


THE EYE SHIELD



Issue 45

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MESSAGE FROM ME.

Welcome to issue 45 of The Eye Shield. I make no apologies for being very excited about, and mentioning straightaway, my exclusive interview with series 8 advisor Justin Kett, who has recently been active on the Nightmare Discussion Forum. I would like to extend my sincere thanks to Justin for agreeing to answer my questions, and also for keeping a somewhat low profile on the board until this issue of TES was published! Consequently, TES is the only place (for now) to peruse Justin's memories and musings, and this interview is a must for any true Nightmare fan, believe me. Thanks again, Justin - you've really made this issue of The Eye Shield a special one. By the way, if you're wondering why I've placed the interview at the end of the fanzine, think of the song from that old Bisto advert...

Of course, Justin's interview has not made me forget about the contributions sent in by my other loyal readers - it fills me with delight and joy to announce that, in this issue, TES has reached what may well be an all-time high (during its second coming, at least) of reader contributions. As well as the continuations of Chris Stallard's *Close, But No Cigar* and Gary Day's *The Adventurer's Adventure*, there is the first part of a brand new story, *The Fastest Draw in the Dungeon*, by one of TES's most prolific contributors, Richard Temple, and a nostalgic look back at some of the most memorable kids' TV shows of the 1980s in *Kids' TV Shows I Grew Up With*, by Liam Callaghan. Guys, thank you all for choosing TES as the forum for your work - words really cannot express how grateful I am to have received these magnificent contributions. Enjoy them all, readers, but before you do, there are a couple of loose ends to tie up.

As requested by Jim Waterman in the last issue, I have compiled a list below of the Nightmare actors' other TV and big screen appearances. If you have any others to add to the list, please do let me know:

Hugo Myatt (Treguard):

Zig Zag (1996) as a potter/storyteller; Chuckle Vision (2000) as a suspected vampire; Life as We Know It (2001) as a vicar; Dick & Dom in da Bungalow (2004) as Treguard; Snatching Time (2006) as Bob Snatcher.

John Woodnutt (Merlin/Mogdred):

The Sweeney (1975) as Dr Clare; Jeeves and Wooster (1990) as Sir Watkyn Bassett; Harry's Mad (1993) as a judge; Dragonheart II: A New Beginning (2000) as Friar Peter.

Edmund Dehn (Gumboil/Giant/Igneous/Automatum):

Cradle of Fear (2001) as DI Pete Neilson.

David Verrey (Golgarach/McGrew):

Family Affairs (1999) as Serge Starr; Red Dwarf VIII (1999) as Mr Meat; Bridget Jones: The Edge of Reason (2004) as Giles Benwick; Doctor Who (2005) as Joseph Green;
The Bill (2007) as Mark Bright.

David Learner (Pickle):

The Hitch Hikers Guide to the Galaxy (1981) as Marvin; Supermarket Sweep (1993) as a contestant; The Famous Five (1997) as Mr Alfredo.

Michael Cule (Brother Mace/Fatilla/Doorkis/Gatemaster):

The Hitch Hikers Guide to the Galaxy (1981) as the Vogon Guard; Time Busters (1993) in various roles.

Samantha Perkins (Malice/Gundrada):

Time Busters (1993) in various roles.

Mark Knight (Lord Fear/Sir Hugh/Ah Wok/Rothberry):

Time Busters (1993) in various roles.

Rayner Bourton (Skarkill/Julius Scaramonger):

The Hitch Hikers Guide to the Galaxy (1981) as the newsreader.

Adrian Neil (Ridolfo/Nemanor):

Sabrina, the Teenage Witch (1996) as a magician of some kind(!).

Clifford Barry (Lissard/Raptor/Brother Strange):

Jonathan Creek (1999) as a bald thug; Red Dwarf VIII (1999) as a bald guard.

Bill Cashmore (Snapper-Jack/Honesty Bartram/Bhal-Shebah):

Men Behaving Badly (1996) as a workman.

Joanne Heywood (Stiletta):

Next of Kin (1995) as an attractive young woman; EastEnders (2003) as an attractive young(ish) woman with whom Garry gets together after Lynne leaves.

And now, at last, here are the answers to Martin "HStorm" Odoni's fiendish Nightmare QI quiz, along with the scores of all you readers who were brave enough to enter the competition:

1) Who was Mogdred's lover?

Correct answer: Nimue.

Cliché answers: Morghanna, Malice.

Explanation: There is no indication whatsoever that Mogdred was even an ally of either Morghanna or Malice, let alone that he might have been romantically involved with either of them. Indeed, in Malice's case, the indications are that she was his implacable enemy. As Mogdred is the dark side of Merlin's character, the correct answer would presumably be Merlin's lover from the sixth century, Nimue.

2) Which is the odd spell out? FIRE, FREE, FREEZE, FREEZER, SPLASH.

Correct answer: FREEZER.

Cliché answers: SPLASH, FIRE.

Explanation: The cliché is *SPLASH*, because it doesn't have the letters F, R or E in it. By that reasoning, FIRE would be just as valid a candidate by virtue of being the only spell that *does* have the letter I in it. FREEZER is the odd one out, as it was the only spell that was cast by a team that did not go on to win their quest.

3) What does the following code signify? MK4, JN10, DN6, BN4, BN5, JE6, BY7, DN6.

Correct answer: In chronological order, they are the first and last letters of the Christian names of all the winning dungeoneers - MarK, JuliaN, DickoN, BeN, BeN, JuliE, BarrY, DunstoN - followed by their team number within their respective seasons, e.g. Julian was in team 10 of series 2.

Cliché answers: Anything to do with postcodes, a causeway puzzle sequence, or the initials of actors who appeared in Nightmare.

4) Which is the odd one out? Blades, Spikes, Catacomb, Spears.

Correct answer: Spikes.

Cliché answer: Catacomb.

Explanation: The cliché is *Catacomb*, because it isn't a weapon. Although they can be used in that way, spikes aren't particularly weapons either. The answer is Spikes, because the others were all names of Dungeon corridors, whereas the Trial by Spikes was located in a chamber.

5) Give the name of the rude cavern elf who acted as Smirkenorff's guardian for two seasons.

Correct answer: Elifasanvasanvasanchogawinkal. Although I confess I'm not sure if it's spelt with one F or two...

Cliché answer: Elita.

Explanation: This is not the elf's real name, but a pseudonym (her calling name) she lets people use.

6) Which is the odd spell out? FLIGHT, TRANSFORM, WEB, FLOAT, BIG.

Correct answer: WEB.

Cliché answers: Any pedantic mutterings about how the words are spelt, e.g. *TRANSFORM* has two syllables, the others all have one, or *FLIGHT*, because it's the only one with silent consonants in it. (YAWN!)

Explanation: WEB is the only spell whose effects were offensive, i.e. they affected someone other than the dungeoneer.

7) In how many seasons of Nightmare was Mogdred the arch-villain?

Correct answer: 4.

Cliché answer: 3.

Explanation: It is true that Mogdred didn't actually appear in series 1, but he was mentioned more than once by Merlin, and was even included in the credits at the end of every episode.

8) What does this sequence signify? ISS, ISS, ZER, ARE, ERN, ISS, TCH, VIL, ISS, ELL, ISS, ELL, ISS.

Correct answer: These are the last three letters of the spells cast throughout series 1, in chronological order: DISMISS, DISMISS, FREEZER, FLARE, LANTERN, DISMISS, ITCH, ANVIL, DISMISS, WELL, DISMISS, WELL, DISMISS.

Cliché answers: Anything to do with ancient languages loses ten points. Any mention of Babylonian or a Druid spell loses fifty points. If you even *think* of suggesting something stereotypical about the Germans, you lose two hundred points! Anything to do with the Klingons loses you five hundred points!

<u>Rank</u>	<u>Name</u>	<u>Q1</u>	<u>Q2</u>	<u>Q3</u>	<u>Q4</u>	<u>Q5</u>	<u>Q6</u>	<u>Q7</u>	<u>Q8</u>	<u>Total</u>
1	Drassil	0	2	3	3	2	3	0	3	16
2	Liam C	0	3	3	2	2	1	1	1	13
=3	Ross T	0	0	0	0	1	0	1	0	2
=3	Martin H	0	0	0	2	0	0	0	0	2
5	Brendan K	2	2	2	1	-10	0	1	0	-2
6	Pooka	0	1	-10	2	0	0	0	0	-7
7	Joe G-J	-10	-10	-10	0	-10	0	-10	0	-50

Congratulations to Drassil for being clever and canny enough to have won this mind-bending round of Knightmare QI. If I had an *Enter, Stranger* T-shirt, I'd send it to you, mate! And, guess what - this has been such a successful interactive feature that I have decided to kick off another round of Knightmare QI right now! Send in your answers by Friday 22nd June 2007, and your name could appear at the top of our next leaders' table! Exciting, huh? By the way, even though these ten questions are entirely of my own devising, I'd like to thank Martin "HStorm" Odoni once more for instigating this phenomenon.

1. **What was the chant used by Lillith in series 1 and 2 to summon her magic causeway?**
2. **Who conquered Dunshelm in the first Knightmare book?**
3. **Which dungeoneer was the first to use a trapdoor to change levels?**
4. **Which was the final wall monster to appear on the programme?**
5. **Who was the final character to be seen on Knightmare?**
6. **Who was the first female member of a winning team to speak on Knightmare?**
7. **What does this sequence signify?** (Look back to the previous set of questions if you want a big clue!) **ISS, ISS, XEL, ISS, AME, EZE, IRE, OES, ISS, ERO, BAG, ISS, NGE, ISS, AME, ISS.**
8. **What is the title of the first Knightmare book?**

9. What is the final spell that is cast in the traditional manner (by spelling it out) on Nightmare?
10. Which is the only piece of Nightmare canon (TV series and books) not to feature Treguard as a character?

Remember, a correct answer earns you one point, an interesting but wrong answer earns you nil points, and a cliché answer loses you at least ten points. You can earn up to two bonus points for each question by supplying some Quite Interesting supplementary information. I am also, thanks to Liam Callaghan's excellent suggestion, offering an extra bonus point for correctly identifying the cliché (or, in one case, identifying the fact that there is no cliché) in addition to supplying the correct answer, so there are four points on offer for each question. So, there we have it. Send an e-mail to the address at the foot of the page, or PM Eyeshield on the Nightmare Discussion Forum, and you could be our next Nightmare QI champion! By the way, most of these questions are designed to be slightly (but only slightly) easier than the last lot - there are no trick questions, if you know your stuff!

REMEMBER THIS?

Series 4/6. Level 1.

THE RUINS OF DUNGARTH.

As we are all well aware, many changes took place for the fourth series of Nightmare, perhaps the most notable of which was the inclusion of pre-recorded eye shield sequences leading from room to room. I am well aware of how unpopular these are, and I agree that they do waste a lot of time. However, locations such as the Dungarth helped to give some definite structure to the Dungeon, which I quite liked, personally.

After a team had answered Oakley's questions and chosen their level one clue objects, they progressed either to the Castle of Doom or Dungarth, which was the final port of call in level one. The clue objects would have to be used here before the wellway to level two was discovered. Of the eight teams in series 4, five ended up at Dungarth.

A standard visit to Dungarth involved an encounter with a character or creature in front of the large archway, followed by a speedy exit through the archway, into the ruined abbey, and out through a dark

door just to the right (or left, in Dickon's case) of the main archway. As I discovered during my visit to Castle Acre Priory (which is Dungarth's real-life location, near Swaffham in Norfolk) in 2002, that dark door is actually a haven for pigeons, and the whole area stinks of their excretions!

It was Nicky's misfortune to encounter Fatilla at Dungarth, but he was easily bribed with a gold bar. Vicky met an ogre outside the ruined abbey, and managed to bribe him with a sparkly necklace, when a jar of *Stealth* would, perhaps, have been more useful. Dickon had to run past some goblins whilst blowing the horn called Terror, while Jeremy had to scare off an assassin. During Dungarth's final appearance in series 4, Giles had a very pointless conversation with Mellisandre before being chased off by an assassin. He entered Dungarth via a different entrance, which was very strange.

Dungarth made a brief reappearance in series 6, during the early stages of winning dungeoneer Ben's quest. Pickle told us that the place had been taken over by witches, although there weren't any to be seen. Indeed, this was rather a strange inclusion of Dungarth, as the scene could just as well have taken place in any other Dungeon room. All that happened was a spyglass sequence, which set up the task for the level, and then a quick appearance by a large pooka. Still, it was nice to see the old place again, and to see the standard eye shield sequence for exiting the ruins, which was, to me at the time, a throwback to the good old days.

Difficulty: 5 Two objects required to exit level one.

Killer Instinct: 0 No deaths occurred here, and were not likely to.

Gore Factor: 0 As above.

Fairness: 9 A fair way to finish off the level, although I'm sure series 3 purists would disagree with me.

ADVENTURE TIME.

The never-ending journey through the Knightmare Dungeon continues, with the score standing at Dungeon 12, Humans 5. Calum has reached level three, where the ultimate challenge awaits him.

Calum has landed in the level three clue room. Two objects are sitting on the table - a leather gauntlet and a rusty old talisman.

"That's not *the* Talisman, surely?" queries an advisor.

"Of course not," scoffs the team leader. "But we may as well take it anyway. Pick it up, Calum, and the gauntlet as well."

"There's a reward for that object, I believe," Treguard reminds the advisors.

"Calum, call out *Malefact* three times," orders the spellcaster.

"Malefact! Malefact! Malefact!" Calum cries, and Hordriss crashes into the room in a flash of lightning.

"Ah, Calum, you have kept our bargain," Hordriss says loftily. "The gauntlet, if you please."

Hordriss holds out a hand to receive the gauntlet, and Calum hands it over to him. Hordriss nods in approval.

"I thank you," he intones. "Your reward for this service is called SWAP. You must use it only at the climax of your adventure, otherwise... well, I'm sure you don't need me to spell it out for you. Farewell, and good luck."

Hordriss disappears in another flash of lightning. The advisors direct Calum out of the clue room, and into Merlin's vast level three chamber. A glowing letter M is sitting on the table, which Calum touches, summoning a large transparent image of the mighty wizard.

"Ah, Calum, congratulations," Merlin booms warmly. "You've made it to level three and are still in one piece, which is an achievement in itself. However, you must be very careful with every decision you make now, or you could find yourself being snuffed out very quickly unless you are properly equipped for survival. To help you cope, I gift you the spell BLAST. Now, press on; you have only a short way to go."

Merlin disappears in another blinding flash, and the advisors direct Calum out of the room. He next arrives in the cave of Owen, the colossal earth dragon. Calum and the advisors hear the dragon's thoughts inside their heads.

"Oh look, another dungeoneer," Owen rumbles. "What an unexpected treat; I do like getting visitors now and then. You can't stay for long, I know, but perhaps you'll agree to stick around long enough to hear one of my riddles? Get it right and some dragon magic will be yours."

"Yes, I'll hear your riddle," Calum tells the dragon.

"Marvellous," Owen approves. "Listen carefully, then. It isn't my sister, it isn't my brother, but still it's the child of my father and mother. What is it?"

The advisors seem completely flummoxed by this. They start wittering about twins, prompting Treguard to give them a clue.

"Come on, team, this is much easier than it sounds," he tells them. "The answer might depend on who's asking the riddle."

Still the advisors are stumped. Calum grows impatient, and so does Owen.

"I can't wait around forever," the dragon announces. "Well, I can, but I'm getting bored! What is your answer?"

"We haven't got one," Calum is forced to admit.

"Well, that's a shame, because the answer really is very simple," Owen opines. "It isn't my sister, it isn't my brother, but still it's the child of my father and mother. It's *me*, isn't it? If you're ignorant then you've got to remain so, that's what I always say. Bye now."

As Owen has clearly said all he's going to, the advisors direct Calum out of the room, despondency threatening to overwhelm them all. The next chamber is a large cave that is swarming with goblins. The carnivorous critters are blocking Calum's path to the only exit.

"Extreme warning, team!" Treguard exclaims. "You must take action now or these goblins will soon be fighting over Calum's internal organs!"

"Spellcasting:" says the spellcaster. "B-L-A-S-T!"

A deafening horn blast fills the cavern, causing the goblins to throw their hands to their ears in confusion and alarm. Calum is able to run straight through the crowd of confused creatures, safely through the door. He arrives in the Stained Glass Window Chamber, at the end of one of the paths. The advisors direct him up the path, onto the main section of floor, whereupon a block of ice appears just in front of the stained glass window, inside which a golden Talisman has been entombed.

"Team, here is the object you seek, but you won't be bringing it back here in that state," Treguard remarks. "Perhaps there is some way you can release the Talisman from its prison, but I hope you haven't already made a fatal blunder."

"We can use the SWAP spell!" realises one of the advisors. "We'll get Calum to hold up the other talisman and make it swap places with the one inside the ice."

"Brilliant!" declares the team leader. "Do it!"

Calum holds up the talisman before him. The spellcaster is about to invoke Hordriss's magic, but stops short as a flash of lighting occurs and the black-clad figure of Morghanna melts into view between Calum and the block of ice.

"Well, well, what have we here?" Morghanna sneers contemptuously. "A little dungeoneer on the very brink of victory - it must have sneaked through my realm right under my nose. This is an affront! This is an outrage! This cannot be permitted! Spellcasting: D-E-A-T-H!"

The screen goes black and the Dungeon bell sounds. The advisors look like they are about to burst into tears, having had victory snatched out from under their very noses.

"Ooh, nasty," Treguard sighs. "Well, team, you should know the score by now. Without dragon magic, any dungeoneer foolish enough to be blundering around the third level is fair game for Morghanna. Spellcasting: D-I-S-M-I-S-S."

The Dungeon wins once again, and increases its lead to 13-5. Will the next team have what it takes to beat the challenge? Read the next Adventure Time to find out.

CLOSE, BUT NO CIGAR

By Chris Stallard

Rather than rating the teams that managed to conquer the Dungeon, this article looks at the teams that made it to level three but, for whatever reason, failed to push on to victory. It has often been stated by some fans that certain teams were very unlucky not to win, and therefore this article focuses on them. This includes teams who perished in level three, as well as teams that were "timed out" by the end of the series whilst on the final level. As I will be focusing on teams that made it to level three, I will rank the teams by an overall rating, which is split into four marks-out-of-ten categories:

Appeal - How much did the team grow on the watchers?

Excitement - Were there many memorable moments in the quest?

Intelligence - The old chestnut; did the team condemn themselves by their own actions?

Luck - A low rating helps here. How lucky were the team to progress, and how unlucky were they not to win?

So, with all that being as clear as the "opposite" riddles that led to the downfall of Vicky & co in series 4, here are the teams in reverse order:

8. Simon, David, Matthew & Nicholas, from Cornwall. (Series 7)

Another team to suffer with the problems that beset those who were the first to face the Dungeon each season, as to them it was an unknown

quantity. (I know this was the case for all the teams, but I always felt the first teams of each season were victims of the producers wanting to show off the Dungeon's new tricks, and mistakes by the first teams were more harshly punished than mistakes by later teams.) They dealt with the new helmet and endured Majida as well as most (I was not a fan!) before finishing level one with little trouble. They then found Sidriss trapped in a bottle (one of my favourite encounters in Nightmare history) and passed the Brollachan. They used Hordriss (disguised as a tortoise) to escape level two by giving him Sidriss in the bottle. They then ploughed through Goth (in my opinion, the most well designed level three apart from the tension-building final level in series 3) and gained a RETURN spell from Grimaldine. However, Simon fell to his death on Play Your Cards Right. Like Helen & co from series 4, this was a good attempt from the first team to attempt the game that year.

Appeal - I enjoyed watching this quest, as they dealt with the new Dungeon in an entertaining manner. **7**

Excitement - Level three was very tense. The puzzles of series 7 were of high quality and also added to the tension. **7**

Intelligence - They considered their options well, but were not boring to watch. The cards puzzle was difficult to deal with when first encountered (I didn't understand it for years) even though, as Treguard suggested, the simple solution was the correct one. **8**

Luck - No extra help, and I still believe the earlier teams of each series were harshly treated, but that may just be me. **3**

Overall - A good, solid attempt in a series that relied more on puzzles than encounters to determine a team's progress, and it was a puzzle that stopped this lot. **7.5**

7. Alex, James, Neil & Richard, from London. (Series 7)

Another solid team from series 7 who fell at the hands of a puzzle. Level one saw the team seeking a remedy for Fidjit, who had been turned into a giant toad (a distinct improvement for the character, but still...) as well as taking part in various level one encounters, including a spyglass scene and an unfriendly troll! They obtained a key and used it to unlock a chest, which had a RESTORE spell inside to use on Fidjit. In level two, they soon discovered that an Anode of Power was required to free Hordriss from Lord Fear's captivity. They then negotiated the Trial by Spikes, and scared away a grayling by shining a light at it. They then freed Hordriss, who helpfully informed them that the level was over and revealed the Descender! Level three was virtually identical to Simon's, as they negotiated the Sewers of Goth with Grimaldine's help, and then

encountered Play Your Cards Right. They had the same result as Simon & co too!

Appeal - Again, enjoyable to watch as they took their decisions quickly and calmly, with good humour also! **7**

Excitement - Tense puzzle scenes again, with the Trial by Spikes being particularly tense, as it lacked the frightknight timer of the causeways, so viewers were unsure how long the team had. **7.5**

Intelligence - Considered their options, but like Simon & co, they couldn't see the wood for the trees as they looked for a complicated solution to a puzzle when a simple one was required. **6.5**

Luck - No extra luck, and their considered style meant they didn't trip themselves up. **4**

Overall - Another good attempt, but they thought too deeply when it came to level three. It is handy that all level-three teams in series 7 faced Play Your Cards Right, as it allows for direct comparison as to why two teams fell and another two went on to win. **7.5**

6. Helen, James, Rachel & Craig, from Sunderland. (Series 4)

The first quest of series 4 can, in many ways, sum up the whole series, as it was a good quality effort that, despite containing intelligence and planning, struggled to get to grips with the vastly different environment from the previous three series. (Enough! I have ranted about that enough in a previous issue.) For this reason, much of the early part of the quest was spent getting used to the eye shield, and the new characters and locations. Their level one dragged considerably (an all too common problem in this series) with a doormonster, Oakley, and slow character encounters such as the one with Motley and Mellie in the dell. However, they were clearly a strong team, who grew in confidence as they progressed through the levels. This was shown when they helped Merlin in the stocks (there's a shock in series 4) as they summed up the situation quickly. They also dealt with the Block and Tackle more confidently than most teams in the series, and they defeated Ariadne with little difficulty. As they progressed to level three, they looked like strong contenders to win, as their cool and confident style seemed to be paying off. Even an encounter with Mogdred on the bridge was dealt with calmly. However, in the next room, their fate was sealed as they chose the longer TRANSFORMATION spell instead of the shorter, quicker spell, BUT. I have always regarded this death as unfortunate, as Hordriss had described the longer spell as being the more powerful, whereas the BUT spell was humble. It was also hard to imagine what effect the BUT spell would have had.

Appeal - Nothing special, but consistent and improving. My indifference may be due to my dislike of this particular series. **6.5**

Excitement - Nothing gripping, mainly due to their calm, unruffled style. **6**

Intelligence - Calm, considered and hardly anything seemed to worry them. **8**

Luck - No extra luck, as their style ensured they did not rush into trouble. A difficult choice of spells in the final level. First team of the series blues? **2**

Overall - A strong team who improved with time and who dealt with the changes well, but who failed when faced with a difficult choice. **7.5**

5. Nathan, Karen, Steven and Catherine, from Southampton. (Series 8)

The strongest team from series 8, in my opinion, who would have been far more worthy champions than Dunston and his friends. Level one saw them start solidly as they negotiated the clue room and Fireball Alley with no difficulty. They then convinced Honesty Bartram to give up the *Risky* potion before using that damned Reach wand to unlock the door. They avoided a skeletron using the *Invisibility* potion, and then used the *Risky* potion to descend to level two. They then dismissed Snapper-Jack with consummate ease (why did he bother?) before getting past Play Your Cards Right. They then informed Hordriss (in the form of a large black cat) that a skeletron was disguised as Sidriss. Hordriss took appropriate action in the next room! Nathan used the trapdoor to reach level three, where they encountered Maldame and agreed to recover a golden globe for her, which they soon found aboard the *Golden Galleon*. They then convinced Honesty Bartram that the gold bar was far nicer than the globe, and purchased a talking book from him. They placed the globe on the floor when it started to glow, but soon died in the fireball room, as Nathan was guided into a pit...

Appeal - Not as lively as Daniel, Gideon & co, but still good to watch. **7**

Excitement - Excitement built as they progressed, and their encounters with the miremen were tense. **8**

Intelligence - Solid and sound; thought their actions out well. **8**

Luck - No extra luck, but their downfall was comical, guiding Nathan straight into a pit! **5**

Overall - A very strong team, who were probably the best team in this series, but to die as they did was unforgivable. Forget the magic they did not earn - their death was so avoidable! **8**

So, just who is the top team when it comes to reaching level three without actually winning? Join Chris again next time to find out, readers.

PUZZLE PAGE ONE. Treguard Talks Clue Objects.

These quotes all come from Treguard - try to guess, remember or work out what clue object he is describing in each case. Name the series, episode and dungeoneer if you can.

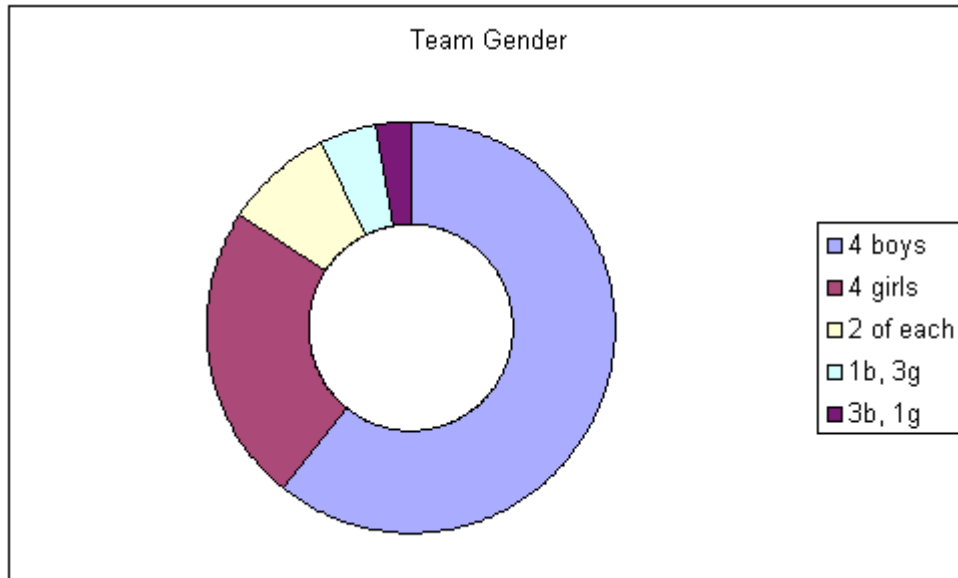
- 1.) "Magic _____s need no matches. Thank goodness you chose it, team."
- 2.) "I don't think that's a weapon, Pickle; more a token, I should think."
- 3.) "It could, I suppose, be harnessed by a wizard of the upper levels, or even a mage like Hordriss. _____ could carry it, but she could never wear it without extreme damage to life force."
- 4.) "Why are you carrying a weapon of so little use to one who's blindfold?"
- 5.) "Yes, spray them towards him."
- 6.) "These things can certainly be consumed, but they're certainly not food in the usual sense."
- 7.) "Much desired by Celts, or elves for that matter."
- 8.) "The _____ you carry was Joshua's; the wall was brought here from another time, another place - use your wits!"
- 9.) "Well, I'm not exactly certain how it is used. _____, try holding it up in front of the eye shield." (No excuses for getting this one wrong!)

10.) "These things have been found before. They're both extremely useful and extremely difficult to use."

KNIGHTMARE TOP FIVE.

In our final countdown for the moment, we look at the possible gender combinations for the sixty-nine teams on Knightmare, and rank them from the most to the least common. It should come as no surprise to see that the vast majority of teams comprised four boys, but there are actually surprisingly few all-girl teams when you stop and think about it. Of the six evenly mixed teams (with two members of each gender), three had a girl as the dungeoneer, and three had a boy. The two teams that contained one girl and three boys both had one of the boys as the dungeoneer, whereas two of the three teams with one boy and three girls had three female advisors guiding a hapless male dungeoneer!

Position.	Gender Combination.	Number of teams.
1.	Unisex: 4 boys.	42
2.	Unisex: 4 girls.	16
3.	Mixed: 2 boys, 2 girls.	6
4.	Mixed: 1 boy, 3 girls.	3
5.	Mixed: 3 boys, 1 girl.	2



KIDS' TV SHOWS I GREW UP WITH.

By Liam Callaghan.

CARTOONS.

Where would children's TV be without cartoons, arguably the most significant development in children's entertainment since Enid Blyton put pen to paper? Over the years, there have been plenty of them, which can generally be split into two types - action and comic. The comic cartoons, by far the older of the two formats, tend to age better, probably because they are less reliant on high-definition animation. Although in some cases the animation can seem dated, don't let the form detract from the content. But that's not to say the action cartoons haven't aged well - far from it. Some of the best action cartoons of the 1980s stand the test of time very well indeed. So, over the next two issues, here's an overview of both types, starting here with the action cartoons.

Thundercats.

You never forget your first of anything significant in your life, and Thundercats was the first action cartoon I ever watched. Correspondingly, Liono was the first action figure I ever owned. The adventures of Liono, Tygra et al had me hooked for many years. Certainly, it ranks as one of the more successful action cartoons and, considering how much interest there is nowadays in making big movie features out of

old action cartoons, the day can't be far away when Thundercats gets this same treatment. Mind you, I saw a snippet recently when the new DVD was being reviewed, and I'm not sure it's aged as well as it might have. I'll admit it was a boring bit that they showed, but still, some of Liono's dialogue is a little bit grandiose in terms of its moralising and leadership tones, a point which I vaguely remember also being the case with He-Man - the rather unsubtle end-of-episode moralising can be detrimental to the show.

I realise that the creators are (I hope) trying to remind the children to be good, but there are more subtle ways of doing so. That aside, it still contains many fond memories, and its success is easy to understand. It was laden with so many "hooks" that go to make a series memorable. The theme song to start off with - how many young boys who watched the show can honestly say they never once sang along? Of course, looking back, it comes across as a little naff, but then again, most theme songs from kids' cartoons age badly. It can't be helped. That aside, this show was full of so many memorable names - Castle Plundar, the Sword of Omens, the Thundertank - not to mention the characters themselves; most of them not being too far removed from the animal species.

I think, retrospectively, my favourite character would be the entirely feline Snarff, the put-upon sidekick who always got the funniest lines. Another great hook this series had was the catchphrases - aside from Liono's famous rallying call, there was also Mum-Ra's transformation from just a sinister mummified form to the all-powerful evil warrior; surely Mum-Ra must rank as arguably the greatest cartoon villain of all time. I can look back on this show and remember him as genuinely quite scary, just sinister enough to be impressive, but not too sinister as to give kids nightmares.

And while some of the good guys' rallying calls seem a little cringeworthy when remembered as an adult, they were great fun when watching as a child. Of course, it was also a winner in terms of action figures, in that each character had his or her own distinctive weapon. I don't know which show did that first, but it's a stroke of genius, as it helps to give the different characters their own identities, especially when purchasing the action figures. This is significant in so many children's shows over the years, whatever the genre, where every character has to have different accessories to distinguish them, especially, as I suspect may be the case these days, if their personalities don't differ much!

Visionaries: Knights of the Magical Light.

No need to worry about the characters all being the same here! This show had a whopping fifteen main characters, all with distinct identities (and accessories). This one was probably my favourite of all the action cartoons, and in the endurance stakes too, it has aged a lot better than several of the more successful shows. This is actually the only cartoon I own on DVD, as I still enjoy it as an adult, probably because there was more to it than just a moralistic good vs. evil scenario, although that element was certainly present, but in a more subtle form.

The writing was very sharp and well thought-out, the dialogue was intelligent, and some episodes even managed to make real-life social points without seeming too preachy. However, quantity and quality seldom go hand in hand, and this is no exception; the show lasted only thirteen episodes. In case you aren't familiar with it, I'll explain. The setting is medieval, and the seven (good) Spectral Knights and seven (evil) Darkling Lords each had awarded to them by the wizard Merklynn(!) a "totem" - the ability to change into a different animal, in each case the animal that most closely matched their personality. Hence Leoric, the chivalrous leader of the Spectral Knights, was awarded the totem of the lion (which you could probably guess by the name), whereas his somewhat slimy counterpart,

Darkstorm, leader of the Darkling Lords, had the ability to transform into a giant (fire-breathing) mollusc. Some of them also had "power staffs", and the staff was activated by the recital of a particular spell, relevant to the power in question. The ones that didn't have staffs drove the vehicles, which, despite having poems printed on the collector's card that came on the box, sadly never had them uttered during the series. On the other hand, it would have slowed the pace somewhat, having to recite a spell to get each vehicle moving, and the spells for the staffs didn't slow the pace.

The poems are probably the most memorable hook of this series, coupled with the visual element of changing into animals (the animal in question leaps out of the chest plate, and the knight disappears), and the effects of the staffs (the most notable visual elements on the power staffs here are probably Cindarr's power of destruction, Cryotek's staff of strength, and Witterquick's power of light speed). Certainly, the holograms used to provide the totem and staff emblems on the action figures (of which I

had all but one) helped this, and should have made the topline a lot more collectable than it turned out to be.

This, I am told, is the actual reason for the show's relative failure. Still, it does have a bit of a cult following, and I have even managed to turn my best friend, whom I first met at university, into a brand new fan.

Defenders of the Earth.

The third (actually the second, chronologically) in my "holy trinity" of action cartoons, I collected the action figures, and, as with the other two, would also build the characters and vehicles out of Lego - in all cases, this was because I never managed to collect all the figures. In this show, I only had a small half of them, so the Lego made up for a lot more gaps than either Thundercats (where I had most of them, although not all at the same time), and Visionaries (where I had all but one of them).

This show was arguably the most politically correct of all the action cartoons, as the good guys came from, quite literally, every corner of the globe, from the all-American-hero type of Flash Gordon and his son Rick, to English gentleman Mandrake the Magician, his adopted son Kushin from China, the Phantom and his daughter Jedda from deep in the African jungle, and Lothar and his son LJ, from the Caribbean. It was also, for me, the most exciting, probably because of Flash's space exploits, although looking back now, if I were to watch it again, I would probably be more drawn to Mandrake, the brains of the outfit.

On the downside overall, this show didn't have as many memorable villains - while the previous two shows I've mentioned generally went for equality on both sides, all this show had in the regular villain department was Ming the Merciless, his arachnid robot counsel Octon, and Garax, head of Ming's Ice Robots - of which there were many, Ice Robots and Men of Frost alike. I suppose they could be said to be analogous to real-life evils such as the faceless mass of bureaucracy, but that's certainly stretching the imagination.

The show did have guest villains popping up occasionally, some of them on a semi-regular basis, such as Ming's son, Krotan, and the Phantom's brother, who popped up a couple of times. Once again, this show had a memorable theme tune, which actually describes each of our heroes in turn (quite a time-saver when you consider that with this they don't need to go on at length about the various character traits). And of course they

had a wide array of technical gizmos at their disposal - it was like a sci-fi version of James Bond!

The most notable of these for me had to be the variety of spaceships seen. And yet this show went all across the board - from space adventures to jungle or underground escapades. It probably had more scope, in that sense, than a lot of the others, although the question of how much I'd enjoy it now is still unanswered.

Transformers.

One of the biggest cartoons of the 80s, and getting a new live-action movie now, I can't omit it from this section, and yet it would be all too easy for me to do so, because I completely missed it when I was growing up! The only reason I can possibly ascribe to this is that it was on ITV, and while my loyalties were by no means exclusive (it all depended what was on and when),

I tended to watch the BBC shows more. I had a lot of friends who had the action figures and other accessories - surely these were the best action figures you could have, because they could literally transform into other things - vehicles, weapons, etc - but I was twenty before I saw it for the first time, courtesy of an 80s cartoon fest with my best friend, in which I introduced him to Visionaries, of which he had only vague memories.

Viewed through adult eyes, it made for a more objective analysis, and I have no doubt that I would have loved it had I been introduced to it at an early age. As it was, I still enjoyed it, although I was a little in the dark about some of the basic details, because I was effectively watching random episodes. But from that, I can surmise that it seems to have aged well enough, and can only lament missing it when I was growing up...

He-Man and the Masters of the Universe/She-Ra Princess of Power.

He-Man was another ITV regular, and while my memories of this one are somewhat patchy, I can remember enough basic details of it to make some kind of comment. When watching it as a kid, it made for a pleasant change of pace from my BBC favourites, once again backed up by memorable catchphrases. How many little boys who watched this show can honestly claim never to have cried, "By the power of Grayskull!" out loud on occasion, especially those who had a toy sword? (The same is true about the Sword of Omens toy with Thundercats).

The characters were certainly varied enough, but my overriding memories of this show seem to involve some rather cheesy "morals of the story", where one character (not always the same one, I hasten to add), would appear at the end and tell the kids what the moral of this story was, which, looking back, seems somewhat patronising. This one, too, was made into a live-action movie, but I have never seen that, so I can't comment.

It's also worth mentioning that this one was unique in also having a girls' version, She-Ra - having another set of characters inhabiting the same world - and on several occasions bringing the two together. My memories of this are even sketchier, but I'm assuming that the format was the same. Overall, I can't say I'd be bothered about looking into either series again.

Teenage Mutant Ninja/Hero Turtles.

One of the biggest cartoons to hit our screens at the end of the 80s and into the 90s! Once again, this was filled with all the right ingredients - a memorable theme song, catchphrases, differently accessorised action figures (including four or five different versions of the turtles themselves), and distinctly different characters - while physically identical, save for the colours of their bandanas, Leonardo, Donatello, Raphael and Michelangelo had very different personalities, as the responsible leader, the eccentric inventor, the cool teenager, and the party animal respectively, all under the tuition of their wise mentor, Splinter the giant rat.

I think I can take an educated guess and say this show probably did more for sales of pizza than any amount of advertising for Italian cuisine ever could! This was undoubtedly the most comic cartoon of the action genre, and didn't take itself too seriously, with Raphael in particular making comments like, "if we didn't go after that monster, it wouldn't be much of an episode", or "that sounds like a cartoonist's nightmare".

This was one where the villains were unashamedly comic - unlike some where they were completely serious, this did have the suffering tones of Bebop (the warthog) and Rocksteady (the rhino), in counterpoint to the comedic threatening manner of Shredder, as well as that of Krang, a disembodied brain in the stomach of a large robot body - quite literally, the brains of the outfit, as he couldn't be anything else. It was brilliant to watch as a kid but again, sadly, it hasn't aged as well as it might have.

There are some kids' shows that stand the test of time and are still good fun to watch as adults, but this isn't one of them, and the dialogue now comes across as a little bit corny.

The Mysterious Cities of Gold.

One of the most popular series now among young adults reminiscing about their favourite kids' shows when they were growing up, this is sadly another one that I have difficulty remembering. I do remember watching it, that much is certain, but I don't remember much about the details of the storyline. I do remember that the story was more continuous than a lot of other shows, where the order of the episodes was largely unimportant, or half-and-half at best.

Consequently, if I went away on holiday and was unable to watch it, or record it (the video recorder was reserved for grownups' programmes when we went on holiday, except for one time when my parents consented to set it for part two of a two-part episode of Star Trek TNG that I would otherwise have missed while we were on holiday in Malta), I would miss some of the story. All the praise that I hear of this series nowadays makes me wish I had managed to see the show all the way through - just once! But I never did, and, as such, I'm in no position to give any kind of critical review, but because of its retrospective popularity, I couldn't omit it from this section.

The Legend of Prince Valiant.

No difficulty remembering this one! This always used to be on Friday afternoons, right before Knightmare (albeit on BBC1). The story of Prince Valiant is a sort of add-on to the usual Arthurian legends, and while I'm not sure if it's a bona fide part of the mythology, it makes for a good heroic tale of derring-do, about the young prince whose father's kingdom is conquered by Vikings, and who journeys to Camelot in the hope of becoming a knight of the Round Table and reclaiming his homeland. This inevitably meant a more involved storyline, instead of just standalone episodes, a format that I prefer anyway, although there were a few standalone episodes, some of them even addressing moral issues, but for the most part not in a patronising way.

One that I do remember was when one of King Arthur's knights, the wise Sir Bryant, was accused of being a traitor simply because of his dark skin, about which our heroes were up in arms. Not subtle, but to my memory, better than the hammering-it-home "moral of the story" that ended

episodes of He-Man. That aside, there are two other factors about this show that deserve a special mention. One is the voice cast - a very distinguished set of actors, many of whom, as a Star Trek fan, I have come across in more than one guise on the sci-fi colossus.

Perhaps the most familiar name to most people is Tim Curry, who voiced Sir Gawain. He has a fine, distinguished voice that is equally at home playing cavaliers like Gawain, as pirates like Captain Hook (whom he voiced in Peter Pan and the Pirates) or Long John Silver (as whom he appeared in the Muppets' take on Treasure Island). But the rest of the cast, even with their geographically incorrect American accents in sixth century England, are for the most part still talented, particularly Efram Zimbalist Jr as King Arthur, and Alan Oppenheimer (a He-Man and She-Ra stalwart) as Merlin.

The other noteworthy point of this series is the theme song. Granted, I haven't heard it for over a decade, but then neither have I heard many of the others in that long either - but I remember it as being something special, a bit different; a contemplative ballad rather than the likes of Thundercats and He-Man, whose more upbeat theme songs I remember nowadays as a little bit naff. I can't remember it all, but what I do remember tells me it was brilliant. And in this genre, that is a rarity.

Overall then, yes, I remember this one fondly, and while I can't say for certain, not having seen it in some years, I should think that if you're a fan of the medieval format - which, if you're reading this, you should be anyway as this is on a Nightmare site - it's probably worth a look if you get the chance.

Editor's Note: Since writing this article, Liam has purchased a video of the first three episodes of Prince Valiant from a charity shop. He describes the cartoon, and particularly the theme tune, as being "as good as I remembered" and notes that the experience of watching the cartoon again after all these years "confirmed everything" in the above passage.

Of course, these are only a select few of the countless action cartoons that were made during the 80s and 90s, and there are so many I could go on about - Pole Position, Pirates of Dark Water and The Real Ghostbusters to name but a few. I'm an action cartoon junkie and proud of it. I have so many memories of shows from that period - they were by far and away my favourite type of programme when I was growing up.

And I still treasure the memories, like the animated version of Star Trek from the 70s that in 1992 provided my first ever exposure to Trek in any form, or getting up at six in the morning to watch Jayce and the Wheeled Warriors on Channel 4. Or the many incarnations of Spiderman there have been, or indeed, the cartoon version of X-Men, the last one I got into before I grew out of cartoons in my teens. And the fact that many of these shows are now getting the big screen treatment points to one overriding conclusion - action cartoons are one of the greatest triumphs of children's television, and, if done right, can provide memories that will last a lifetime in our hearts.

Thanks for that, Liam - I'm sure it's stirred up some heady, long-forgotten memories in all of us. Of all the cartoons you mention here, He-Man holds the most memories for me, as I used to be absolutely addicted to it when I was three or four years old, just before I discovered Nightmare, although I must admit to using an umbrella instead of a toy sword whilst shouting "By the Power of Grayskull".

In recent years, I have also rediscovered my unerring enthusiasm for The Mysterious Cities of Gold, which is an absolutely beautiful, engaging and peerless piece of animation. I can vividly remember being enthralled by the adventures of Esteban and Zia (oh yeah, and Tao) when I was very young, but watching the series as a young adult is possibly an even more enjoyable experience. Cities of Gold is the kind of intelligent, cultured kids' show that we just don't see on TV anymore, and probably never will again. Next time, Liam turns his attention to comedy cartoons. Join us, won't you?

CLASSIC QUEST

Series 3.

Quest: The Chalice.

Dungeoneer: Scott Evans.

Advisors: Nathan, Jeremy and Ian.

Home town: Ash Vale, Hampshire.

Team score: 4 out of 10.

This was a very amusing quest that was full of blunders, misunderstandings and missed information. Hardly high-quality dungeoneering, this, but great fun to watch!

Level One: After rolling the die and exiting under the symbol of the Chalice, Scott makes a very early visit to the Dungeon Valley. The advisors take ages to direct him down the path, but they eventually reach the Vale of Vanburn, where Scott picks up an item of food from beneath a spectral sword. The clue room follows, where Golgarach is on guard. With only one riddle out of three answered correctly, the team earn no information from the wall monster. However, they have no difficulty in choosing a horn and a key from the clue table, leaving behind a dagger.

In the next chamber, Mrs. Grimwold attempts to persuade Scott to trade the horn for a map of level one, but the team wisely decide to decline the witch's offer. Panic abounds at the Lion's Head and the Lasers, but Scott makes it safely to the Dungeon Kitchen, where the Armoured Behemoth is on guard. After some serious prompting from Treguard, Scott blows the horn and summons Velda. The elf warrior dispatches the guard and takes the horn, then has a go at Treguard about being called yet again by a dungeoneer, before flouncing off.

Scott next visits the Corridor of the Catacombs, where the knight is on guard yet again! However, a speedy exit through the right-hand door leads to the wellway room. Unusually, there is no well this time, but a trapdoor instead! There is a spectral golden keyhole flashing over the trapdoor, which Scott unlocks with the key. The trapdoor opens and Scott falls into level two.

Level Two: As usual, the first task is to leap off the Spindizzy. Unfortunately, Scott manages to miss the door with the Chalice over it, so the team is presented with an extra challenge in level two. The screen is bricked off (in the same fashion as THE MAID from Ross's quest and SHIELD from Chris's in the same series) with pictures of the team and Treguard printed on the bricks. Treguard explains that the challenge is to choose two windows to look through in order to guide Scott out safely.

Unfortunately, the advisors don't seem to realise that they are supposed to choose the windows based on which ones will help them get the best

view. They just tell Scott to choose two at random, despite Treguard's useful hint: "*Which will help you the best?*" - *Treguard*.

Scott chooses Treguard, which really doesn't help that much. Fortunately enough, Jeremy then gets the idea and tells Scott to pick Ian, which allows the advisors just enough of a view to guide Scott to the right-hand corner of the room and out through a door. In the level two clue room, Scott listens to the Oracle. Amongst its ramblings, the team hear that the second step is the *cradle*.

The third step - *ghastly goblins* - is picked up in the next room, where the crow is talking to itself (in one of Tom Karol's voices, I think) on its perch. A quick trip across the Bridged Vale follows, where a skull ghost touches Scott and severely damages his life force. Merlin's chamber follows but, as Treguard points out, they have missed the first step, which they should have got from either Golgarach or Velda. (There has been some debate about this little detail in the past - personally, I think Golgarach would have given it to them if they'd had just one more correct riddle answer.)

In one of the most famous death scenes in Knightmare's history, Scott calls up the second and third steps and then attempts to jump the gap where the first step should be. Unfortunately, he stands far too far back from the pit, and doesn't quite jump in a straight line. At first, it appears that Scott has made it, but when he begins to stand up, he stumbles off the edge and falls into Merlin's pit, bringing a sudden end to a bumbled quest. (By the way, after due thought and consideration, my sister and I have concluded that Scott would have done better to step over the gap rather than try to jump it, a la Julie, Barry and Nathan on Play Your Cards Right.)

Summary: A team of doubtful skill and/or intelligence, but their quest was fun to watch, and they got a lot further than they really should have - this was the only team in series 1-3 to reach the end of level one with no clues at all from their wall monster.

REMEMBER HER?

Series 2. Level 1/2.

GRETEL.

Gretel was the Dungeon maid in series 2. And that's all there is to say about her, really! Audrey Jenkinson wore the traditional maiden's gown of virginal white and put on that annoyingly high, perky voice in order to bring Gretel to life. We were never given any indication as to what she had done with Hansel, or what she was even doing in the Dungeon in the first place! Gretel's basic role was to give out clues and small spells to dungeoneers, and that was really all she did. I never found her to be a very memorable character, and I don't think my somewhat low opinion of the character is ever likely to change - sorry about that, Gretel fans!

On the other hand, as I have mentioned before, Gretel did set a precedent for having maidens in the Dungeon, which was probably a good thing. She was a predecessor to such popular characters as Mellisandre, Sidriss, Marta and Stiletta, all of whom had their own particular charms. (Well, they all had a lot more character than Gretel did, anyway!)

Gretel's first appearance (in the first episode of series 2) was unbelievably short and incredibly pointless, starting a pattern that did not change much throughout the series. After her very brief appearance with Martin and Folly, Gretel made a quick appearance in the kitchen with winning dungeoneer Mark. Despite the fact that his quest then became to free Gretel from Mogdred's evil clutches, we didn't really see her again during the entire game - Mogdred's capture of her was not seen at all, and all that Mark rescued in the end was a (not very pretty) picture of Gretel's face, which was very disappointing.

Further appearances in the series saw Gretel hanging around with Mildread during a very inconsequential appearance in Tony's quest, dooming Jamie by getting trapped in Ariadne's web and making him use his FREE spell to rescue her and trap himself, popping up several times during Julian's quest to hand out little hints in her typically annoying fashion, and hanging around like a spare part during Karen's quest in the final episode of the series. Having said that, Gretel and Karen's discussion of beauty tips is actually quite an amusing scene, which underlines something Mildread said about Gretel during Tony's quest: *"It's not beauty she needs; it's a brain!" - Mildread.*

As you can probably tell, I really don't like Gretel. I find her appearances incidental and annoying, and her inane stupidity very trying. However, Audrey Jenkinson has the honour of being the frontrunner for

my own personal list of favourite ad-libs on Nightmare, which is something I may well get round to writing one day. After asking Julian whether he thought she was pretty, Gretel was presented with the obviously surprising yet undeniably accurate fact that he didn't know because he couldn't see her through the Helmet of Justice:

Gretel: "Do you think I'm pretty?"

Julian: "I can't see you."

Gretel: "But Julian... you should be able to hear from my voice that I'm terribly pretty, now DO you think I'm pretty?"

This was quick thinking from Audrey Jenkinson, and a nice bit of ad-lib. The foot-stamp at the end of the speech was also a nice touch. There, you see, I can usually think of something nice to say, in the end...

Fear Factor: 2 Had a stormy temper on her.

Killer Instinct: 0 Always dungeoneer-friendly.

Humour Rating: 8 Nearly always laughing (irritatingly) at something.

Oscar Standard: 4 Sorry, but she annoyed me beyond all endurance!

THE ADVENTURER'S ADVENTURE.

By Gary Day.

Level 2

The Adventurer lands in a room and is confronted by a crusader. Remembering the words of Brother Strange, he realises that this must be Cedric, and that he has the choice to challenge Cedric by riddle, insult or combat. He tries to think quickly which option to take, but before he has made his decision, Cedric approaches him.

Cedric:

Oi, Dung Face, what are you doing in my chamber?

The Adventurer considers which to choose as he stands there facing Cedric. Brother Strange did mention that the riddles were hard, but that insults and weapons were not easy either. He decides that Cedric looks quite competent with the quarterstaff, so he decides to choose insults.

Adventurer:

I challenge you to a battle of insults.

Cedric:

Challenge accepted! Hah, you try to challenge me by insults, do you, Metal Head? Well, you are both brave and stupid, aren't you, Adventurer? Very well, here is my first. You enter this dungeon looking for knighthood, but this you cannot ever achieve because noble born you art not. Born the son of a dung-farmer you were, and ashamed of your family you are.

The Adventurer is hurt by the insult and knows he has to think of a good comeback for this one.

Adventurer:

Well, dear guardian, I must decree, much you do know of me, but please bear in mind when I say, never a woman do you lay!

Cedric:

You doltish dullard; dull are your wits. The score is one to me. Here is my second. You are the bride of the Svinafell Troll, as people say, and every ninth night he treats you like a woman!

The Adventurer knows he needs to get the second step, and so has to win the next two insults. He has to think of a really good one. After a little while pondering, he conjures the following insult.

Adventurer:

A long crusade you embarked upon, the Holy Land you walked upon, but when battle cries were heard in front, run away from the battle you did. A cowardly performance it was, Crusader, and Heaven's gates will say come back later!

Cedric:

Well, well, Adventurer, you have some skill. One apiece, but the final insult from me will really make a mockery of you, Dog's Breath! I am really going to enjoy this, Adventurer! Here is my third. Assigned to care for your knight's armour, you failed to clean it before battle. Whilst on his horse, the armour began to rattle, and then he fell off his horse and he lay there dead. The body of the knight began to bleed; he would have survived this encounter so, if infection from dirt on the armour had not happened. The knight you were assigned to serve, you served him poorly, and his death was down to you!

This is a tough one from Cedric. The Adventurer is not sure how to come back from this one. He decides to go all out for the final insult.

Adventurer:

The reason you are most upset, if because you believed him your father and wept, if truth be told this was not the case, for you do not have the same face, he was not the father you hoped he be, your father was instead a gravedigger, and dug the knight's grave. He pretended this was your father because he was so ashamed. But if you think his job was bad, the role of your mother will drive you mad. For she was so utterly poor, the only job she could do was that of a ...

Cedric:

Stop, Adventurer, stop! I concede defeat! I shall let you pass and have some grub. I can tell you that the second step is the skip. I shall leave you be, but you have not defeated me fully yet, Adventurer, and I assure you we shall meet again!

With that final comment, Cedric makes his escape through the left exit to the room. The Adventurer walks over to see some bread on the table. The Adventurer takes a seat and consumes the bread while contemplating his next move. He is pleased with how things have gone so far and is aware that things will only get tougher. He decides that the right-hand door should be the way to go, so after he has consumed the bread he gets up from his seat and walks towards the right exit.

The Adventurer enters a large room with a table in the centre. He marches forwards towards the table and sees a scroll, a bag of silver, a potion of invisibility and a Joker card. The Adventurer decides to read the scroll. The scroll reads, One is a spell, the other two will take you to the well. The Adventurer puts the scroll down and wonders which items to take. The Adventurer decides that the silver could not be a spell, so would have to be one of the items. He now tries to work out whether the spell would be the invisibility potion or the Joker. The Adventurer thinks that the Joker card could not be used as an object, while the potion would be useable, so decides to take the potion and the silver, and use Joker as his spell. The Adventurer then approaches the exit of the room to his left and walks forward.

The Adventurer enters a corridor and continues to walk forward. He hears the sound of an ogre approaching him. He realises that there is no escape route and so, as he cannot turn back, he will have to stand and fight the ogre. He places the objects in a safe place and prepares himself for battle. The ogre slowly approaches the Adventurer and raises his club. The Adventurer takes a defensive stance and parries the first swing of the ogre. The ogre then tries another swing and this thuds into the Adventurer's shield. The ogre remains relentless in his attack, and the Adventurer is forced to continually defend himself from blow after blow. He wonders whether the potion of invisibility should have been used, but he thinks that it must be of use further along the level. The Adventurer stays defending and eventually sees his opportunity as the ogre begins to tire. With the ogre slowing down, he waits for the club to rise high above the ogre's head, and then the Adventurer strikes with a quick stab into the chest. The ogre cannot avoid the deadly blow, and falls to the floor before his eyes close for the final time. The Adventurer has a quick rest before collecting his items and continuing on his way.

The Adventurer continues along the corridor and is then confronted with a portal. The Adventurer enters the portal and encounters a massive pit with a single step along the left-hand wall, and blank cards across the wall. He steps onto the first step and sees the Ace of Hearts appear next to him. He decides to press the card, and then the next two cards show the Two of Hearts and the Two of Spades respectively, and a step appears in front of each. He decides that the Two of Hearts must be correct, and presses the card. The step in front of the Ace of Hearts disappears and the next two cards now show up, and the steps in front of them appear. He steps across and sees that the next choice is the Jack of Hearts or the Five of Clubs. The Adventurer decides to stick to Hearts, and presses the Jack of Hearts. The steps in front of the Two of Hearts and the Two of Spades now disappear, and the next two cards have

steps in front of them. He approaches the next two cards - the Queen of Diamonds and the Jack of Clubs. The Adventurer is not too sure which to choose. He then decides that the Jack of Clubs could follow the Jack of Hearts, while the Queen of Diamonds could not logically follow (except for colour) so he chooses the Jack of Clubs. The steps behind him disappear and he is now left with the final two cards. One is the Ace of Spades, and the other remains blank. He realises that the Ace of Spades is not the correct card, so he needs a different card.

Adventurer:

Spellcasting: J-O-K-E-R.

The final card turns into a Joker. He realises that this must be the correct card, as it is a wild card, and so steps across and presses the Joker. The final step appears before him and he can now exit the room. He steps across and exits the chamber.

The Adventurer is now on a platform that seems like a sewage-drained path. He can see a boat, and a boatman is inside. He speaks as the Adventurer approaches him.

Boatman:

I can row you across if truth be told; the fare for the ride is silver or gold.

The Adventurer pulls out the bag of silver.

Adventurer:

I have a bag of silver I can offer.

Boatman:

Fare accepted. Please enter the boat, and I shall row you across.

The Adventurer climbs into the boat, and the boatman begins to row across the river of sewage. The Adventurer decides that now could be a good opportunity to try and find out some information.

Adventurer:

Are you aware of any dangers that are across the water?

The boatman sits silently for a bit and then suddenly answers.

Boatman:

There is one challenge that I am aware of, sir - the Bridge of Mogdred. You would be well advised to use caution there, for he has power that you would not believe.

Before you meet Mogdred, however, you must meet Merlin, and he can help those that know the right steps.

Adventurer:

How many steps are there?

Boatman:

Three steps there are, good sir, but nobody knows them all. In fact, nobody knows the final step anywhere in the dungeon, so it could prove to be a difficult challenge as well.

The Adventurer thinks about the two steps he has already been told: the hop and the skip. He ponders whether there is a pattern to get the third step, but cannot think of a link at the moment. He can see they are fast approaching the other side of the water, and so tries to ask one final question.

Adventurer:

Who guards the well to level three?

Boatman:

It is not a question of who, but what - a machine that will destroy all it sees to make sure none get to level three. The only way to get down the well is if you avoid its gaze, and it is always fixed on the well.

Adventurer:

Thank you, Boatman.

Boatman:

Aye, well I do not get that much company, you see, so it is always nice to speak to someone with some form of speech, and silver payment, of course. Ah, here we are. I'll just moor up for you to disembark.

The boatman moors up to the platform, where there is a portal. The Adventurer disembarks from the boat and turns to the boatman.

Adventurer:

Thank you again, Boatman, for a safe passage.

Boatman:

Do not worry, sir, and thank you for the silver. I wish you luck with getting to level three.

Adventurer:

Thank you and good day.

With this final sentence, the Adventurer turns towards the portal and steps forward.

Will our intrepid Adventurer make it through to level three? Come back next time to find out.

KNIGHTMARE LOCATIONS.

Framlingham Castle, Framlingham, Suffolk.

Framlingham Castle. Vital Statistics:

Location: Framlingham, Suffolk.

Century of Origin: 11th.

Also Known As: Winteria & End Credits Scenery.

Series featured in: 4 and 5.

These pictures were taken by me, Jake Collins, in September 2006. They were scanned by Rosey Collins in October 2006.

If you look at several end credit sequences in series 4 and 5, you can clearly recognise Framlingham Castle amongst the scenery - the mock chimneys at the top of some of the towers, which were installed during Tudor times, are a real giveaway. Below is a shot of the castle taken from some distance away - getting to this vantage point was rather dangerous for the photographer, as the ground is very boggy and extremely treacherous, so I hope you appreciate it, readers!



Below there is a closer shot of the castle, taken from the moat, which was a lot less precarious to reach. When winning dungeoneer Ben arrived in Winteria, a shot very similar to this one was used for the snow-covered field where he picked up his clue objects, but unfortunately there was no snow to photograph on that warm September day.



Next Issue: Leeds Castle, Kent.

PUZZLE PAGE TWO

Treguard Talks Champions

These quotes all come from Treguard - try to guess, remember or work out which winning team he is talking to or about in each case. Despite his claims of neutrality in the early series, we all knew that the Dungeon Master wanted to see the teams win as much as we did! Of course, if you know your winners as well as you should, you'll realise that there are eight quotes and only eight teams to which they could apply. But which goes with which? Name the dungeoneer, the episode in which they won, and the object of their quest.

1.) "No it isn't, and that's strange, because another _____ has mysteriously supplanted it."

2.) "Yes! He has, hasn't he! Then there's only one thing for it - Merlin!"

3.) "You are the first of our young adventurers ever to conquer the Dungeon. Others will no doubt follow, but that glory will always be yours."

- 4.) "You're going home now - I hope you won't find it a trifle dull!"
- 5.) "Some champions at last!"
- 6.) "Well done, ____! I think we've got something to exchange!"
- 7.) "Well, girls. Congratulations, and farewell!"
- 8.) "Accept this symbol of squiredom, and accept also the salutes of Nightmare Castle, for your achievement here is your real reward."

THE FASTEST DRAW IN THE DUNGEON.

By Richard Temple.

In a small hut just on the edge of *Greenshades*, a young man lay sleeping. However, it was neither a restful nor a peaceful sleep.

He tossed and turned, his face contorted in an expression of fear, anger and pain. If you looked closely, you could have seen that he was sweating profusely. The young man (ironically for the realm in which he lived) was having a nightmare, and a particularly horrific one, it seemed.

Suddenly he awoke, and sat bolt upright in his bed, his eyes wide open. There was a hint of fear in his eyes, mixed with anger and hatred.

"Damn it!" the man seethed. "The same nightmare every night for the past three months!"

"Take some rest, Rio. You need to come to terms with this before you can go back on duty," Rio said in a sarcastic tone, mimicking and mocking the voice of his commanding officer.

Rio was a Dungeon Ranger who worked for the Powers That Be. He was an expert marksman; his draw had been timed at 0.3 seconds, and had earned him the nickname *The Fastest Draw In The Dungeon*. In addition, his preference for miniature crossbows had earned him the name *Rio Bolt*. Rio had never known his real name, home or family.

But now he was on indefinite sick leave at his last post in Greenshades, ever since he had been on a mission to Lord Fear's stronghold, Marblehead, and had been captured.

"And he did this to me!" Rio raged angrily, looking down at the bandages covering his right arm, his right hand, his left leg and parts of his upper torso - wounds of some kind, and yet there was something odd and unnatural about them.

Rio suddenly felt the chill of the night. Not wishing to go back to sleep - back to his dreams - he got out of bed, put on a robe to keep himself warm, and went over to the hearth, where some dying embers still glowed. He threw some firewood on and stoked it. As he did so, some of the bandages on his arm fell away and revealed what Lord Fear had done to him.

"If only I hadn't been so bloody stupid!" Rio seethed, as the fire burned brighter, illuminating the results of Lord Fear's actions. "I'll get him for this - him and every other Opposition lackey!"

As Rio unwrapped all the bandages on his body to replace them with fresh ones, he began once again to replay in his mind the events of that fateful mission. As the bandages fell to the floor, it became clear why they looked so odd and unnatural. Underneath them, where there had once been flesh and bone, there was now... metal.

A chilling introduction, readers, as I'm sure you'll agree. What adventures does Richard have in store for Rio Bolt, The Fastest Draw in the Dungeon? Find out in the next issue.

DUNGEONEER DWELLINGS.

Series 1.



POETRY CORNER.

Now Kelly's maids from Norfolk see if they can Kelly's heroes be... the answer? A resounding no!

From the unspoilt Norfolk coast,
To Kelly's team we'll drink a toast!
Past broken path and burning fuse,
Golgarach set a test to muse.
A very able two was scored,
But then the crayon was ignored!
With rose in hand, and bar of gold,
On went Kelly's quest so bold.
Past the hairy spider's threat,
To Dungeon Valley, cold and wet.
Chased by goblins, Kelly found
Velda's way back underground.
The red rose pleased the elf maid well,
And TRANSFORM was the payment spell.
It soon changed Kelly to a knight,
So Mrs Grimwold got a fright!
Past the blocked-up metal door,
Now the quest was doomed for sure!
No wellway there, but paper left,
If only Kelly weren't bereft
Of magic crayon, small and red.
But Grimwold conked her on the head!

JUSTIN KETT INTERVIEW.

Yes, here it is at last, readers. If you've skipped straight down here before reading the rest of the fanzine, I don't blame you! I'd like to extend my undying thanks to Justin once again for answering these questions for me, and I hope you all enjoy reading these exclusive insights as much as I did. Just in case you've been living under a rock

for the past thirteen years, I'll remind you that Justin was one of dungeoneer Daniel's advisors in series 8, along with Ben and the infamous Gideon, and was part of a very exciting and high-quality quest that was cruelly brought to an end in deepest level three. For more details on this and much, much more, read on...

JUSTIN: As a general comment, I loved Nightmare, and wish we still had it today in its original form. It was educational and fun, because it got kids to use their imaginations, for example Ben's role was describing the rooms to Daniel - kids need to be able to use descriptive language, and many fail because of lack of modelling and imagination.

EYE SHIELD: Can you still recall in any detail the experience of auditioning for and appearing on Nightmare? What are your most vivid memories?

JUSTIN: Everything stems from Gideon's enthusiasm. We were tools in him getting on Nightmare. We enjoyed the whole experience immensely. The auditioning involved a lot of logic, which we actually all worked on together equally. I have vivid memories of standing around that pool trying to get a word in edgeways! Seriously, though, Tim (Child) called it when he said we were excitable beyond control. We just loved it all! We were fuelled on adrenaline! I didn't sleep much that week - partly due to a certain person snoring his head off!

As an advisor, how much control did you feel you had over the quest? Did Daniel always do as he was told?

Daniel always did as he was told, except when he was told not to! The part where he transformed into Lord Fear was led by him. The production team told him that no matter what, he had to make sure we got him to drink the potion. (I think they wanted to show off the effects!) Otherwise he did exactly as we told him - or more precisely, what Gideon told him! But we all had our say in the end - he had complete trust in us!

How did your team decide that Daniel was going to be the dungeoneer, and in what positions the three advisors were going to stand around the pool?

Spoiler alert - Daniel wasn't meant to be the dungeoneer! It was meant to be me, but if you recall, I had a cast on my arm and couldn't have lifted anything, so we decided he'd be my replacement. (We look fairly alike, after all!) As for round the pool - I think it was obvious to them that Gideon would talk the most, plus he was designated as guider, so he stood

in the middle, while Ben and I stood either side. Perhaps I was closest to the camera to hide my cast more! I think it was signed by then with some weird symbols from Majida, which they probably wanted to hide.

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

The fireballs! We came very close to being eliminated as it looked like we had fallen through a hole, but looking at it again, they saw we'd got through - just! Plus getting into the ship took two attempts - the plank wasn't very obvious so the first time, we actually fell off the ship! The plank you saw was redone.

How would you describe the general atmosphere as your quest got closer and closer to final victory, and was then cruelly snuffed out at the last moment?

We thought we were going to do it. Luck had been on our side. We wondered why they didn't just let us win - guess it was for dramatic effect that they added in the Corridor of Blades at the last moment, but we felt hard-done-by!

Were you and your team-mates all big fans of Nightmare at that point?

Gideon was, obviously, and he instigated the application. I was a relatively big fan. I'm not sure about the other two.

Do you ever watch your quest on TV nowadays?

I keep missing it on *Challenge*, but I have it on DVD if I want to watch it. Very cringing watching it back... haven't got to the end, ever... haven't really got further than the first room! I'll probably play the whole thing through one day - show my wife and kids!

At the time, what was the reaction of your schoolfriends (and teachers)?

They loved it! And people still love it - they tell me they saw me on reruns, or when I mention I was on it they actually remember me. We watched it in school each week - I think a few people probably gave me stick for it, but they were just jealous!

Do you have a favourite Nightmare series, team, character and/or puzzle?

If you asked Daniel, he'd definitely say Stiletta! Her legs... wow! (And I'd agree!) Gideon salivated over Sylvester Hands - did a great impression back then! I was a fan of Stiletta, and Hordriss was a legend! Hugo Myatt came to my Bar Mitzvah with his wife, so he gets my vote overall! I wish producers had recognised his talents more widely - who else could have created that atmosphere so successfully for eight series?

How did you feel when you found out that your series of Nightmare was to be the last?

Gutted! A) because I wanted us to have won in the last series and gone down in lore as one of the last ever and B) because Nightmare was iconic. Computer games, virtual TV and kids' imaginations all owe a debt to Nightmare - bring it back as it was and you'd still have queues of kids wanting to be on it. As a primary school teacher, I would want my kids to go on it to develop their imaginations.

If you don't mind us all knowing, what had you done to your arm that caused it to be in plaster?

I fell on it playing football the week before we filmed. The A&E doctor told me my thumb and connecting bone were broken and put me in plaster. I couldn't go to the fracture clinic as I had to be in Norwich, so I went when I got back, and was told by the doctor there that it was never broken! Who knows what would have happened if I'd had a decent doctor? I would have been staring at Stiletta's pins instead of Daniel!

I have to ask this - was Gideon always so extroverted, or did he become like that in front of the camera? Did you ever feel that yourself and Ben were denied the chance to use your advising skills to their fullest extent? Do you feel that some of the criticism of Gideon that has been written over the years (mostly by me, I must admit) is unfair?

Gideon was always extroverted and hyped-up. He has a great level of intensity that gets him through every situation. No one could have calmed him down - he had waited for this moment for years! Ben and I are naturally quiet people, so it was natural that each of the four acted as they did. But towards the end, we spoke more because they were tiring of Gideon! I gave good ideas, such as the proverb and suggesting we free Maldame using the Reach wand. Ben got tongue-tied trying to describe the rooms - and Gideon cut in too for that!

And there we have it. Perhaps, in the coming weeks and months, more of Justin's Nightmare memories will come to light on the Discussion Forum, but remember - you heard it here first! Thanks again for indulging me, Justin; The Eye Shield is forever grateful to you.

PUZZLE ANSWERS

Treguard Talks Clue Objects:

- 1.) Candle. Episode 205. Mark.
- 2.) Green arrow. Episode 504. Sarah.
- 3.) Ring. Episode 612. Sofia.
- 4.) Dagger. Episode 108. Richard I.
- 5.) Pigeon droppings. Episode 801. Richard III.
- 6.) Downers. Episode 411. Dickon.
- 7.) Arken stone (green gem). Episode 711. Julie II.
- 8.) Horn. Episode 203. Chris I.
- 9.) Spyglass. Episode 501. Catherine.
- 10.) Amulet of invisibility. Episode 304. Simon II.

Treguard Talks Champions:

- 1.) Barry. Episode 715. The Shield.
- 2.) Dickon. Episode 413. The Crown.
- 3.) Mark. Episode 205. To free Gretel.
- 4.) Ben II. Episode 611. The Crown.
- 5.) Dunston. Episode 810. The Crown.
- 6.) Ben I. Episode 509. The Shield.
- 7.) Julie II. Episode 712. The Sword.
- 8.) Julian. Episode 213. The Talisman.