

THE EYE SHIELD

Issue 8

September 1997

50p



IN ADVENTURE TIME....

MERLIN RETURNS TO THE DUNGEON!!!

KNIGHTMARE NEWS

September 1997

£8.99 (Free to Eye Shield readers)

DUNGEON DITTY

Readers of 'The Quest' may recall a report, many years ago, hinting that **David**

Learner and **Hugo Myatt** were preparing to start production of a Nightmare-based song ! Yes, strange as it may seem, Treguard and Pickle were extremely close to completing the song, and making it available to music fans everywhere ! So...what went wrong ??

Our *Eye Shield* reporter **Ted Maul** investigated....

In what may well be Nightmare scoop of the century, we can confirm that both Learner and Myatt were seen close to a recording studio, somewhere in England. Yet, despite extensive work on harmonies, dance beats, and chord structures, no results have ever emerged.

"It is true that Treguard and Pickle did get involved in making a record" confirms Nightmare's **Sue Child**. "From what I can recall, they'd both rather forget the experience!".

It all seems innocent enough, but there is a shady side to this tale.

After attempts to develop the song ground to a halt, it was believed that Myatt and Learner retreated from the music world. However, *The Eye Shield* can now reveal that both stars changed their names to **Gallagher**, and reformed under the name of **Oasis**, a Beatles tribute band. Oasis fans will be shocked to discover that rare copies of the brand new album '**Be Here Now**' contains a mysterious extra track known simply as 'Nightmare Groove'. Remember where you heard it first.....

THE EDITOR WOULD LIKE TO POINT OUT THAT THE FINAL PARAGRAPH IS UNTRUE, AND IT ISN'T FUNNY EITHER

C5 THE SAVIOURS ?

In another exclusive (!!), I can also reveal that Broadsword are still attempting to find an outlet for a new Nightmare series. As the headline suggests, Broadsword have indeed approached terrestrial new-boys Channel 5 about the possibility of showing a new series. How did Channel 5 respond to the opportunity of having their first ever good programme? Find out in the Bring Back Nightmare update, on pages 10 and 11!!

GROWING MARKET

With each new issue, there seems to be more and more Nightmare-related goodies available! As you will see on pages 6-7, there will soon be 3 readers with their own fanzines/magazines available! Broadsword TV still have many items of official Nightmare merchandise available.

I can personally offer copies of certain issues of The Quest. And...a selection of other Nightmare items such as disk-adventures, quizzes, and Eye Shield back issues. For more info on ANY of these things, please write to me, and I'll give you all of the information you need!

BROAD DEVELOPMENTS

A final snippet of news for you. I'm sure you're all keen to find out about the current activities of Broadsword TV! Well, new programme ideas are continually under consideration, which means we could see developments at any time! What's more, a new company has emerged, named **Televirtual**, which involves motion capture at their Norwich studio, for use in computer/video games. Developments so far include an adventure game, and football, tennis and cricket simulations !

Message from Me...

Greetings, Nightmare fans ! Welcome to issue eight of The Eye Shield - hopefully you will have already noticed one or two 'slight' changes in format.

Rest assured, any regulars missing this time around are sure to reappear sometime in the future. Of special interest this time is 'The Big Issue', an all-new feature in which great characters of Nightmare's past do battle for supremacy. Also, look out for Jake's summary of all Nightmare books in the centre pages.

Speaking of whom, I must give a **HUGE** 'Thank You' to Jake once again ! As ever, he has provided great support to this fanzine, and as a result, Jake's efforts can be found throughout the issue ! Thank you very very much, Jake.

Advertisements are a rare breed in these pages, which means some of you were probably surprised to find a full-size ad back at page 2 ! However, I'm sure you will agree, it is well worth taking a look at. Why ? Well, it features the forthcoming magazine - Freudian Variant - which is produced by none other than Eye Shield reader and contributor Dave Stone ! I've already taken out a subscription - so why don't you lend your own support and do the same ?

Well, with Freudian Variant, and Ben Maydon's 'Pooka Times', it seems The Eye Shield attracts all you budding writers out there ! Who will be next !?....

Well, with news just in, it seems Carl Bateson has also entered the fray ! Just before finishing off this issue, Carl told me about how his fanzine will feature Sci-Fi, RPG's, Medieval etc. No name as yet, but the ball should be rolling by Spring 98. Watch this space....

Now before I sign off for this issue, I have a request for you all. As you can see in this issue, I have begun the process of adding new features to what we already have. I hope to continue this in future, which should make every issue more varied. So...if you feel you have a worthwhile idea for improving The Eye Shield. let me have it ! One-off articles, regular features, everything will be considered !...

I think I've said all I need to for this issue ! Again, I hope you enjoy this issue. Make sure you write in and give me your opinions, and can I remind you all that any contributions for issue 9 should be with me before the final two weeks of November. Typing and photocopying can be *very* time-consuming !

No poster to make a mess of the pages this time, so this issue should be brilliant !

Farewell for now, and happy reading ! All the best,



A HISTORY OF KNIGHTMARE

As we begin part five, David Bradshaw and Stephen Wilson now pause from the earlier chapters to talk us through something altogether different ! It's Spring '94, and David and Stephen are auditioning to appear on the one and only Knightmare !....

It was, I think, in an issue of The Quest where we realised we were old enough to apply to be on Knightmare. I had always thought that we were too young at 11 years old, because a couple of years back, when Treguard appeared on 'Motor Mouth', he mentioned that the age limit was 12-14 years. Clearly this had changed, so we applied. I think we sent in a very good application form.

We received a letter back from Broadsword telling us we had an audition at Leicester Square on April 8th ! I just couldn't believe it, and I didn't know what to do in my happiness. I jumped on the sofa, leaped on my bed, everything ! It was one of the happiest days in my life. I (David) was to be team captain, and with help from Stephen, we trained the other two members of the team. We told them what to expect in the dungeon, what to do when approaching a table etc.

When audition day came, we had lunch at McDonalds in Leicester Square, where a woman handed us a wodge of World Cup 'scratch'n'win' cards to play ! It helped pass the time while we sat in the waiting room for over 45 minutes ! Everywhere we looked in the room, we saw other teams waiting to be tested. The atmosphere in the room was amazing, with people from all around the London area clearly happy to be this close to appearing on their favourite TV programme. There was a group of boys crowding round one of the Knightmare books, and a group of girls practising guiding each other round a coffee table !

We also saw various groups chattering excitedly about the task ahead. This proved to us that Knightmare was not just a craze to a few of us at school. Clearly, it was very popular nationwide.

When we were finally called in, we were extremely nervous. Although I can only speak for myself, I think the nerves I felt were largely down to thinking about this big opportunity to appear on a show which was such a legend to me throughout my childhood. My moment of reckoning.

Looking back, I am an extrovert, as is Stephen, but both team mates were not, and were not as well-informed as us about Knightmare. They must have been even more

nervous !

When we got in there, we totally ruined our chances. We were given a quest to solve, rather like in the Knightmare books. But this was being spoken to us, and we didn't really discuss it enough either. Both our team-mates were too shy to say a word, and we were blurting out instructions without thought or discussion.

After the quest, we were given two riddles to solve. The first was about a magic plant which doubled in size every day. I'd read it before in the riddle book of the Knightmare board game, and shouted out the answer without conferring. I got it right, but it was another blown chance. The second riddle, about watches, was too difficult for all of us, and we failed it. The entire audition was a disaster ! We were optimistic when we left, but I think we all knew deep down that we'd made a mess of it. As this was the final series, we never got another chance. I strongly believe we may get another chance one day, but probably only one.

On the bright side, at least we won a McDonalds football !

So here we are, over three years later. In secondary school, with new friends, and a new prospective team. Closer now to World Cup 98, than World Cup 94 (Go England !). But we still have hope, and we believe we can reach our goal.

SUCH DISAPPOINTMENT ! AND WHAT'S WORSE, IT'S THE FINAL CHAPTER IN ISSUE NINE ! DON'T MISS IT !....

BRING BACK KNIGHTMARE !!

The campaign goes on as we do whatever we can to bring Knightmare back to our screens. This time, we launch a triple-attack on TV channels, to see if we can make any of them see just what they are missing out on !

Children's BBC, CITV, and Channel 5 are the targets, and results have already been obtained....

CHANNEL FIVE

As you may well have noticed on page 5, Broadsword Television have approached Channel Five with regard to screening a new series of Knightmare. I hope I haven't built your hopes up too much, but sadly Channel Five were forced to turn down the opportunity. To their credit, they never said they had no wish to show Knightmare, but simply that, as a new channel, programmes such as Knightmare would be far too expensive. So, that rules out C5 for quite some time. Which leaves two slightly bigger targets....

CITV

As I'm sure you recall, CITV have already been targeted by the campaign, with some readers receiving very unsatisfactory replies to their letters. The main argument of CITV was that falling viewing figures suggested that Knightmare was losing popularity, and that they were not prepared to risk that happening again. Clearly, this

is an unconvincing argument, as no actual figures were mentioned. I believe that, although viewing figures may have dropped, Nightmare remained one of CITV's most popular shows. It is well known that CITV have suffered a general audience drop in the past 5 years.

They have a lot more to do to convince us yet ! However, I do not believe we have a lot to gain from writing to CITV again, after what happened last time. Instead, I have a request for you all. So far, Sean Mallion has a petition of over 90 names to bring Nightmare back. Mike Fahey and friends have over 60 names on an e-mail campaign.

If each of you could all go out and get just 10 names, we would have several hundred names to present to CITV. I ask all of you to do what you can as soon as you can, and perhaps we could be in a position to genuinely persuade CITV next time.

Meanwhile....

CHILDREN'S BBC

It may be a long shot, but it could be worth trying out CBBC too see if they are interested. Remember, CBBC have never shown Nightmare before, and they weren't the ones who dropped it - so be nice ! Explain the circumstances, and write to CBBC, simply telling them that they would make millions of viewers very happy if they were to bring back Nightmare. Obviously, if only a handful of you actually write to CBBC, it will be pointless. So, I ask each and every one of you to write to CBBC at the address below (I *think* it's the right address!), and simply ask them to consider it. If they aren't keen, don't be disheartened - just start a petition so we can turn on CITV again !

It's in your hands folks. I'm convinced we can be successful, so write to this address NOW ! Good luck, and I'll have an update next time....

**CONTROLLER OF CHILDREN'S TELEVISION,
BBC TELEVISION,
TELEVISION CENTRE,
LONDON,
W12 7RJ**

Get writing !!....

THE BIG ISSUE

Welcome to the first ever 'Big Issue', where you the public have your say ! I'll briefly explain the idea...in each 'Big Issue', I will pitch two similar Nightmare characters into battle against each other ! After looking at the evidence, it's up to you to write in and make your vote - and say why you voted that way ! Results shall appear in the following issue. All clear ? Good ! Now let battle royal commence, as Lord Fear does battle with Mogdred.....

MOGDRED: Quite simply, the original bad guy. Mogdred reigned over the lower levels of Knightmare Castle way back in the early years. Featured in series 2, 3 and 4. Specialises in gloating and attempting to scare dungeoneers rather than ending quests personally, although he has proved quite capable of doing that too !

FOR: Knightmare traditionalists will always regard Mogdred as the only real bad guy of Knightmare castle. Mogdred had the monopoly on dungeoneer-scaring back in series two, as he was the only form of opposition. Mogdred frequently hinted at his enormous powers in his threats to dungeoneers, often insisting that they pledge themselves to him, although none did so. Amongst Mogdred's finest moments, is his meeting with McGrew in series three. The Scots warrior made the terrible mistake of insulting Mogdred, and was turned to a frog in an instant ! However, possibly Mogdred's greatest moment of true power came in series four. After pursuing and threatening Helen and team for a short time, Mogdred unleashed an unstoppable magic sword, and ended the quest instantly. It was the one and only occasion in Knightmare's history where the leader of the opposition had physically killed off the dungeoneer.

AGAINST: It would appear that Mogdred actually sacrificed his power to Lord Fear after series four. Furthermore, there were possibly signs from as early as series three that Mogdred's power was weakening. In both series three and four, Mogdred had to share his rule with a female counterpart.

With regard to Mogdred's gloating, it could be said that Mogdred lacked the ability to end quests personally, other than the one occasion on which he did so. Mogdred also appeared to lack authority over other dungeon inhabitants. Certainly he had few trusted allies, or henchmen. However, perhaps with only two successful quest with him as opposition, he didn't need any support !

LORD FEAR: For the last four years, Lord Fear has held supremacy over the dungeons. Although never resident in Knightmare Castle, Lord Fear has evolved into a techno-wizard of the highest calibre, developing increasingly sophisticated defences to his territory.

FOR: In terms of number of series' as leader of the opposition, Lord Fear has an undoubtedly better track record. Four years of dungeon supremacy, and maybe more. What's more, Lord Fear can also boast almost TOTAL power in that period. Apart from a brief shift of power to Aesandre in series five, Lord Fear has always been the opposition. Exchanges with Greystagg and Maldame have also seen him emerge with power intact. Technically, Lord Fear has shown enormous ambition and imagination. Vast mazes of sewers to protect his fortress. Trolls tunnelling towards Treguard, Red dragon's attempting to destroy Knightmare Castle, the list goes on... A reign of terror over countless henchmen helps to build his empire, making Lord Fear an immensely powerful dungeon force....

AGAINST: Despite often appearing all-powerful throughout series', Lord Fear has been exposed several times as often having problems, by dungeoneers with a spy glass. He often struggles to delegate tasks to his henchmen. On occasions when he has met dungeoneers face to face, he had ended up in his own water pool, trapped by a

shield, and thwarted by a spell. Series endings have also seen him frozen, and flattened. So no matter how powerful or dangerous, Lord Fear often seems to be easy to defeat when it comes to the crunch.

And there you have it ! Lord Fear and Mogdred, in a nutshell. Obviously, there is much more to each character than what is written here, but hopefully I've highlighted the main points to jog your memory. So...now it's up to you. Who is the best leader of the opposition ? Lord Fear or Mogdred ? I'd be grateful for all votes, and explanations for your votes. Don't miss the all-important final verdict, next time !...

BY THE WAY, MY THANKS TO CARL BATESON AND DAVE STONE FOR THE IDEA FOR THIS FEATURE ! CHEERS LADS !

POETRY CORNER

With his third tribute to memorable quests of days gone by, Jake Collins now switches his attentions to series two ! Jake actually wrote this back in November 1996 - proof that I print everything (eventually !). ...

CHRIS by Jake Collins

Chris and co. from Merseyside,
Came to the dungeon, and they tried,
To battle on and not give up,
Their quest was for a magic cup,
A giant snake they managed to pass,
And with Treguard's help, pleased Granitas,
The fire room was very hard,
Chris met Olaf the Viking guard,
He likes his eggs, that's what he said,
Next was our favourite witch - Mildread,
Into level two they went at last,
The dwarf gave them a great big blast,
Into level three via a dungeon well,
Merlin gave Chris a UNITAS spell,
But it didn't help them in the field,
Because Chris rejected the magic shield,
Medusa turned him into stone,
All but Treguard were hard as bone.

PUZZLE PAGE

The all-powerful Jake Collins continues his bid for world domination with this set of four questions. No anagrams, no wordsearches, just four easy questions on Nightmare through the years ! But just how easy are they ?.....

1) Amongst this list, all of the characters but one appeared in a certain series. All you have to do is name the odd one out, and name the series in question...

TREGUARD, MERLIN, LILLITH, OLAF, GUMBOIL, GRANITAS, FOLLY, CASPER, OLGARTH

2) All of these characters have one particular series in common. Name the series, and say why it was so important to each of the characters...

OWEN, GOLGARACH, VELDA, MRS. GRIMWOLD, BRANGWEN, McGREW, MORGHANNA

3) Match the calling name to the owner....

- | | |
|-------------|--------------|
| a. MALEFACT | 1. GREYSTAGG |
| b. SPITE | 2. MALICE |
| c. GWEN | 3. HORDRISS |
| d. MERRIS | 4. MALDAME |

4) Who appeared in just two quests in series four, in episodes 3 & 16 ? This character ended one quest with a magic sword, and threatened to end another before the series drew to a close. Can you also name the dungeoneer whose quest was ended by this character, and the dungeoneer who made the lucky escape at the end of the series?

I THINK I READ SOMEWHERE....

Is there no stopping the all-powerful Jake Collins ?? After beguiling us with puzzles, entertaining us with stories, enthralling us with poems.....now he shall inform us, with a complete guide to the series of Dave Morris' Nightmare novels ! Kindly take a bow, Jake !...

***Knightmare* (Co-Written with Tim Child)**

The story of how Treguard, with help from Folly and Merlin, wins back his castle from an evil fiend named Gruagach, who has lived there for ten years, bringing terror to northern England. Read about Treguard's quest from southern shores to Dunshelm, where he meets a witch and a dragon, acquires magical powers, and dines with Robin Hood !

The Labyrinths Of Fear

Treguard, Cedric, and Motley attend a jousting tournament. However, when Velda lures Treguard into Anwin Wood, he is forced to contend with Arawn the Elf King ! The story details a terrible game of cat-and-mouse, which could cost Treguard his honour, and his life....

Fortress Of Assassins

Treguard recruits Dugald of Saint Julien, who helps him in a sacred quest to the Holy Land. There, they must enter the Fortress of Death to recover the heir to the English throne - the child of Richard the Lionheart. But, can they survive against the assassins, a powerful wizard, an insane old man, and the evil Queen Hel ?...

The Sorcerer's Isle

The ancient treasure of King Arthur, the Holy Grail, is in the hands of an evil wizard. Treguard and Pickle must recover it, and return it to Nightmare Castle. Assisting the pair are Lancelot of Camelot, and Erica - a Cornish maiden. But, are the assistants all they appear to be ?

The Forbidden Gate

The evil Lord Fear has overpowered Treguard, and is bent on attaining immortal power by bathing his sceptre in Smirkenorff's blood. But when three mortals enter Nightmare Castle, Treguard is freed, and leads them, along with Pickle, on a dangerous journey to prevent Lord Fear from achieving his goal.

The Dragon's Lair

Poor Smirkenorff is in danger once again, this time from a very evil sorcerer - Caedmon. Treguard brings William, a mortal child, to Nightmare Castle to help him in his quest to save Smirky from destruction. Also helping him is Osric, son of Caedmon's old friend - the King.

Lord Fear's Domain

On Hallowe'en night, Sylvester Hands is in trouble. Three fat witches are baying for his blood. Arriving at an old house, Sylvester draws two youngsters - Paul and Lucy - into the realm of Nightmare. Lord Fear sets them a challenge... "Unravel my riddles by sunrise, or remain in my world for all eternity...."

ADVENTURE TIME

Cast your mind back, and recall the brave journey by Tom and co. as they became the most successful team so far in Adventure Time ! The next chapter is a result of the combined imaginations of Jake Collins and myself ! Tim is on hand with artwork once more. Now....Tom has reached the level two clue room - a vital turning point for any adventure. Game on !

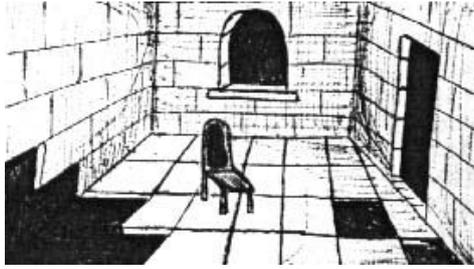
"What objects are there Tom ?" asked one of his guiders. Tom examined the table, and noticed some cheese which he took for life force. "I'll read this scroll" said Tom. "It says...*Be seen, and be safe*". Tom began to look at the other objects - a dagger, a red gem, and a green gem. The team were reluctant to take the dagger, as the rules of the dungeon advise against weapons. However, they were also reluctant to take two almost identical objects in the gems. "Examine closely team - look for more clues" said Treguard. "Pick up the dagger Tom" suggested one of his team. Tom did so, and found little of interest. "And !...." said Majida. Tom drew the dagger from its holder, and all of a sudden, he disappeared ! "Replace the cover Tom" said his team. Tom appeared once more. "What a powerful dagger, team !" said Majida. Using the hint on the scroll, the team chose to take both the red gem and the green gem. And on they went....

Tom emerged onto a narrow, crumbling bridge. The huge drop either side of him did not make Tom feel any easier. An evil, rumbling cackle began to ring in Tom's ears. The mocking laughter seemed to fill the valley in which Tom stood. At that, Mogdred appeared in the middle of the bridge. "Extreme danger team" whispered Treguard "This is the opposition for this quest, and Mogdred is as evil as they come....". "Stop right there Tom" said Mogdred. "You have done well - but if you go any further, you will encounter unstoppable threats to your own life. My kingdom is too powerful for you."

Tom bravely stood firm. "Very well" said Mogdred "Have it your own way, and see your life begin to crumble away.....". With a final mocking laugh, Mogdred faded away.

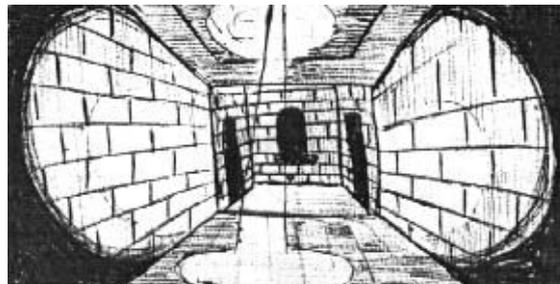
As the team feared, the bridge began to crumble rapidly, no doubt the result of Mogdred's magical influence. "Hurry Tom !" yelled Pickle. Tom tried his best to dash forwards, although the team realised the narrow bridge had to be negotiated carefully. Thankfully, Tom managed to dash through the portal at the other end, just as a huge chunk of bridge dropped into the abyss. After passing through a small corridor, Tom emerged into another chamber.

A familiar sight lay before Tom. A rather plain room, with various slabs missing from the floor, containing just a single throne-like chair. After Tom took one step forward, a bolt of lightning shook the room. Sure enough, Merlin appeared on the throne !



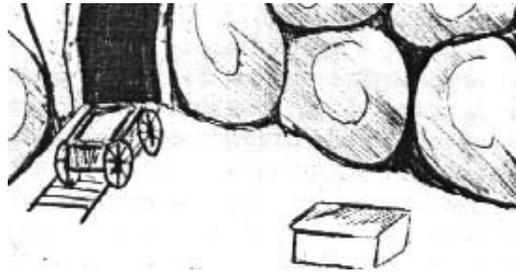
"Greetings Tom" smiled Merlin. "And greetings to you too Treguard !".
"Welcome back to the dungeon, sir !" said Treguard "We've missed you !".
Tom was forced to smile and listen as Merlin began to recount the long tale explaining his recent absence from the dungeon. "...so I remained trapped in Mogdreds lair for some time. Now that Mogdred has returned to the dungeon, I may also return ! Having said that, I did enjoy the opportunity to get some well-earned sleep....anyway, now I'm here - and so are you !" wittered Merlin "Now, Tom - perhaps you would like some magical assistance ?". Tom nodded. "Well then you must answer this one simple question....can you name the famed horse with a single horn on its forehead ?". The team were stumped. "Any ideas Tom ?" they asked. Tom shook his head. "Come on !" said Merlin "It's easy !". Majida and Pickle were almost exploding as they knew the answer but could say nothing.
"I'm sorry Tom" said Merlin "I'm afraid the answer was the Unicorn". Their hearts sank. Each of the team knew how important Merlin's magic could be. "Never mind, eh ?" smiled Merlin. "Now hurry on, and good luck ! I really must set about cleaning this place up !". Tom left the chamber, now very doubtful if he could make it through level two.

After negotiating a long dwarf tunnel, Tom emerged into another rather bare chamber, with little of interest. There were two doors in the far wall, and an unsettling silence filled the room. Slowly, an image of Mogdred formed between the two doors. "Give up, Tom !" he boomed, aggressively. "You stand no chance - I will not warn you again.....". Tom and his team were now becoming very concerned for their hopes of success. "Don't let him scare you team" urged Treguard "He cannot do a lot of harm in level two - he is merely trying to unsettle you". Tom ignored Mogdreds threats, and headed for the right-hand door, the sound of Mogdreds laughter echoing behind him... As Tom strode down yet another dwarf tunnel, Mogdred's laughter could again be heard, echoing through the corridor. Trying very hard to ignore it, Tom emerged into the next room....



After a series of drab looking chambers, the team were surprised to walk into an elaborate throne room. Queen Kalina was seated in the throne on the far wall. Tom

approached her. "Greetings" said Kalina. Tom greeted Kalina, and explained his purpose. "Well" said Kalina "perhaps if you offer me some sort of...'trinket', I could be persuaded". Tom and his team were trying to choose between the two gems he held, when Kalina spotted them. "Gemstones !" she exclaimed "How marvellous !". Tom offered both to her, which seemed to change Kalina from a rather stony-faced person into the happiest woman alive. "You shouldn't be here Tom, but then neither should I. This is Hordriss' throne room, so I should get out quickly. I, of course, intend to charm my way to power in this level...." smiled Kalina. "The gemstones will suffice - I promise not to tell Hordriss you were here !". Tom frowned - he had hoped for rather more than that. "Wait, Tom !" said Kalina, as Tom began to leave. "I have a spell for you....I'm a generous woman after all.". "At last" muttered Pickle. "It is the spell PUSH, and you will need it". After thanking Kalina, Tom departed well pleased....



It quickly became clear that Tom certainly did need the spell, for Tom now found himself in a disused mine, with a small minecart the only means of escape. As he climbed into the cart, Tom heard footsteps. Suddenly, a giant hob-goblin entered the mine wielding a massive club. Several small goblins trailed behind. "Hurry Tom !" screamed Majida "Get into the cart !". Tom scrambled desperately...

A THRILLING END ! CAN TOM ESCAPE INTO LEVEL THREE ? WILL THE GOBLINS FINALLY WIN THEIR CHASE ? READ ON IN ISSUE 9...

CLASSIC QUEST

SERIES 4 : QUEST FOR THE CUP

DUNGEONEER : Helen MacNale

GUIDERS : James Knox, Rachel Adams, Craig Toft

Jake Collins is on duty again, looking at the first quest of series 4. Could it be that Jake likes this quest ? First poetry, now this !...

Level One : As usual in this series, the first room was the Place of Choice. Pickle

advised the Cup that heals, rather than the Sword of Freedom, so James guided Helen through the Cup portal. They then answered all 3 'True or False' question from Dooris. In the next chamber, Hordriss charged Helen with retrieving a bracelet for him later in the quest. He assured her of reward upon doing so. To seal the agreement, Hordriss gave Helen the Eye Shield. The shield was used for the first time in the Forest of Dunn, where they found Motley and Melly playing games with leaves. Motley showed them an elf path which led to Oakley, despite the pursuit of two goblins. Two out of three correct from Oakley earned advice on what to take - the dagger of darkness and a gold bar. Helen's attempts to enter the Castle of Doom were blocked by Fatilla who guarded the side entrance. Helen was able to bribe Fatilla with the gold bar, assuring him it tasted "very nice" !

Eventually, Helen reached the wellway room, which was guarded by a frightknight. By using the dagger of darkness, Helen deceived the knight, slipping past and into the well.

Level Two : When Helen landed in level two, she was instantly attacked by two small goblins. Pickle was stopped by Treguard from going in to help, and Helen would have met a nasty end had Gundrada not rushed in to save her. Gundrada guided Helen to another chamber, where a wailing monk in some stocks was enough to drive Gundrada away ! However, Helen stayed to listen, and eventually decided it was safe to free him. Upon doing so, Helen realised it was actually Merlin, who had been testing Helen for compassion. In return, Merlin advised Helen on the route out of the dungeon, before sending her on her way. After picking up a bar of silver, Helen met Brother Mace in the greenwood. Mace gave her a riddle to solve, which she did, and rewarded her with the spell FREEZE.

Next Helen found herself at the entrance to Ariadne's lair. Ariadne gave chase when Helen entered, forcing Helen to use the FREEZE spell instantly. Helen then had time to take a bar of gold from the lair, and make her escape.

Helen stood at the edge of the Dunswater after leaving the lair, and found that the only means of crossing was to be given a ride from the boatman. Helen had to pay a hefty price to him - both silver and gold. Thankfully, Helen had both, and was taken across the water. Across the water lay the Tower of Time. Helen descended a long staircase into the tower, and into level three.

Level Three : The first chamber included a table, on which Helen finally found Hordriss' bracelet. After summoning him, Helen was rewarded for aiding Hordriss, with two spells - TRANSFORMATION and BUT.

Next, Helen arrived on a narrow bridge made of stone blocks. Treguard warned them that "something most unpleasant is about to make its presence felt". Sure enough, a huge image of the evil Mogdred appeared beside Helen. Mogdred insisted that Helen pledge herself to him. Upon Helen's refusal, Mogdred told Helen she was "ready for a fall", before disappearing. At that point, the bridge began to crumble and fall. A speedy dash was enough to take Helen safely across. However, Helen was confronted by Mogdred in person in the next chamber. Mogdred began to unleash a huge magic broadsword at her. Rachel needed to cast BUT, but chose the longer spell. "Too slow" said Mogdred, before releasing the sword, and bringing a sudden end to Helens quest. Afterwards, Treguard told them they needed to use "the shorter spell", before dismissing them.....

Summary : A bright team, with a quick wit, and a definite potential to win. Still, Mogdred doesn't have many victims to his name, so could it have been "more luck than judgement" ?

Level Reached : Level Three

Room Count : 21 rooms

8 out of 10

THE EYE SHIELD.....ISSUE 9!

The slow Eye Shield revolution shall hopefully continue in issue 9 ! Due for the first week in December, issue 9 will be overflowing with festive spirit, full of celebration of my 20th birthday, packed with articles, and with one or two surprises !

All being well, issue 9 will be the fifth Eye Shield interview. No details as yet, in case it all goes wrong, but I SHOULD be able to offer an interview with yet another Knightmare star. What's more, you'll also find the result of our 'Big Issue' vote, the continuation of 3 stories, and a selection of your regular favourites !

Don't forget, each issue is 50p plus SAE, or £1 including p&p. Subscriptions also available for £3.50 !

All cheques/P.O's payable to 'Paul McIntosh' please. Mark it in your diaries now - issue nine, December !

Don't miss out on the ultimate Xmas read....and you can get it from the usual Eye Shield address.

A LAST RESORT

Back in issue 7, you all enjoyed the first part of Carl Bateson's massive story. So...without further adieu, you can enjoy part two !

James was the first to recover from the strange experience of having the very particles that made up his body teleported from two complete positions. He took a deep breath as the others sat down, still recovering. The air was humid, and temperatures extremely hot, with a strong smell of pine in the atmosphere. As all three stood in a

clearing, the only option appeared to be a pathway leading between the trees. After some discussion, James led the way, Matt and John following rather nervously. Matt's feet were aching as James stopped suddenly. Slight panic filled John and Matt before they realised James was merely checking his bearings. James seemed puzzled. "I'm sure there should be a portal round here" he said. "How come you know so much?" asked Matt. "I've studied this dungeon for years" answered James "Although it is much harder to navigate actually being inside". "We should be near a settlement named Wolf Glade" James continued "It has little to offer, but at least it is civilisation". John seemed impressed "Well go on James ! Don't let me stop you !".

They continued to troop through the forest, catching glimpses of animals darting past, occasionally seeing light in the distance, but without success. Minutes later, John picked up the distinct scent of smoke. John led the way as they left the path and progressed between trees and clouds of smoke, the smell getting ever stronger. Eventually they emerged. James was right. This was Wolf Glade. Standing by a small fire was the large, round figure of a monk. The boys signalled to him, trying to get his attention. "Ahh...welcome ! Welcome !" said the monk. He shook the hands of each of the boys in turn. The monk explained why he was there. "Brother Frederick was meant to meet me here for lunch. But, perhaps you'll join me !". "My name is Brother Mace !" he added "Now who's for meat ?"

As John lay groaning after over-indulging in bacon, James was quizzing Brother Mace for information. "What was this about the Grift of Angar ?" asked James. "I've told you all I know" said Mace "It's strange. Old people I thought were dead have reappeared in the haze. Like Skarkill - I saw some of those dumb mountain goblins. They used to just lurk cautiously at the end of corridors, and they were extinct when Lord Fear took control. But now, I have seen them stalking around in packs, uncontrolled. That means danger".

James paused on those words. "How can we reach the Grift Of Angar ?". "It's not far into level two" said Mace "Although you'll have to cover a lot of land and water to reach it. Your best bet is Smirkenorff". At that, Mace handed James a dragon mint. "What do you know of the Rocks of Bruin ?" asked Matt. "I thought everyone knew about them !" chuckled Brother Mace. "They can be found deep into level two. Now if you'll excuse me, I really must be pressing on...".

As Mace disappeared into the forest, he turned and shouted "Head North ! You'll reach a town named Wolfenden. Visit an inn called 'The Crazy Heifer', as the jester there will help you'.

The boys thanked Mace, before he continued to disappear from view.

Just as they were leaving, they noticed Mace had left his spyglass behind. "We might as well make use of it" suggested James. John was too busy nursing his sore stomach, but soon took interest as James and Matt began to see something in the glass.

"It's no good" said Matt "First we get people returning from the dead, and now we get interference on a spyglass !". Their grumblings were interrupted by a distant howling. "White wolves !" exclaimed James "Come on !".

They dashed through the forest as directed by Brother Mace, before John cried out as he noticed a white wolf pursuing them in the distance. They continued to hurry away, reaching a portal. John screamed out as he felt a wolf sinking its teeth into his leg. "Come on John !" urged James, as he pulled John through the portal in the nick of

time...

John lay on the cobbled street, examining the painful wound on the back of his leg. He used the leaves of a nearby plant to wipe the blood away. It was then he realised that the others weren't with him. Pulling himself to his feet, he began to struggle along the road, until he began to feel faint, and collapsed to the floor....

James and Matt crouched over John as an old woman tended to his leg. "Is it a bad wound?" asked Matt. "Barely a scratch!" laughed the woman "He's just scared of the sight of blood, that's his problem!". James and Matt began to giggle, after they had worried so much over nothing. Soon the room was echoing with the sound of their laughter. "Well" said the woman "I'm making tracks before the snow comes...". The boys bid her farewell, and were surprised at her prediction of snowfall, although they trusted the judgement of one who had lived here for so long.

"We ought to hurry" said James. "Heavy snow could slow us down severely on our journey". Forcing John to pull himself together, they almost dragged him out into the village square!

"They could prove very useful" said John, upon noticing a number of village traders going about their daily business. "It's just a pity we have no gold or silver...."

"Ah!" smiled Matt "Well while you were out cold, we were quite busy!". James continued "We somehow ended up in a clue room when we were looking for you - so, we now have a green gem, and a bag of gold!". "Hey!" said a voice interrupting them. "You three!". The boys headed over towards the trader calling for them. The trader was a man dressed in red and yellow, who had a number of interesting goods available on his table.

**WILL THE TEAM BE OUTWITTED BY THE TRADER?
WILL THEY FIND SMIRKENORFF? TO FIND OUT, READ ON IN ISSUE 9!**

LOVE WYRMS

Welcome once again to Rosey Collins' tale of dragons and romance. Apologies for the one-page continuation this issue, but I'm sure you'll still enjoy the second instalment, as Love Wyrms reaches chapter 2....

"It's a mongrel isn't it" said Fear, seething. "What would I want with a mongrel !?!" he yelled, almost exploding. "You tell me" said Tassie. "Besides, the technical term is a mutt - mongrels are dogs!". Fear was indignant "Kill it Lissard".

Lissard was shocked "Oh Lordness!". "Alright!" said Fear "Then I'll do it myself, as usual". Tassie lashed out at her master and knocked him down. "Oh no you don't!" she exclaimed "We're leaving!". At that, she began to take off, swiftly placing the

baby in her saddle. "Stop her !" cried Lord Fear, staggering to his feet. Bhal-Shebah managed to catch Tassie's tail in his teeth. Tassie screamed out in agony as Bhal-Shebah sank his teeth so far, he removed three inches of tail.

As Tassie stood, dazed and shocked, Treguard and Majida arrived, looking in disgust at the sight of Tassie's damaged tail, and Smirkenorff held the baby after Tassie's fall. Tassie flew back up to retrieve her child from Smirkenorff, before flying the baby away to safety.

"Hey !" exclaimed Lord Fear "What's going on !?". Tassie and the baby were safely out of sight. "It seems everything is as it once was" said Lissard.

Everyone began to depart, and Romanha and Winona talked as they headed back to HQ. "It's a while since I've seen a muttle" observed Romanha "And we didn't really do what we were supposed to - but we did bring an extinct dragon back into the world !". "It wasn't difficult" said Winona "But it hasn't really helped rebuild the dragon race....."

Years had passed, and Majida began to think about what had happened. "Treguard?" she said "Do you remember Tassie and Esta, and the baby dragon ?". "Oh yes !" said Treguard "I wonder what became of them". "I want to see them again" said Majida, muttering slightly to herself. Treguard chuckled "No such luck" he said.....

READ ON IN ISSUE 9 AND FIND OUT JUST WHAT BECAME OF THE DRAGONS....

REMEMBER HIM.....?

SERIES 4-6 : PICKLE

Well, after my rather scathing review of Snapper-Jack in issue 7, I felt it would be best to go right to the other end of the scale, and review my all time favourite character ! As I'm sure I have mentioned a thousand times, I have always been a big fan of Pickle, ever since his mysterious introduction back in 1990.....

To refresh the more forgetful among you, Pickle simply appeared in Treguard's throne room at the beginning of series 4, welcoming the first dungeoneer of the series. Other than that, we were given few clues as to how Pickle came to reside with Treguard in Nightmare Castle. However, as series four 'branched' out (ho ho) into the forests around Nightmare Castle, Pickle served an invaluable purpose as a source of information regarding elf paths, secret passages, and the various pitfalls of the greenwood.

David Learner provided a brilliant portrayal of Elvish cunning, as Pickle constantly attempted to aid every quest, much to Treguard's annoyance. This assistance took many forms, including advice on which quest to take, sneaking food into the knapsack, and - possibly Pickle's finest hour - actually dashing through the dungeon portal and joining a quest !

The rather hapless Simon was the lucky recipient of Pickle's help, after he was ambushed by Fatilla. Leaving Treguard fuming, Pickle convinced Fatilla that Simon was actually the leader of a huge army, all of whom weren't far behind ! Fortunately, this scheme worked, although Pickle wasn't quite so fortunate, earning a severe ticking off from Treguard !



Perhaps the most frustrating aspect of Pickle's time on *Knightmare*, was that he was an extremely inflexible character. Apart from the brief excursion mentioned above, Pickle was forced to remain in the dungeon antechamber with Treguard. Clearly this restricted Pickle to being almost entirely scripted - unlike most *Knightmare* characters. This was particularly apparent in series 4, when both Treguard and Pickle seemed to say almost exactly the same lines at the same point in each and every quest!



Therefore, I feel credit must be given to David Learner for overcoming this, and still making Pickle an interesting character in spite of rather poor material. In fairness, Pickle and Treguard were able to inject a degree of variety at the beginning and end of each episode. A classic example being Pickle's closing line midway through series 4, when he politely asked viewers to "Bog Off" !

The role of assistant to Treguard was, of course, totally uncharted territory prior to series 4. This is clearly another plus point for Pickle, as I feel he was never **too** intrusive, which would have become merely irritating to *Knightmare* die-hards. Instead, Pickle became a worthy addition to the whole format. To nervous young teams, the presence of someone clearly trying to help, would undoubtedly aid them in

settling their nerves and fears. Yet, during the more scary moments, the tension for the viewer at home could only be enhanced by gasps of fear, or Pickle's urgent voice as hurried the team to safety.

Glowing praise, I'm sure you will agree ! I did **try** to think of bad points, but Pickle has always been amongst my favourite characters ! I must admit, when series 4 began, and it became clear that Treguard would always have an assistant from that point, I had great doubts. What was wrong with Nightmare before ? Will Pickle make the quest too easy for the teams ? Nightmare fans everywhere may have had similar reservations....

The fact that those doubts were unfounded is a testament to Tim Child, for being brave enough to change the format in that way, by ensuring that Pickle never interfered to an annoying extent.

So there you have it ! Easily the most glowing 'Remember Him' review to date. Which leaves one question begging to be answered....

Why on earth was Pickle replaced !? Answers on a postcard !....

Fear Factor : 0 Tended to be frightened, rather than frightening !

Humour Rating : 8 Always ready to amuse the team, and to annoy Treguard !

Killer Instinct : 0 Wouldn't hurt a fly !

Oscar Standard : 10 Perfectly Elvish, David Learner - we salute you !

LORD FEAR'S REVENGE

Yes, it's yet another brand new story, which should whet your appetite nicely before issue 9... Sean Mallion has penned this tale of a battle for supremacy, as Lord Fear threatens Treguard's reign....

One day, Lord Fear sat down and thought hard about just how he could defeat Treguard, and he wasn't having much luck. Behind him, Lissard was playing catch with an old ball, to pass the time. This gave Lord Fear an idea - he would attempt to capture Treguard using a crystal ball. Now all he needed to do was find a crystal ball, and he knew exactly where to get one. If he could get the crystal ball from Granitas, he knew the spell necessary for him to make use of it.

Fear arrived in Granitas' chamber in a cloud of smoke, and upon his arrival, the craggy features of Granitas appeared in the wall. "Why have you disturbed me ?" demanded Granitas. "I hear you have a crystal ball" said Fear "I would be most grateful if you could give it to me". "You must answer two riddles" boomed Granitas. Lord Fear groaned. Granitas began "Number one - what can never be heard, but is easily noticed ?". "Easy" said Fear "It's silence, next question !". "Number two" said Granitas "Which part of the body always smells the most". Again Fear was quick off the mark

"A trick question, eh ? Well, the answer is the nose". "Truth accepted" said Granitas. A gleaming crystal ball appeared on a nearby table, which Fear took gratefully.

Meanwhile, Treguard was watching developments from his chamber in Nightmare Castle. "What shall we do !?" asked Majida "We cannot let him attack us with that crystal ball !". Treguard was deep in thought. "Hmmm" he said "I can't enter the dungeon and stop him myself, but a dungeoneer would be able to do it for me...." Raising his staff, Treguard cried "Enter stranger !". A new dungeoneer arrived.

Lord Fear continued to progress up through the levels, nearing Treguard all of the time.

His quest was interrupted as Lissard contacted him in a dwarf tunnel, warning him that Treguard was wise to his plan. "Ha !" said Fear "I'd like to see that little brat of a dungeoneer stop me ! I'll obliterate him as soon as I see him !".

The dungeoneer was called Nick, and with no advisers, he was given expert guidance from Treguard. "This is what you must do" said Treguard "Find Hordriss the Confuser, and obtain the REVERSE spell. This will transfer all of Lord Fears spells to you and make him powerless. Now go quickly, and carefully.". Nick entered the dungeon....

WILL NICK SUCCEED IN HIS QUEST ? READ ON IN ISSUE 9 !

PUZZLE ANSWERS

Only one set of questions to solve this time - Jake Collins' Nightmare quiz back on page 15. So, now is the moment of truth - do you know as much about Nightmare as you thought !?

1) **Olaf** is the odd one out. He was the only character listed who didn't appear in **series one (1987)**.

2) **Series three** connects all of the listed characters. The series was of particular importance to each character as it was the one and only series that each of them appeared in !

3) **Malefact** is the calling name of **Hordriss**
Spite is the calling name of **Maldame**
Gwen is the calling name of **Greystagg**
Merris is the calling name of **Malice**

4) **Mogdred** is the character in question. Mogdred's victim in series four was **Helen MacNale**. The lucky escapee was **Giles Melner**.

CLOSING CREDITS

Another one bites the dust, and issue 8 is all over. As ever, I hope you all enjoyed reading it. However, much as I would like to take all of the credit for myself, I can't ! In fact, this issue would be nothing without the efforts of the following...

David Bradshaw, Jake Collins, Stephen Wilson, Jake Collins, Dave Stone, Jake Collins, Carl Bateson, Jake Collins, Rosey Collins, Jake Collins, Sean Mallion, and I think Jake Collins also deserves a mention !

As well as all of your fabulous contributions, I am eternally grateful to my faithful staff ! My thanks to **Dad**, who does so much, I'm sure he could photocopy for Britain in the next Olympics. Thanks to **Ray Headley** for kindly letting me use his computer, and Muchos Gracias to **Tim Morris** - Senor artista perfecto !

Of course, my acknowledgements would not be complete without thanking **Sue Child** at **Broadsword / Televirtual** for continuing to give me so much support. Last but not least, thank you to **David Learner** who has also been both supportive and willing to help since way back before issue 1 ! By the way, David, regarding page 27, please make the cheque payable to me !!

Any contributions, letters, ideas, anything to the address below. See you all again in December for issue 9, and to all those who say 'tomorrow never comes', just remember - it did yesterday.