 4) She had to grip part of the rope very tightly.
- 5) Look Gran it asks you to fill in your name and address !
- 6) We need one man or this whole exercise is pointless.
- 7) It was a formal, ice-breaking occasion.
- 8) We won't be able to afford the new sofa till after Christmas
- 9) Why don't you watch and see what happens ?
- 10) Carefully, Mike lit a match and started the blazing fire.

I hope you like the new puzzle! If you need to check your answers, they can be found over on page 31.

JASON KARL INTERVIEW

This particular interview is one I've looked forward to for quite some time ! As you may know from previous issues, Jason Karl is probably better known to you all as Julian Smith - the victorious dungeoneer from series two, and only the second dungeoneer EVER to conquer Nightmare Castle ! So, it is with great pleasure that I introduce the first part of this very interesting interview - and may I also thank Jason once again for his kind participation....



EYE SHIELD : First of all, can you update all of the readers on what you are up to nowadays ?

JASON : I am currently living in Preston, in the Docklands area. I am a professional actor, and have performed in Aladdin, Merry Christmas Scrooge, and Red Riding Hood in theatres nation-wide. I am also in the film "Three Men and a Little Lady". More recently, I have also worked as a TV presenter rather than an actor, working mainly on Satellite TV, including The Discovery Channel. My ambition is to audition for Sword of the Sorceror if it ever gets made, so I hope Tim and Sue are reading this !!!

Can you explain the name change for us ?

I changed my name several times since Nightmare for reasons including my parents divorcing / re-marrying, and also to define a stage personality with a name suitable to it.

Leaping straight to the main subject (!), can you still recall in any detail the whole experience of donning the helmet, and exploring the dungeon ?

I can still recall many aspects of recording Nightmare, including having a party in our hotel with the team that played after us, and wrecking the hotel room in the process !! The overall experience of the quest was very thrilling and winning was great, although I might add something of an anti-climax...

As dungeoneer, did you feel you had more, or less control of your quest ?

I felt in greater control of the quest, and I wouldn't have it any other way !!

Did you volunteer to be dungeoneer ?

No, I didn't volunteer to be dungeoneer, I simply told everyone it was going to be me ! (I arranged everything, the auditions, the application etc.)

Aside from the overall challenge you faced, can you recall any particularly hairy moments on the quest ?

Yes, I was absolutely terrified by the Automatum ! The noise of it approaching sent my heart pounding. When it was following me around level one, I was a nervous wreck, even during the breaks in filming !!

How would you describe the general atmosphere as you drew closer to victory ?

The atmosphere was slightly strained as you would expect, and before filming each room, I recall talking to Hugo Myatt, who kept on telling me we could do it and not to worry. Nevertheless, as we got nearer our goal we continually thought the next chamber was going to be our last. Particularly when we encountered Mogdred in level three, and having defied him, I thought we had sealed our fate, but no - we even overcame him !

**MY GREAT THANKS TO JASON ONCE AGAIN FOR TAKING PART.
DON'T FORGET TO BUY ISSUE 7, FOR THE REST OF THE INTERVIEW !**

A HISTORY OF KNIGHTMARE

Welcome to the third instalment of our Knightmare history, as written by David Bradshaw, with his assistant Stephen Wilson. When we left you in issue 5, the tale of Knightmare had reached series 5. Still with that series, let history commence !....

SERIES 5 (continued): A dungeoneer named Ben wore a cape through a chilly snowy courtyard, and entered a castle in which Aesandre was ready to confront him. He could stop her, but had to choose from two spells which he had obtained earlier, FIRE or FREEZE. He chose FREEZE and froze her on the spot. It seems then, that he had chosen the right one. He left that room, and faced a final floor puzzle over a lake involving Roman numeral puzzles to let him reach his destination - back to Knightmare Castle. Halfway across the puzzle lay the object of his quest - the Shield - in a block of ice. Ben was able to use the FIRE spell to release it. By completing the final part of the puzzle involving shapes, Ben returned to Knightmare Castle, although his deteriorating life force made it a race against time. However he just made it, and this became the fourth success in Knightmare's history.

Series 5 ended with the winter chill at full blast. Lord Fear and Aesandre attempted to freeze the dungeon over, and trap the final dungeoneer, but luckily she was able to find some blue fire, as was needed, escaping just in time. Lord Fear was left behind as a failure, and a cold one at that ! A book was released named "The Sorcerer's Isle".

SERIES 6 : 1992, and in my opinion a much improved series on the previous one, back up to the standards of series 4 - maybe even higher. The show now started with a great new opening sequence involving a dungeoneer running around dungeon chambers. Obviously, technology on Knightmare continued to improve massively. Lord Fear had an impressive new fortress at Mount Fear, and he also made a new enemy - Captain Nemanor, the sailor destined to sail the seas forever without finding land. Fear came to despise this man because he helped a winning team on their way later in the year. A new life force image was another change from previous series'. The old design of armour, then skin, then skull was replaced by a dungeoneer walking along, with armour gradually falling away - perhaps not as good as the previous one. There was also a new starting chamber, in which a hexagonal tiled path lead to a door, after the dungeoneer selected a quest from four squares on the ground bearing a quest symbol.

The dungeon also boasted some new characters, such as the Oriental salesman Ah Wok, and Ridolfo - the wandering minstrel from Italy. Hordriss' dizzy daughter Sidriss also joined the dungeons ranks.

Now, as I have done for previous years, lets focus on a quest. This year a team from Salisbury which featured two brothers, Ben and Nathan Waite. Ben was the dungeoneer, as the team entered the dungeon bidding to become another of those "one in a million" teams, as Dickon and co. had done two years previously. I think this team were equally good, and had some brilliant tasks to overcome.

Let's join them in Level three, having just tackled one of the new-look dwarf tunnels

for this series, they found themselves aboard Nemanor's ship, where they struck a deal with him. They had to retrieve an important artefact for him from Ariadne's lair. In doing so, they only just escaped, but they fulfilled their agreement, and in exchange Nemanor cast them from the ship and into the final dungeon. Once they were there, a scroll presented them with a choice of two spells - "TRICK" or "TREAT". The weeks programme ended at this point before they chose, making for a nailbiting seven days ! The team decided upon TRICK, and by casting it, they summoned Hordriss into the level. Reluctantly, Hordriss gave them the spell SPLASH, on condition that they dispelled and returned him. From here, they moved onto a giant causeway, spanned by an enormous floor puzzle. At times they were just seconds from a fatal fall, but they passed through to the final chamber, and a confrontation with Lord Fear ! Believing Ben to be trapped, Fear decided to watch and gloat whilst Ben's life force trickled away. The crown lay in front of Ben, but Fear promised to fry him should he touch it. Using SPLASH, Ben cast Fear into his own magic pool in Mount Fear. Grabbing the crown, Ben literally had to sprint through the final dwarf tunnels, with fast disappearing life force, and emerge back into Treguards antechamber. Glorious, triumphant music accompanied Ben's return after the most exciting quest in a long time.

At the end of series 6, Lord Fear released a huge red dragon and sent it through the stars with the objective of destroying Nightmare Castle. The team questing at the end of the series were informed of this by Hordriss whilst they were midway through level two. Immediately, their pursuit of the sword was ended, and they went to Nemanor who gave them a lightning rod. They did so just in time, and returned to Treguard and Pickle who vanquished the beast just in time.

A new book for series 6 was released, clearly aimed at a younger audience than previous efforts, entitled "The Forbidden Gate". Also of interest in series 6 was the introduction of Witch Haven as part of level two, where the witches were ruled by Greystagg, so when Lord Fear destroyed it, a new rivalry was set up for series 7.....

YET AGAIN, THANKS TO DAVID AND STEPHEN. MORE NEXT TIME !...

ART DESK

Top notch artistic efforts are a wee bit thin on the ground this time, so this may prove to be the last Art Desk. Instead, I shall introduce a new "Creatures Gallery" as devised by Tim Morris. This should be a regular feature, although we can feature the gallery, AND Art Desk if I get some more good pictures sent in. However, for know - here is the start of the gallery - The Cavernwights !!!!



Blind predators, with an acute sense of smell, they were potentially deadly foes, if they caught your scent....

Level Encountered : LEVEL 3

Series Featured : Series 1, 2 and 3

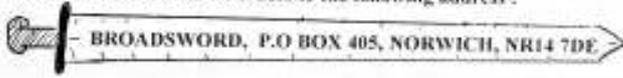
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KNIGHTMARE SPECIAL OFFERS !!

I'm glad to say that Broadsword can still offer a wide range of Knightmare merchandise for devotees of The Eye Shield ! Feast your eyes on this little lot, and see what you want to buy !....

BOOKS :	'Can You Beat The Challenge ?	£ 2.99
	The Sorcerer's Isle	£ 2.99
	The Forbidden Gate	£ 2.99
	The Dragon's Lair	£ 2.99
	Lord Fear's Domain	£ 2.99
GAMES :	Knightmare Board Game	£ 15.99
	Computer Game (Atari ST only)	£ 12.99
CLOTHING:	White T-Shirt (Small adult size only)	£ 7.95
	Red T-Shirt (Adult S,M,L,XL)	£ 12.95
	(Or Age 5-6,7-8,9-11)	£ 14.95
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(Don't try writing to order any of this stuff now!)

REMEMBER HER.....?

SERIES 4 : GUNDRADA : LEVEL 2

Gundrada holds many memories for me, as I will always associate her with the general turnaround that was series four. I distinctly recall receiving a letter from Broadsword, telling me all about the wonderful new series that approached. "Dungeoneers venture out into the surrounding forests for the first time. Meanwhile there are new characters such as the horrible barbarian - Fatilla, and a new female superwarrior called Gundrada who carries an enormous broadsword !"

Perhaps because it was her only series, but I will always link Gundrada to that letter ! In my opinion, Gundrada was - at the time - a very unusual Knightmare character. Her role differed from all of those from characters in series 1-3. Neither good nor bad, she was an entirely independent part of every quest, and - as it was later revealed by Merlin - she herself spent her life pursuing her own quest.



So what is the story behind Gundrada ?.....

In her short spell on our screens, there was very little time for details of her past, prior to entering the dungeon. Little snippets emerged throughout the series, such as Merlin's explanation of her eternal quest, which would never succeed due to her selfishness. Perhaps more interestingly, Gundrada herself also pointed out that when she was a girl she was "Five foot tall, and five foot wide" !

Dungeoneers were never threatened by Gundrada, unless they were mistaken for a goblin, which could quickly be rectified ! More typically, Gundrada would be a saviour to dungeoneers, as in series four, goblins were rife in the early parts of level two, so an explosive entry by the "superwarrior" would quickly scare them away ! On other occasions, she would befriend a dungeoneer, and guide them through sections of the level. However, it is probably fair to say that Gundrada will never be remembered as a classic character by any means.

With just one level in one series in which to establish herself, she will always be rather forgettable. Perhaps another factor against her, is that she appeared in a series in which most quests were very very similar. Her role in each quest was pretty much the same - act wildly with her sword, scare goblins, run around a lot, and generally act 'goofy' ! Perhaps with just one more series she could have become a dungeon favourite. Indeed, the part was performed pretty well by Samantha Perkins, who was able to capture the rather dizzy, yet aggressive personality very well. All in all, Gundrada was never a legend, but perhaps a wasted, under-used opportunity....

Fear Factor : 4 If nothing else, the sword WAS very big !!

Humour Rating : 5 Sometimes funny, and at least she tried....

Killer Instinct : 3 Only ever killed goblins, and with her sword that was easy !

Oscar Standard: 7 As crazy and goofy as possible, but sometimes over-acted.

POETRY CORNER

Once again offering a great new idea, Jake Collins presents a poem, based upon the exciting quest of Helen and team in series four. Well done, Jake ! Let's have more of these folks !....

HELEN by Jake Collins

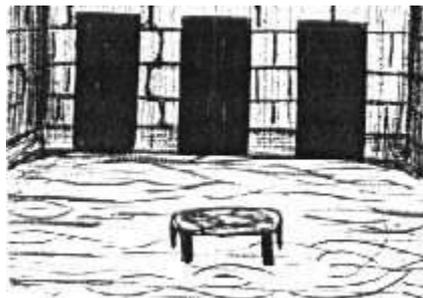
When first the dungeon formed again,
There entered Helen and her friends,
They met and fooled a talking door,
And went to meet Hordriss the Confuser,
A pact was made and Hordriss yield,
He gifted them a magic Eye Shield,
A jester helped them on their way,
They reached a tree that slept by day,
On they went through doom-filled dell,
To find a useful dungeon well,
Gundrada helped them past the Shee,
They found a 'monk' not full of glee,
They were not fooled by Merlin's ace,
And won a spell from Brother Mace,
A spider found it hard to stay awake,
So Helen crossed a magic lake,
Spells were given when business done,
But sadly they cast the wrong one,
And so it came as no surprise,
When Mogdred laughed at their demise.

ADVENTURE TIME

This issue's adventure time sees the combined talents of Chris Griffin and myself, along with Tim's artwork, to provide another thrilling chapter ! It's Dungeon 2, Humans 0 - Treguard, it's over to you for an update !

*Questing in the dungeon deep, Jill and co. played in my keep,
But as they played and luck they had, The next step in their quest is sad,
In the corridor of blades, they needed wits, yet Jill was cut up into bits ! It seems so
sad, what a pity, Still - it rhymes with this macabre ditty !
Now a quest starts clean and pure, Tom and team want to win for sure,
A metal beast almost got them, but just in time death was denied them,
Are they doomed ? Can they win ? Let the dungeon game begin....*

A long dwarf tunnel stretched ahead of Tom, as his guiders hurried him onward. The whirring and clanking of the Automatum behind him ensured that he didn't linger ! Eventually, Tom emerged from the corridor into a small, neat chamber. Three large doors lay ahead, and a bare table was the only object to be seen. "Examine the table, Tom ". A small piece of cheese lay on the table, which Tom hadn't noticed originally. The distant whirring noise hinted that they hadn't shaken off the Automatum. Panicking, Tom began to head for the doors. "Stop Tom !!!" cried Treguard. "Those doors are not merely portals, but perhaps signposts....". Indeed they were, as Tom noticed a small Frightknight logo above two of the doors. Suddenly, the Automatum clattered into the chamber !! ...Heading through the door with no frightknight logo, Tom couldn't resist a slight dash through the door, as he could almost feel the Automatum clanking towards him. Emerging into the next room, Tom's team were stunned. "You're in the same room, Tom !" they cried. "Danger team, this is clearly a trap !" said Treguard "And the Automatum is still here !!!". Indeed, the warrior was waiting for Tom, who now had to dodge it, as well as find the correct portal, and finally escape this room !



"Remember the rules of the dungeon..." said Treguard. "Right hand door !" yelled Tom. However, as the automatum neared, Tom was guided first to the left, to lead the warrior in the wrong direction, then quickly he dashed for the right-hand door. Breathing a sigh of relief, Tom found himself in a different chamber this time. It was a rather messy chamber, with two chairs and a table on one side of the room, and a large doorway set into the right hand wall. Sitting in the chairs were Hordriss and Elita. "Ahhhh" said Hordriss "Yet another dungeoneer blunders onward...". Tom introduced himself, and it wasn't long before Elita said her own version of hello ! "Bog off faceache !" she squeaked. "Can't you see we're busy ?". In fact, both Hordriss and Elita seemed quite relaxed, far from busy... "Quiet now, Elita" said Hordriss "This young man may be able to help us out". It soon emerged that Hordriss was trying to help Elita recover her magical powers. Although not particularly powerful, Elita was capable of *some* magic. "And you'd better help !!!" screeched Elita. With the promise of reward from Hordriss, the team cast CURE. Immediately, Elita felt her powers returning. Glaring, she muttered something which sounded like "Thank you" !

Hordriss chuckled. "I think that's about as good as you could hope to get from her !". Elita reluctantly handed over some food to Tom. "Now" said Hordriss "your reward... I gift you a new spell, named ZAP !".

After thanking Hordriss, and avoiding any further conversation with Elita, Tom left through the door in the right hand wall. Tom found himself in the level one clue room. On top of a table in the centre of the chamber lay a red gem, a green gem, and a mirror. Inevitably, Tom was disturbed by the voice of the wall monster which had materialised on the main wall. The large door had become the mouth for this creature ! "Halt, human. I am Phelheim, guardian of this chamber. I have one riddle for you - truth gives you life and knowledge, otherwise - you must give me your life....."



"Name for me, two followers of the great Robin of Sherwood". "Friar Tuck" called out Tom immediately. "And one more !" smiled Treguard. "Maid Marian" said Tom, after some assistance. "Truth accepted !" said Phelheim. "Now for your reward, I may tell you that you must choose only a colour to stop the advancing enemy..". As Phelheim's features melted back into the wall once more, Tom turned back to the clue objects. "Green gem ?" suggested Tom. "No" said one of his guiders "Take the red gem - red means stop !". "oh yeah !" said Tom "And what else ?...". "The mirror, I suppose. Phelheim said only to choose that colour...". Happy with their choice, the team guided Tom through what was once Phelheim's mouth, and into the next chamber.

Tom stood at one end of a lengthy corridor. "Extreme danger team !" cried Treguard "The corridor of the catacombs !...."

WHAT A WAY TO END ! ADVENTURE TIME CONTINUES IN ISSUE SEVEN - WHY DON'T YOU DECIDE WHAT HAPPENS TO TOM ?...

PUZZLE PAGE 3

Cast your mind back, if you will, to the distant murky past, long long ago, when you were reading page 10. Back then, you were given the first 7 quotes from Jake Collins puzzle. Here are the final 8, and don't forget to name who said it, in which series, and in which dungeoneer's quest ! Let's see what you think of this batch !..

- 8) "Ladyness. Truly, you grace us with your presence"
- 9) "What a ridiculous way to travel ! Tell me, do you always walk everywhere like that ?"
- 10) "I see you carry a glow-light. You will need it."
- 11) "I hear you. The doors ahead are not locked by any normal means."
- 12) "But bring it here and be quick. The causeway may disappear altogether, and then where will you be ? Down in the dumps !"
- 13) "I'm not so much a jester today, no. I'm more a sort of blighted sorcerer's apprentice."
- 14) "...three commands me. Fat chance of that, fish gut !"
- 15) "Lord Fear. Lord Fear - are you ready to surrender ?"

THANKS AGAIN JAKE - EXCELLENT IDEA ! ANSWERS ON PAGE 31, REMEMBER !

EMINENCE - THE NEW ARRIVAL

It is time once more to welcome a new story writing talent to these pages. Dave Stone, of Ramsgate, originally penned this tale when he was 11 years old ! Now,

he is happy to present it to Eye Shield readers ! I hope you enjoy reading it - I know I did !....

Bishop Drune receded into the cold comfort of his marble window-seat, and surveyed the walled gardens of Nightmare Castle through the arched window of his study. He had recently been appointed as Chief Chronicler and Scribe of the dungeon, replacing Cadrihan who had tired of his honourable duties some three months previously. Drune was busy studying Julius Scaramonger's monthly accounts when a hollow knock on the wooden door momentarily disturbed his reverie.

Treguard the Dungeon Master was outlined in the doorway, his powerful frame obscuring the light from the antechamber behind him.

"Settling in suitably, Eminence ?" he asked. Drune nodded amiably.

"I expect everything will seem a little confusing at first, but worry not. Time breeds familiarity". "Indeed" smiled the Bishop "I shall enjoy the challenge".

Treguard began to turn and depart. "Incidentally" asked the Bishop "How is that young man-servant of yours ? Elven, I believe...".

Treguard paused, stroking his beard thoughtfully. "Pickle ?" he mused "I'm afraid we had a disagreement. I now have a genie - Majida".

Noticing Drune's raised eyebrow, Treguard concluded "I am well aware of the laws governing genies, but as my luck with elves will testify....."

"No explanation needed sir" smiled Drune "Each man must guide his own fate"

Treguard appeared relieved. Drune laughed, warmly. "I can see your presence shall be greatly appreciated through the dungeon, Bishop !". With that, Treguard turned and departed, bidding farewell to Bishop Drune.

The candles flickered slightly as Drune made his way down the winding stone steps of the North tower. He couldn't recall such steep steps as these ! Although this cold flight offered a direct route to the outer dungeon, Drune decided he would prefer comfort to speed in future !...

...As Drune descended the final step, the glowing blue aura loomed into view at the end of a long corridor to the south. The Bishop approached the portal cautiously and, swallowing in anticipation, he stepped gingerly into the light...

He emerged into a rough market square, packed to bursting point with various decorated stalls and throngs of inquisitive customers, all scurrying eagerly among the isles of excited traders, pushing and shoving for first option on the more precious bargains. To Drune's surprise, he passed through the crowd uninterrupted. People seemed to be aware of the Bishops power in the dungeon hierarchy.

Drune was more than halfway across the market when he spotted Julius Scaramonger bartering with a peasant over the price of a jewel encrusted dagger. "I'm sorry sir" squeaked Scaramonger in his familiar accent "But two gold pieces ? For this quality !?". The buyer looked at him, unperturbed.

"I'll tell you what" he went on "I'll throw in this polished wooden case, and that's cutting me own hand off !"

The man nodded a reluctant agreement, and handed over his hard earned pieces of gold, who took the coins faster than the eye could see, and thrust them into one of his various purses, concealed about his person.

Drune approached, and tapped Julius on the shoulder. About to launch into his sales patter, Julius stopped suddenly when he noticed the robes of office adorned by the Bishop. Bowing gracefully, he uttered "It is an honour, your eminence". "Mr Scaramonger" said Drune, ignoring the gesture "I see from my records that you claim

to have made no profit whatsoever last month. Is this correct ?". Terror immediately filled the traders eyes "Well, yer eminence - June is always a quiet time round here. You know how it is...

Drune continued to eye him suspiciously "Mr Wok reports a considerable profit for the same period...."

What is Julius up to ? Find out in the conclusion - only in issue 7 !!

PUZZLE ANSWERS

"Who said it ?"

- 1) Merlin, Series 4, Vicky
- 2) Gretel, Series 2, Karen
- 3) Treguard, Every Series !, Every death !
- 4) Mogdred, Series 2, Stuart
- 5) Malice, Series 4, Dickon
- 6) Gwendoline, Series 5, Kelly
- 7) Dreadnort, Series 6, Sumaiah
- 8) Lissard, Series 8, Rebecca
- 9) Morghanna, Series 3, Ross
- 10) Greystagg, Series 7, Alex
- 11) Gulgarrach. Series 3, Gavin
- 12) Lillith, Series 1, Richard
- 13) Motley, Series 6, Matt
- 14) Cedric, Series 1, Richard
- 15) Treguard, Series 8, Oliver

Hidden Characters

- | | |
|-------------|------------|
| 1) Pickle | 6) Nemanor |
| 2) Cedric | 7) Malice |
| 3) Gretel | 8) Fatilla |
| 4) Grippa | 9) Hands |
| 5) Granitas | 10) Elita |

ANNOUNCEMENTS

Just a couple of items of late news before the curtain closes on issue six !

First of all, you may remember Chris Griffin left us with a couple of puzzles last issue. Well, the answer to Treguard's Teabreak Quickie is that each character has only ever killed one dungeoneer. And as for the classic wisecrack.. What does the assassin say to the victim ? Knife to meet you !.... And finally, Jason Karl - after numerous attempts - has finally convinced me that I've been wrong all along about something ! Yes, strange as it seems, even I can make mistakes ! Jason quite rightly points out that I have wrongly referred to the "Automaton" in many issues. Although this is the dictionary definition, Jason is perfectly correct in pointing out that the Nightmare warrior was named the "Automatum". So there you have it ! It's **um**. not **on** ! Obviously, I was just testing you all for observation.....

ACKNOWLEDGEMENTS

Many people to thank once again. So, these are the merry old souls who helped to bring you issue six of The Eye Shield !....

Jake Collins, Rosey Collins, Tim Morris, Jason Karl, David Bradshaw, Stephen Wilson, Ben Maydon, Chris Griffin, Dave Stone.

And of course, the faithful regular staff members !...

Tim Morris (Art , Rock Stardom !) **Alec McIntosh** (Photocopying)

Paul McIntosh (The Big Cheese) **Ray Headley** (Computer)

Broadsword Television (General Support) **Chris Morris** (The Brass Eye)

Thanks again to everyone who bought this issue. Keep Nightmare alive, and stay with The Eye Shield ! Send in your contributions by the lorryload to the usual address. Everything is considered, and your help is needed ! Farewell for now !....