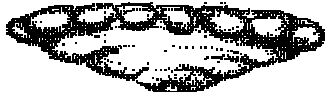


# THE EYE SHIELD



Issue 26

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MESSAGE FROM ME

Welcome to issue twenty-six of The Eye Shield. Firstly this month I must once again thank Richard Temple for his villainous article, the second part of which appears in this issue. It is joined, of course, by all your regular favourites, as well as a couple of new ideas from my Nightmare-warped brain, but the more observant amongst you will also notice a marked difference in *Adventure Time* over the next few issues.

*Adventure Time* is the only article featured in every single issue of TES so far, and so the decision to change its format was not taken lightly. I offer you now a chance to take part in each individual series of Nightmare in the form of an interactive quest. All the normal rules from the appropriate series apply, and you can expect to meet lots of different characters and situations from that series as you struggle towards your goal. Use your knowledge of the series and the books to aid the decisions you have to take. *Adventure Time* will follow this format for at least eight issues, after which it may revert back to its original format, or it may stay the same. This, of course, depends on any feedback I receive, so let me know if you have an opinion about the article's future.

So, those of you who enjoy interactive quests should relish the chance to achieve what was never achieved and win series 1 this issue, but as for the rest of you... well, there's still plenty more to keep you interested, so read on!

**Challenge question:** Which episode of Nightmare is this? Simon Nicholls becomes the first dungeoneer to reach level two. Merlin makes his first appearance.

## CORRESPONDENCE

This e-mail comes from Alan Bartholomew of Glenrothes, Fife.

Congratulations on all the work you've done for The Eye Shield. Nightmare was one of my favourite children's television programmes back when I was just a nipper. More importantly, it got me fascinated in the fantasy genre and led to my interest in the Chronicles of Narnia, Fighting Fantasy, Lord of the Rings and Terry Pratchett's Discworld. You can never underestimate the effects of quality programmes on a child's development. Is it any wonder that kids these days prefer to play games all day on their computers when the alternative is to watch these droll American sit-coms that we're being bombarded with? I guess it is the way of things for each generation to get all nostalgic and think that we had it better. However, how can today's kiddies

possibly have a quality upbringing while being deprived of Nightmare, Mysterious Cities of Gold, Dogtanian and Around the World with Willy Fog? Thanks for being an outlet for my ramblings. Keep up the good work on TES.

*Yes, it certainly does seem a less exciting televisual world nowadays without those classic children's programmes, but perhaps that's what today's kiddies will be saying about The Story of Tracy Beaker and Beat the Cyborgs in fifteen years. Thanks for your views, Alan.*

**Now here is some more from Steven Webberley.**

I agree with your sentiments about Oliver. Dunston should have had a full quest - he had a slightly shaky level 1, but improved as the quest progressed. He was at his best later on in his quest. Indeed, even with a level 2, there would have been every possibility that Dunston would have won. This certainly wasn't my favourite victorious quest. Oliver's level 1 was somewhat erratic, and if there was a level two he would have quite possibly perished there. Some dungeoneers have had slightly shaky starts to their quests but improved enormously, putting in classic performances. Some dungeoneers - Julie II, Daniel, Nathan and Leo, for example - are simply excellent right up to victory or just before death.

*I'm glad you agree with me about the end of series 8, Steven. I have always found it a very unsatisfactory end to the programme. I'm not sure whether Dunston would actually have won given a full quest, but he certainly would have had as good a chance as anyone else ever had, rather than a better one. He could always have been helped a bit by the production team, just like Richard at the end of series 1. Victory was handed to him on a plate, but he took the dagger! Perhaps Dunston wouldn't have fluffed so easily.*

## **REMEMBER THIS?**

Series 2/3. Level 1.

### **THE LION'S HEAD AND THE LASERS**

This challenge involved a room that featured a lion's head above the door. When the dungeoneer entered the room, yellow laser beams started to shoot from the lion's head and demolish large sections of the floor. Needless to say that a speedy exit was then required, as pretty soon there would have been no floor left to stand on. Despite its alarming appearance, this challenge was fairly simple, as the dungeoneer always entered the room at a point where they were pretty much in a straight

line with the doorway. All that was really required was a quick walk forwards in a straight line, but this seemed to be beyond the capabilities of some teams.

A few dungeoneers like poor ill-fated Scott from series 3 were sent side-stepping all over the place before they reached the door, a phenomenon brought about by our old friend advisor panic. Even with the best advisors, though, Claire from series 2 was always bound to find this challenge a bit difficult, as she always tended to walk a little wonkily. When Claire did finally manage to make it to the door, the floor had practically all gone. With most teams, though, the challenge was completed fairly easily. A little extra task was sometimes included in this room to add to the challenge.

Series 2's Tony found a large table in this room with a chicken on a silver platter. You'd think that putting this food item in his knapsack would have been easiness itself, but the team were so spooked by the sudden appearance of the lasers that he was delayed in his attempts to restore his life force while his advisors stopped for a short panic session. Later in the series, Steven had to grab a key from a green rug on the floor while the lasers shot into the room, but, as in Tony's case, he managed to get out in the end with no real difficulty.

This room was never a major obstacle or a favourite puzzle, but it was a challenging and surprising early room that was the scene of several moments of classic Nightmare drama.

**Difficulty: 5** It should have been incredibly easy, but wasn't.

**Killer Instinct: 1** Not really meant to be a killer.

**Gore Factor: 1** The dungeoneer would probably just have disappeared.

**Fairness: 8** There was plenty of time to get out, as long as the advisors could keep their heads.

## ADVENTURE TIME

It's Autumn 1987, and you're about to take a trip through the undefeated Nightmare Dungeon. Keep your wits about you and remain true to the Code of Chivalry and you may go far.

### 1

Treguard welcomes you into his Dungeon home. As you have no advisors to aid you on this quest, he does not blindfold you to the way ahead.

"Do not underestimate the challenges of my Dungeon, though, young adventurer," Treguard warns you. "You will still need all your skill if you are to conquer it. Now, face the Dungeon door and step boldly forwards."

You are in a grey room with four doors. One has a portcullis barring it, one is labelled *Fire Exit*, one has a skull above it and the last has a chalice. Which of the three open exits will you choose?

The fire exit: go to **36**.

The skull: go to **14**.

The chalice: go to **27**.

### 2

You are in Lillith's cavern. The snooty sorceress spots you teetering at the edge of her pit and gives a haughty laugh.

"My word, are you the best Treguard can manage to match the Dungeon's deeds?" Lillith sneers derisively. "I can't say I'm over-impressed. Still, such things are no concern of mine. If you want to be able to leave my domain through the serpent's mouth then you must pay me a toll. What do you have to offer, dungeoneer?"

If you offer a key, go to **31**.

If you offer a bar of gold, go to **20**.

If you offer a silken glove, go to **5**.

### 3

You are in the wellway room, but Gumboil guards the way down to level two.

"Halt!" he demands. "The password, intruder, or you perish!"

You do not have the password, but what do you have that might persuade Gumboil to let you descend to level two?

If you offer him a glove, go to **22**.

If you offer him a key, go to **26**.

If you offer him a gold bar, go to **33**.

### 4

"Truth accepted" Merlin beams. "Well done, dungeoneer. As promised, I now gift you two spells. They are both effective in the right situation, but it is up to you to identify which situation is right for each one. The spells' names are WELL and OPEN. Now, be on your way. If you survive all, we shall meet once again."

Merlin disappears, and you exit through the door to **21**.

**5**

"That will do nicely" Lillith nods in satisfaction. "Rock to rock and stone to stone, span the pit and cross the zone."

The shimmering causeway appears and you are able cross the chasm safely. Lillith accepts your gift and gives you the spell FLARE before you depart. Go to **17**.

**6**

The stone wellway appears - congratulations on completing level two! You climb down the well and fall into level three. Go to **19**.

**7**

"Falsehood" the gargoyle says again. "It's a shark - a whale shark, to be precise. Twice you failed to answer me with truth, adventurer. You must now stay here forever."

Your adventure ends here.

**8**

This has no effect on the darkness whatsoever. Your only hope is the FLARE spell. If you can cast it, go to **24**.

**9**

This does nothing to stop the wights' advance. What is worse, there is no time left to try using another object! The wights descend on you and do not stop their onslaught until your bones have been licked clean - your adventure ends here.

**10**

Granitas will accept *plants, trees* or *flowers* in answer to this question. If you answered incorrectly then the wall monster promptly devours you and your adventure ends here. If you gave one of the three answers above then Granites is satisfied to let you pass.

"Truth accepted" Granitas drones. "Take what you need from here, adventurer. The doors ahead are not locked by any normal means. Granitas is sleepy now. I hunger, yet we may meet again."

Decide which two objects you will take from the choice of gold, a key and a glove and then go to **2**.

**11**

The answer is *silence*.

If you answered anything other than this, Merlin disappears and leaves you to see yourself out. Go to **21**.

If you answered correctly, go to **4**.

## 12

This has no effect on the darkness whatsoever. Your only hope is the FLARE spell. If you can cast it, go to **24**.

## 13

The wights take the scent of the meat and lose interest in you. You quickly push through the deadly throng and leave the cave. The next chamber is occupied by Mug, the gargoyle. His face is blue, as he is not happy. The only exit from this room is blocked by a portcullis.

"Why should I let you pass?" Mug scoffs when you ask him to unblock the door. "I never get anything I want so why should you, dungeoneer?"

"There must be something I can give you to change your mind," you protest.

"Everyone always lies to me" Mug grumbles. "If you want to leave this chamber, you must give me truth. You have two chances to answer me correctly. Here is the first. The smallest mammal in the world is a type of rodent. True or false?"

If you say true, go to **23**.

If you say false, go to **32**.

## 14

There is a large catacombite guarding the next chamber. As you are totally defenceless you can do nothing to stop it from eating you alive. Your adventure ends here.

## 15

The spell has no effect. The WELL spell can only reveal a well, not create one. You might wish to try the OPEN spell on one of the doors, but by wasting the WELL spell you have doomed your quest. Your adventure ends here.

## 16

You blow the horn and the wall crumbles into rubble. You step over this and approach a large table with a glowing letter M on it. When you touch the M there is a flash of lightning and a large transparent image of Merlin appears in the room with you.

"Well done, young adventurer, you have beaten the Dungeon" Merlin commends you. "You have survived all the challenges and have truly earned the Silver Spurs of Squiredom."

Well done for beating the challenge this time, but can you do it again next issue? Keep reading to find out.

**17**

You are in a long corridor, but there is not enough light to make out any exits. You must act quickly or risk the meeting the creatures that dwell in the shadows.

If you hold up a key, go to **8**.

If you hold up a glove, go to **35**.

If you hold up a gold bar, go to **12**.

If you cast the spell FLARE, go to **24**.

**18**

You are not carrying the correct object, I'm afraid - you needed the horn to bring down the walls of Jericho. Your adventure ends here at the final hurdle.

**19**

You land in the level three clue room. On the table are a joint of meat, a triangular shield, a jar of salt and a horn. Decide which two of these four objects you wish to take with you. There are two doors leading from this chamber. The left-hand door is decorated with the symbol of a chalice; the right-hand door has no symbol.

If you go left, go to **30**.

If you go right, go to **36**.

**20**

"That will do nicely" Lillith nods. "Rock to rock and stone to stone, span the pit and cross the zone."

The shimmering causeway appears and you are able cross the chasm safely. Lillith accepts your gift and gives you the spell FLARE before you depart. Go to **17**.

**21**

You are in a room with two doors on the walls to the left and right. They are both locked, so if you do not have any magic to exit this chamber then you may as well give up now. If you do have some spells from Merlin, continue. Folly is in the room with you.

"Hail to you, bold adventurer" the jester greets you merrily. "You have done well, and the way to level three is close at hand. One of these two doors leads to the wellway room, and you must choose one. Here's a clue to help you. How is it possible to discard right and find what's left is still right?"

If you approach the left-hand door and use the spell OPEN, go to **29**.

If you approach the right-hand door and use the spell OPEN, go to **36**.

If you ignore Folly's clue and use the WELL spell, go to **15**.

If you have no magic to use then your adventure ends here.

**22**



Gumboil is unimpressed by your bribe, and as you do not have the password you can do nothing to stop him from slicing you in two with his broadsword. Your adventure ends here.

### 23

"Truth accepted" the gargoyle says, almost optimistically. "You have earned the right to pass, adventurer."

The portcullis disappears from the door and you exit the chamber. You find yourself in a large stone room that is dominated by a wall with *Jericho District 6* written on it. There is no way to climb over it or go around it - I hope you have the correct clue object with you.

If you throw salt at it, go to **18**.

If you blow the horn, go to **16**.

If you raise the shield, go to **28**.

### 24

The corridor is flooded with light. A little further up you find two exits, one on the left and one on the right. They are both unlocked.

If you go left, go to **14**.

If you go right, go to **3**.

### 25

This does nothing to stop the wights' advance. What is worse, there is no time left to try using another object! The wights descend on you and do not stop their onslaught until your bones have been licked clean - your adventure ends here.

### 26

Gumboil is unimpressed by your bribe, and as you do not have the password you can do nothing to stop him from slicing you in two with his broadsword. Your adventure ends here.

### 27

You are in the level one clue room. On the table are a bar of gold, a silver key and a silken glove. Before you have time to examine these carefully, the far wall shifts into the features of a wall monster.

"I am Granitas of legend," he tells you. "If you seek wisdom you must first give me truth. Here is my conundrum. We take in what you give out, and we give out what you take in. What are we?"

When you have an answer, go to **10**.

### 28

You are not carrying the correct object, I'm afraid - you needed the horn to bring down the walls of Jericho. Your adventure ends here at the final hurdle.

**29**

You are in the wellway room, but there is no sign of the well. If you still have the WELL spell, go to **6**. Otherwise your adventure ends here.

**30**

You are in a small cave that is crawling with cavernwights. These creatures are carnivorous and always hungry. They are totally blind and deaf, but are already being drawn towards you by their highly developed sense of smell. There is no room to avoid the marauding throng of wights - you must use an object to save yourself.

If you blow the horn, go to **34**.

If you raise the shield, go to **9**.

If you throw salt at the wights, go to **25**.

If you throw the meat into their midst, go to **13**.

**31**

"What kind of a toll do you call that?" Lillith cackles cruelly. "Not one that will satisfy Lillith, that's for sure! I have no time for those who bumble, so boulders crack and that ledge crumble!"

You plummet to your doom and your adventure ends here.

**32**

"Falsehood" Mug says dolefully. "Here, then, is your second and final chance. The largest fish in the world is a type of herring. True or false?"

If you say true, go to **7**.

If you say false, go to **23**.

**33**

Gumboil accepts the bullion silently and steps aside to let you pass. You go down the well and into level two, where Cedric the mad monk is waiting for you. He is standing in front of the only exit from this chamber and will not let you pass unless you can answer his question.

"This time it is a matter of general knowledge" Cedric tells you shortly. "And you'd better answer correctly, Dogsbottom, or your quest goes no further. Tell me if you can, Offal-Brain, what is the largest living bird in the world?"

When you have your answer, go to **37**.

**34**

This does nothing to stop the wights' advance. What is worse, there is no time left to try using another object! The wights descend on you and do not stop their onslaught until your bones have been licked clean - your adventure ends here.

**35**

This has no effect on the darkness whatsoever. Your only hope is the FLARE spell. If you can cast it, go to **24**.

**36**

You walk through the door and are immediately burned alive by a blazing inferno. Your adventure ends here.

**37**

The correct answer is *ostrich*. If you answered anything other than this, Cedric clouts you with his staff and your adventure ends here. If you answered correctly, the monk grudgingly lets you pass and you exit through the door. You emerge into Merlin's study. There is a glowing letter M on the floor, which you bend down and touch. Lightning flashes and Merlin appears on the throne.

"Well done for getting this far, adventurer" Merlin commends you. "But if you are to find the way to level three you will need my magic. I have two spells to aid you in your quest, but first you must solve my riddle, and here it is. If you speak my name then I am broken. What am I?"

Short and sweet, I'm sure you'll agree. When you have your answer, go to **11**.

## **TOP FIFTEEN KNIGHTMARE VILLAINS**

### **Part Two**

By Richard Temple.

**10. Lillith (Series 1/2):** The original Knightmare villain (Mogdred was not seen until series 2), Lillith guarded the snakemouth chasm of level one. She was responsible for the deaths of three dungeoneers (the most for any Dungeon villain.) I personally have only seen Lillith in action once but she was certainly a menacing figure in the Dungeon.

**9. Aesandre (Series 5):** The queen of Winteria (level 3 in series 5), known as "Old Icy Knickers" by her enemies. She made only a few appearances but was an impressive foe and the last totally evil sorceress

ever to blacken the Dungeon. It was Aesandre who tried to foil the winning quest of that series but she ended up frozen in a block of ice. At the end of the series, it was Aesandre who cast the spell that froze the Dungeon. She was never a major figure, but given more appearances could have become quite a threat to future quests. She never managed to kill a dungeoneer.

**8. Lissard (Series 7/8):** Lord Fear's second main henchman (after Skarkill) was not very hands-on, leaving the actual dirty work to Raptor and Sly Hands. Lissard was a lot cleverer than Skarkill had been and he aided Lord Fear in devising some of his wicked schemes, such as the attempted assassination of Hordriss by a skeletron disguised as Sidriss. The Atlantian was played by Clifford Barry, who also played (with less success) Raptor. A classic character from the last two series of Knightmare; with his trademark lisp he was both funny and menacing at the same time.

**7. Brollachan (Series 7):** Lord Fear's shape-shifting Cornish monster. This unique Knightmare character was robbed of its knowledge and kidnapped by Lord Fear who pulled it through time from Cornwall to kill Smirkenorff for him (this never actually happened). It travelled through the walls of the Dungeon quizzing dungeoneers: *"I hunger for knowledge; feed my hunger or I feed on you!"* Brollachan helped in the plan to destroy Knightmare Castle at the end of the series by building a tunnel for the king of the trolls, Bulstrode, to use to reach the castle. When this backfired and Lord Fear and his henchmen were trapped under the troll, Brollachan took the opportunity to quiz them. Definitely one of my favourite characters from series 7, I was disappointed when he did not reappear in series 8.

**6. Bulstrode, the King of the Trolls (Series 7):** He only appeared in two episodes, but he was instrumental in my favourite end of season finale, so I included him. Lord Fear used him in an attempt to destroy Knightmare Castle. He rose up through a tunnel under the castle into the antechamber, but the dungeoneer (Barry) had retrieved the troll hammer, which Treguard used to kill Bulstrode and send him plummeting back down the shaft to land right on top of Lord Fear, Lissard, Raptor and Hands.

**The countdown concludes next time, readers - who will turn out to be Richard's favourite villain of all time?**

## PUZZLE PAGE ONE

### The Spell Grid II

You know what to do, readers - match up the correct character, spell and dungeoneer.

Character	Spell	Dungeoneer
Merlin	BIG	Julie (Series 7)
Lord Fear	FOUL	Ben (Series 5)
Motley	FIRE	Claire (Series 2)
Hordriss	FREEZE	Daniel (Series 8)
Greystagg	VISOR	Ben (Series 6)
Malice	LITTLE	Helen (Series 4)
Gretel	SHIELD	Alex (Series 7)
Honesty Bartram	SAMURAI	Ross (Series 3)
Grimaldine	HERO	Matt (Series 6)
Brother Mace	TRICK OR TREAT	Richard (Series 1)
Lillith	SHADE	Julian (Series 2)
Sidriss	RETURN	Alistair (Series 4)

### REMEMBER HIM?

Series 1/2/3/4/5/6/7/8.

#### **TREGUARD, THE DUNGEON MASTER**

What is there to say about Treguard that would fully do him justice? To say that Hugo Myatt's powerfully bearded Dungeon Master personifies the whole concept of Nightmare might be a good start. It is an achievement indeed to have starred in all one hundred and twelve episodes of Nightmare over eight years, slotting neatly into each series with whatever differences in character traits and allegiances were necessary. As well as the role of the master of the Nightmare Dungeon,

Treguard took on the position as the host of the programme, creating a special link with the watchers at home that other characters did not have.

The character of Treguard was explained and examined in detail in the first Knightmare book in 1988. He was the son of an English lord whose castle had been invaded and taken over by Vestan of Brittany. As the only survivor of Vestan's attack on his family, Treguard fled England and worked as a mercenary in continental Europe and the Holy Land. He returned to England ten years later with the intention of wresting his castle back from Vestan, but soon found himself involved in a potentially apocalyptic battle between good and evil. It was Knightmare Castle's new lord, the evil Gruagach, who set up the Knightmare challenge to tempt, trap and destroy brave young warriors in the Dungeon's depths. Treguard changed the emphasis of the challenge to a test of wit and guile when he won his castle back, and that was how the Knightmare we all know and love began.

As each series of Knightmare changed slightly in style and concept, so too did the Dungeon Master. His most basic change was from the neutral master of the Dungeon in series 1-4 to the leader of the Powers that Be in series 5-8. There are many more subtle changes that only fifteen years' worth of obsessive Knightmare watching can fully reveal, but, thankfully, the same basic character of Treguard was always present. For this we can thank Hugo Myatt who, despite the enormous changes that the programme went through, managed to adapt Treguard to each new series without noticeably changing the character. The two costume changes brought the most marked changes in Treguard's demeanour, between series 2 and 3, and 6 and 7. You could say that because Knightmare changed so much during its eight-year run, we have Treguard to thank for keeping the show together and making each series recognisable from previous ones. My only slight disappointment in this area is that Treguard loses virtually all contact with the watchers in series 8 and is reduced mainly to annoying bantering with Majida, but I won't harp on about it.

There are so many to choose from, but some of Treguard's most memorable scenes include his overenthusiastic commentary of Folly and Cedric's battle of insults in series 1, his somewhat haphazard attempts to help Julian and friends cope with Medusa in series 2, his annoyance at the early departure of the watchers after an episode in series 5, and his

farcical meeting with Majida at the beginning of series 7, which was a jarring taster of things to come.

Treguard is undoubtedly the heart and soul of Knightmare, and I hope that my review here, although it could never fully do him justice, has revealed at least the basics of the character and his importance to the programme.

**Fear Factor: 6** Got less scary as time went on, but still...

**Killer Instinct: 0** The dungeoneers' fates were always out of his hands.

**Humour Rating: 3** Usually very serious, but known to have the odd laugh.

**Oscar Standard: 10** I wouldn't dare to fault Hugo Myatt's portrayal of Treguard, for where would Knightmare have ever been without it?

## THOSE KNIGHTMARE NIGHTS

As you are reading this fanzine over nine years after Knightmare's untimely demise, I think it fair to assume that you were one of the four or five million young people who, like me, used to be able to get through the Christmas term at school only because of one salient fact: Fridays meant Knightmare. I know that the first two series were not originally on Fridays, but as I was in my very first year of school during series 2, I really do not specifically remember looking forward to going home and watching Knightmare after school at that point. From series 3 onwards, however, I can recall even now the wonderful feeling of the knowledge that Knightmare was coming at the end of the week driving me through week after tedious week of schoolwork.

In my opinion, having Knightmare on TV on Fridays was a very special part of being a fan of the programme. Starting a new school year was always a nerve-wracking prospect for one of my sensitive nature, but being able to watch - and later record - Knightmare at the end of the week always kept me going. The phrase "little Friday sessions" that Lord Fear uses at the very beginning of series 8 really does ring true with me. Whatever happened during the week at school, I knew that Knightmare would be there for me on Friday. However upset or disgruntled I was feeling after

a long, hard week at school, Nightmare would be there to comfort me, and no one could take that away from me.

There were often outdoor games on a Friday afternoon, which I really did not enjoy at all. I am utterly convinced that what allowed me to sprint round and round that enormous games field in the freezing cold week after week at the mercy of sadistic middle-aged teachers in tracksuits was the fact that I had Nightmare to look forward to at the end of it. Nightmare nights really did mean a lot to me during my entire primary school career, and I will never forget the feelings of anticipation and excitement that would grow within me as Friday evening drew nearer each week.

I have been trying to decide which years' Nightmare nights were most special and comforting to me, and I think that Nightmare's final two years - 1993 and 1994 - win this particular contest. As I said, Nightmare nights were always special to me, but from 1988 to 1992 my school life was not all that harrowing. I was one of the most intelligent people in the class, as my teachers always told me. I always used to think that I was the most intelligent, but I don't think that my old friend Jennifer used to agree with me about that. Jennifer was always considered a boffin and she used to design and make her own Christmas cards for everyone each year, but is that really a measure of intelligence? Anyway, I was also well behaved and never in trouble, and I think I can say with hindsight that I had a pretty easy ride. However, all that changed in September 1993.

At my primary school, everyone dreaded going into year 6. This was because the teacher was probably the worst teacher in the entire world. She had no patience or compassion, and obviously hated children. She had no idea how to teach anything in a way that we could understand, and has recently turned to supply teaching so that OFSTED will never catch up with her and witness her appalling teaching methods. I honestly think the woman would be more suited to prison warding than teaching. The name of this teacher used to be whispered with dread throughout the school, and reaching her class was an inevitable hardship. Some of my classmates - including the endlessly talented Jennifer - were unlucky enough to spend both year 5 and year 6 with this teacher, but I was kept from her until year 6 because I had been born in the summer term and was one of the youngest people in my class.



In the Christmas term of 1993, this dreaded teacher and her army-like PE lessons made my Friday afternoons a living Hell. However, returning home to watch the antics of Treguard, Majida, Lord Fear and Lissard really did keep me sane. My reward for enduring that term was to play Joseph in the school's nativity play at Christmas. (By the way, I feel I should state for the record that I really liked Jennifer and am sorry that we lost contact after 1994. This article holds no disrespect for her.)

September 7th 1994 was my first day at secondary school. Despite the enormous changes in scene, school routine and classmates that we all had to get used to, I was still happier in year 7 than I had been in year 6. However, changing schools - particularly from primary to secondary - is a big deal for everyone, and is especially daunting for one of my shy and nervous disposition. I soon settled in quite well and became quite happy, but I'm sure I was helped by series 8 of Knightmare waiting for me at the end of the week. It really did help my transition to secondary school by providing that familiar feeling of anticipation on Fridays. I knew that no matter how many times I had to sew pieces of cloth together aimlessly in Textiles or draw endless pictures of my own face in Art, I had Knightmare to go home to.

One particular Friday when I was very grateful for Knightmare occurred on September 29th 1994. The school was having its two-yearly sponsored walk, which involved everyone getting sponsored to walk for miles and miles around Harpenden all day and get generally uncomfortable and pissed off. The experience caused me several large and painful blisters as well as a serious argument with my new best friend, and the irony is that it was the last sponsored walk the school ever organised! If I had been born three months later... Anyway, the thought of Knightmare at the end of it all was the only thing that allowed me to complete that mammoth trek. It was episode four of series 8, the one in which Daniel dies in the Corridor of Blades and then Nathan meets Honesty Bartram. Whenever I watch that episode, an image flashes into my mind of my sore, blistered feet soaking in a bowl of warm water, and I remember how grateful I was that it was all over.

So, there are some of my Knightmare nights. If you have some similar experiences, why not write and tell me about them? I have never felt quite the same feelings of anticipation and excitement as those Knightmare nights used to bring, and I wonder whether any of you readers feel the same.

## CLASSIC QUEST

### Series 1

**Quest:** To survive the Dungeon.

**Dungeoneer:** Simon Nicholls.

**Advisors:** Steven, Jonathan and Simon.

**Home town:** Heckmondwyke.

**Team score:** 5 out of 10.

Simon's quest was the first ever to reach level two, one of only three to do so in series 1.

**Level One:** In the first chamber, Simon has to walk on three parts of a golden key to unlock a door. A meeting with the Giant follows, and Simon has to make a hasty escape when the large creature feels a sneeze coming on. The level one clue room is next, where Olgarth is on guard. With three out of three riddles answered correctly, the team gain maximum information from the wall monster and pick up a silk scarf and a talisman. Next, a bomb room leads to Lillith's lair. The scarf turns out to be her favour, so she thinks that Simon is her champion.

Lillith summons her causeway and accepts her favour from Simon. She gifts the team two spells - FREEZER and FLARE - and gives them the specific task of neutralising a catacombite for her, which is waiting in the next chamber. Once Treguard has explained how to spellcast, the team are able to neutralise the skeletal monster with the FREEZER spell - the first time ever a spell is cast by the game team on Knightmare - and make their escape into the Corridor of the Catacombs. Here Simon uses the talisman to unlock the right-hand door, which leads to the wellway room. It is pitch dark, but the FLARE spell sorts that out. Simon climbs into the well, and becomes the first dungeoneer ever to reach level two.

**Level Two:** Cedric is waiting at the bottom of the well, and Simon is forced to challenge him to combat by riddles. The team score only one out of three, and Simon's life force is put under threat as Cedric denies him the food that is sitting on the table. Fortunately enough, the level two

clue room follows, where Simon is able to restore his life force with an apple. In this room, the team meet Casper, the talking key. After a few introductions, Simon takes Casper and a bottle of pills from the table.

There follows the moving keyhole room, where Casper makes short work of directing Simon into unlocking one of the doors. Simon then becomes the first dungeoneer to encounter Merlin, when he completes the puzzle cube to spell M and summons the wizard to his study. Simon gives Merlin the headache pills, which he had apparently lost. Merlin then asks three riddles, and the team manage to answer two correctly. Merlin rewards them with two spells - LANTERN and ANVIL - and warns them to look out for Mogdred on the path ahead.

The Hall of Spears follows, and then the wellway room. Again this is in darkness, but the LANTERN spell sheds some light on the subject. Simon is then threatened by the wellway guard, Gibbet, and is supposed to knock him out with the ANVIL spell, but the silly advisors dispel LANTERN instead! Dear me, what good did they think that would do? It's almost worthy of Neil, really, isn't it?

**Summary:** They weren't bad at all and certainly took part in some famous firsts, but in the end they were too cautious with magic.

## CREATURE FEATURE

Series 3/4/6/7. Level 1/2.

### OGRES

What is an ogre? Is it human, or does it have green skin and horns? Or is it simply a rather savage man who lives in a cave? This is the description that seems best to fit the Nightmare ogres, who were undoubtedly extras dressed up in scruffy clothes, who were given a club and told to lumber about like a primitive beast.

In series 3, there was one ogre in the Dungeon - Mr. Grimwold. He used to lumber around the dwarf tunnels, Dungeon valleys and the Corridor of the Catacombs in pursuit of dungeoneers. Even though he has never been

classed as a character, Mr. Grimwold had a whole story behind him. He was married to Mrs. Grimwold, the witch, and apparently shared a very fulfilling marriage with her, even though he never said a word to her. You have to wonder how he proposed, don't you?

Mr. Grimwold was also responsible for biting off one of Festus's three heads, an action that Mrs. Grimwold never did find an explanation for. Grimwold also had a soft spot for Mellisandre according to the maid herself, but I suppose he was only human (or maybe not). In his capacity as a Dungeon danger, Grimwold was far from ineffective. He managed to claim one victim during the series - Kelly I, who became trapped in level one after rejecting a certain important crayon. Later in the series, Chris II had to use a SPEED spell from Hordriss to escape from Mr. Grimwold in the dwarf tunnels.

There was also an ogre who made two appearances in series 4, although they were both very brief. This new bearded ogre accosted Vicky at Dungarth, but was easily bribed with a necklace. He returned briefly to chase Dickon and Motley out of a chamber in level two, and that was it. If you were to class this ogre as a replacement for Mr. Grimwold, he would be poor to say the least.

Interestingly, the Grimwold family was briefly brought back into Knightmare at the very end of series 6. When Sofia met Julius Scaramonger in level one, he was being assisted with his wares by an ogre he called Young Grimwold. As Tim Child mentioned in an issue of *The Quest* newsletter that Mr. and Mrs. Grimwold had a son, it might be fair to assume that Julius's assistant was it. This was the only ogre appearance in series 6 and was fairly ineffectual in itself, although Sofia's team did have to remember that Julius had kept calling the ogre Grimwold because they were told that the password was the name of Scaramonger's servant.

There was one final ogre appearance in series 7, when Nicola II had to wait behind one in a queue for Rothberry's stall. This particular ogre was apparently worried about how ugly he was, but Rothberry had nothing to help him. This ogre appearance really was incidental, but I thought I'd mention it anyway. I think it would be fair to say that the major time of the ogre on Knightmare was series 3, with a few appearances in subsequent series.

**Fear Factor: 4** Nothing too daunting.

**Killer Instinct: 7** Grimwold's one victim is not to be sneezed at.

**Gore Factor: 3** Just a bit dirty and scruffy, really.

**Humanity: 9** Very close to if not actually human.

## PUZZLE PAGE TWO

Name the character responsible for each quote, and the Knightmare puzzle, trap or obstacle they are talking about.

1. "Nothing here is stable; proceed with care but don't delay!"
2. "Lopped off more heads and limbs than Vlad the Impaler and still going strong."
3. "A small world, team, and getting smaller all the time!"
4. "That's the trouble with things operated by magic, they do tend to go through the occasional bad spell."
5. "Your quest is taking you, as quests may do, beyond the Dungeon and into the deeper catacombs that lie below the castle."
6. "No one gets to beat the action in one of those."
7. "The level two guards are holding a tournament, and through the door you must brave their gauntlet. Step carefully to survive."
8. "One slip here and he's mincemeat!"
9. "If you want to beat the clock, just hold me up before the lock."
10. "This is a very difficult puzzle. The only advice I can give you is to keep a record of all your judgements."
11. "We start with all the even values going down, and finish with all the odd values going up."

12. "It is a dangerous ordeal, because the timing must be perfect. If you wish to follow me you must watch what I do, and get your friends to count aloud the numbers of squares as I go through the puzzle."

## **KNIGHTMARE UNIVERSITY CHALLENGE**

Thanks go out to Steven Webberley for giving me the idea for this section. Each of the questions below relate to characters from Knightmare. If you answer the starter for ten points correctly then you can have a go at the bonuses for five each, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. Keep track of your points as you work through the questions, and see how well you performed by reading the legend at the very end of this section.

- 1. Which character appears in every episode of Knightmare? (10)**
  - a. Which character is next in the list of appearances, with a total of 53? (5)
  - b. Which character appears in exactly half the episodes in series 1-4? (5)
  - c. Which character made a total of 39 appearances between series 3 and 8? (5)
  
- 2. Which cheerful rogue made his first appearance in the first episode of series 3, and his last in the final episode of series 8? (10)**
  - a. Which female character's first appearance is in the very first episode? (5)
  - b. Which leafy character's last appearance is in episode 3 of series 5? (5)
  - c. Which depressed character's first appearance is also her last? (5)
  
- 3. Complete the list of Knightmare tradesmen/stallholders: Julius Scaramonger, Ah Wok, Rothberry and... (10)**
  - a. Which two stallholders had a fierce rivalry during series 6? (5)
  - b. Which stallholder sold medicaments? (5)
  - c. Rank the four stallholders from the most to the least trustworthy. (5)
  
- 4. Complete the list of Knightmare monks: Brother Strange, Cedric and... (10)**

- a. What weapon did Cedric carry? (5)
- b. Which monk did not have a cowl? (5)
- c. How many of the monks gave out spells to dungeoneers? (5)

**5. Who was the first character to award a spell on Knightmare? (10)**

Which character was the first on Knightmare to say the following words?

- a. Spyglass. (5)
- b. Dungeon. (5)
- c. Dunshelm. (5)

**Answers:**

**1. Treguard, the Dungeon Master. (10)**

- a. Lord Fear. (5)
- b. Merlin. (5)
- c. Hordriss the Confuser. (5)

**2. Motley. (10)**

- a. Lillith. (5)
- b. Oakley. (5)
- c. Dooreen. (5)

**3. Honesty Bartram. (10)**

- a. Julius Scaramonger and Ah Wok. (5)
- b. Rothberry. (5)
- c. Ah Wok, Rothberry, Honesty Bartram, Julius Scaramonger. (5)

**4. Brother Mace. (10)**

- a. Quarterstaff. (5)
- b. Brother Mace. (5)
- c. All three of them. (5)

**5. Lillith. (10)**

- a. Julius Scaramonger (series 5, episode 1). (5)
- b. Treguard (series 1, episode 1). (5)
- c. Velda (series 3, episode 11). (5)

**Score:**

**0-45:** Come on!

**50-95:** You might make it to the semis.

100-115: A finalist to be sure.

120-125: An ultimate Knightmare University Challenge champion.

## POETRY CORNER

It was the first ever winning quest so, whether you are a fan of Mark Wickson and his team or not, the illustriousness of this quest is not to be denied.

From Witney came Mark and his boys,  
To pit their wits 'gainst Dungeon ploys.  
Folly's cards is how it starts,  
With a walk through the Queen of Hearts.  
Mark helped Gretel's kitchen error,  
Then she was nabbed by a Dungeon terror.  
With Igneous the team did well,  
Then Lillith woke to clanging bell.  
With Gumboil bribed the level ended,  
Then Cedric had to be befriended.  
The monk gave Gumboil quite a thwack,  
Then fled before a spider attack.  
Mark faced Merlin's tricky sayings,  
Then bore Olaf's trying delayings.  
A skeletal monster frozen fast,  
The wellway room was lit at last.  
In level three the gargoyle wailed,  
But Mark ensured its sadness failed.  
With gargoyle's SUN the path was found,  
Merlin's SLEEP sent the dragon to ground.  
The FREE spell soon was whole again,  
Mark freed Gretel from her rein.  
The first of eight to win the quest,  
Who's to say that Mark's not best?



## PUZZLE ANSWERS

**Challenge question:** Series 1, episode 3.

### The Spell Grid II

Character.	Spell.	Dungeoneer.
Merlin	SHIELD	Richard (Series 1)
Lord Fear	TRICK OR TREAT	Ben (Series 6)
Motley	BIG	Ross (Series 3)
Hordriss	FIRE	Ben (Series 5)
Greystagg	RETURN	Julie (Series 7)
Malice	HERO	Alistair (Series 4)
Gretel	FOUL	Julian (Series 2)
Honesty Bartram	SHADE	Daniel (Series 8)
Grimaldine	VISOR	Alex (Series 7)
Brother Mace	FREEZE	Helen (Series 4)
Lillith	LITTLE	Claire (Series 2)
Sidriss	SAMURAI	Matt (Series 6)

### Puzzle and trap quotes

1. Treguard. The Block and Tackle. Series 4, episode 7. Nicky.
2. Lord Fear. The Corridor of Blades. 8, 10. Oliver.
3. Treguard. The Corridor of the Catacombs (the moving wall). 3, 10. Douglas.
4. Hordriss. The Descender. 5, 7. Ben I.
5. Treguard. The Dungeon Valley. 3, 3. Simon II.
6. Romahna. The Fire Room. 7, 9. Ben III.
7. Merlin. The Hall of Spears. 1, 5. Danny.
8. Treguard. The Mills of Doom. 2, 12. Julian.
9. Casper. The Moving Keyhole. 1, 3. Simon I.
10. Treguard. Play Your Cards Right. 8, 5. Nathan.
11. Lissard. Reach for Runes. 8, 6. Michael.
12. Romahna. The Trial by Spikes. 7, 6. Alex II.