

THE EYE SHIELD

Issue 2

March 1996

50p

CAN YOU REMEMBER HIM.....?



IT'S JEST BRILLIANT !!!!!

Message from Me...

Welcome to issue two of 'The Eye Shield' !It has certainly been hard work getting this issue together, although the excellent contributions from various readers has certainly helped !

The Knightmare repeats are apparently gong down extremely well with all

cable - ites ! In fact, some of you may have noticed an advert for this very fanzine after one of the repeats in mid - February. Unfortunately, I missed it, but I have been assured that it did happen ! This monumental event helps to explain the free Sci-Fi sticker hidden within this issue !

As you can see, the 'zine is actually bigger by four pages, and in my opinion it's better too ! I hope you enjoy the rest of this issue. Don't forget to write to me with any contributions, or anything for that matter. The address is on page eighteen. Issue three will be available on June 1st. Until then, best wishes, and farewell....



THE DRAGON QUEEN - PART TWO

If you can remember, the first issue contained the first part of "The Dragon Queen" - sent in by Catherine Jackson. Catherine received a free Knightmare book for her efforts, so why don't you try writing your own Knightmare story !? The story is concluded this time in a two page special, although Catherine tells me that the story is open-ended, so there may just be a sequel !! In issue one, the story paused just as Treguard was about to receive an urgent message from Merlin. Read on

....."Lord Fear has got together a fleet of dragons, and our dragon would be no match for them !" cried Merlin. "However" he continued "there is one chance. Legend has it that there is a Dragon Queen !". "A Dragon Queen !?" exclaimed Treguard, excitedly. "Yes" continued Merlin "she has amazing talent for dragon taming, she can communicate with them". "Where can we find this Dragon Queen ?" asked Treguard. "According to the legend" said Merlin "she lies within the greatest depths of level three". Treguard was determined, "I'll begin my quest immediately !". Merlin warned Treguard "You must take great care - when Lord Fear realises what you are doing, he'll do anything in his power to stop you". "Now, I must leave you Treguard - be cautious, and I wish you the best of luck !". With that, Merlin's image faded away, only for Pickle to interrupt the silence. "Master, may I join you on your quest ? I'm sure I'll be a brilliant dungeoneer !". "I'm sorry Pickle" answered Treguard "but I must complete my quest alone, although I do want you to stay here and be ready to warn me if I am in danger". Treguard then armed himself with his sword and shield, draped himself in his cloak, and stepped boldly through the great dungeon door.....

Treguard emerged from the portal into a long, dimly lit corridor, with two doors on the right-hand wall, the first bearing a dragon symbol, the second - further down the corridor - was too distant for Treguard to notice any symbol. As Treguard advanced to

examine the second door an almighty Catacombite began to charge down the corridor, baying for blood. Already, the creature was level with the second door, and getting closer, leaving Treguard with no option but to enter the first portal - just avoiding the vicious swipe of the creature's boney jaw.....

...The next chamber was far less sinister, featuring no more than a simple oak table on which there lay two bags of dragon mints, and a spyglass. Treguard looked through the glass to see Lord Fear surveying his vast array of dragons. Fearful though he was, Treguard remained determined, and continued into the next chamber after collecting the mints.

Treguard found himself in another near-empty chamber, containing only a large portcullis on the far wall. Without command, the portcullis rattled and opened to reveal Smirkenorff the dragon, perched upon a cliff. Braced by the stiff outdoor breeze, Treguard mounted the enormous wyrm, and demanded "Take me to level three Smirky, I must reach The Dragon Queen !". Smirkenorff replied "I can take you some of the way master, we shall travel to a portal at the base of a cliff. Beyond the portal lies the descender which takes you to level three.

Soon, Treguard was on his way to level three - minus one dragon mint !

Level three was sinister and cold, and the distinct smell of dragons filled the first chamber - Treguard knew his goal was near. A banner draped above the only two exits caught Treguard's attention, clearly indicating a Frightknight above one portal, and a dragon above the other. As his eyes adjusted to the darkness of the cave, Treguard realised a young woman was sitting at a table in the corner of the room. "What do you want ?" she asked, sounding like an old witch rather than a young woman.

Before long, Treguard explained the nature of his quest and to his surprise the woman calmly announced "I am the Dragon Queen". She revealed a spyglass she was holding and together they watched as Lord Fear prepared to release his fearsome dragon army. Lord Fear was with Aesandra - The Ice Queen, who suddenly realised that a spyglass was being used. As she unleashed a fireball, the Dragon Queen threw the glass to the ground. Now they knew they had to act fast, and the Dragon Queen used her magic to create a portal to Mount Fear. As they passed through to the mountain the echoing screeches of dragons filled the air. "Mints, I need Dragon Mints !" cried the Dragon Queen. Treguard quickly gave her the mints he had collected earlier. Now able to use her magic, the Dragon Queen summoned a huge Golden Dragon, bigger than Mount Fear itself. Within seconds Lord Fear's army of somewhat smaller dragons was wiped out. Treguard thanked the Dragon Queen, who assured Treguard "I shall deal with Lord Fear personally, he has no right to interfere with our dragon kingdom". "I shall always be grateful for your help" replied Treguard, before the Dragon Queen waved her hands, and Treguard disappeared in a magical cloud, only to find himself back in his own antechamber once more.

Pickle jumped with fright "Master!" he shouted "you did it, and you didn't even need my help !". "Thank you for watching over me Pickle" replied Treguard.

"What about the Dragon Queen, master ?" asked Pickle "will she be a friend of the powers that be, after helping you ?"

"Oh yes" replied Treguard "and I'm sure she'll be a very useful friend to have around!".....

THE END

REMEMBER HIM.....?

FOLLY THE JESTER : SERIES 1/2 : LEVEL 1/2

The second star of this feature marks another return to the classic early series of Nightmare ! Folly, played by Alec Westwood, performed a typical jester's role in many quests. Friendly, funny and full of good intentions, there was no doubting whose side Folly was on. Yet the dungeoneer always had to take care when Folly was around - life force won't last forever ! In fact, Folly was not the crazy clutterbrain that he often appeared to be. Behind the jokes and japes lay a seemingly endless supply of cryptic riddles to test even the most witty of dungeoneers. Many quests in the first two series' would depend greatly on a spell or clue from the dungeon jester.

The first Nightmare book in the ever growing range tells more of the history and legend surrounding Folly. Treguard first encountered the jester on his travels, and soon realised he had chanced upon a loyal companion. So it transpired that Folly took residence in the upper levels of Nightmare castle, ever faithful to Treguard.

Folly, with his green and red jesters outfit, led dungeoneers into many memorable scenes. Perhaps his crowning glory took place in series two, involving a humiliating prank on Gumboil, the gruesome level two guard. Threatened with a nasty looking drop over the side of a bridge, Folly soon saved his bacon, as well as that of the dungeoneer ! Within minutes Gumboil was convinced he had been kindly given a precious, albeit invisible sorcerer's stone ! Typical Folly - 'tis only a shame he disappeared after the second series. Imagine him and Motley in tandem - the fun would never stop !

It is almost impossible to decide whether Folly or Motley was the best Nightmare jester. Motley did manage to stick around much longer, but as they say with Coca-Cola - original is best. Write in and tell me what you think ! We could also compare Mogdred and Lord Fear, Pickle and Majida, or even Merlin and Hordriss ! Find out my own jester opinions n the marks out of ten, below.

FEAR FACTOR : 2 Once beat Cedric in a battle of insults !!

HUMOUR RATING : 10 It is his job !!

KILLER INSTINCT: 3 Don't fail his riddles, or your fate is in his hands.

OSCAR STANDARD: 6 Dare I say Motley was slightly better !?

KNIGHTMARE COMPETITION!!!

Yes ! Only two issues gone, and a prize that's worth having !!!!

Once again, it is time to heartily give thanks to everyone at Broadsword Television. Way back, when this fanzine was a mere twinkling in my eye, Broadsword offered me this fabulous prize to give away in a competition. I know it's hardly a Rolls Royce, but you now have the chance to win the brilliant Knightmare Boardgame ! As an adoring owner of the game, I can assure you it is a must for any Knightmare fan - featuring well-known rooms, riddles, and characters from the programme.

If you would like to enter the draw to win the boardgame, all you have to do is answer the two simple questions below. (I've been asked by one or two younger readers to make all puzzles slightly easier from now on !).....

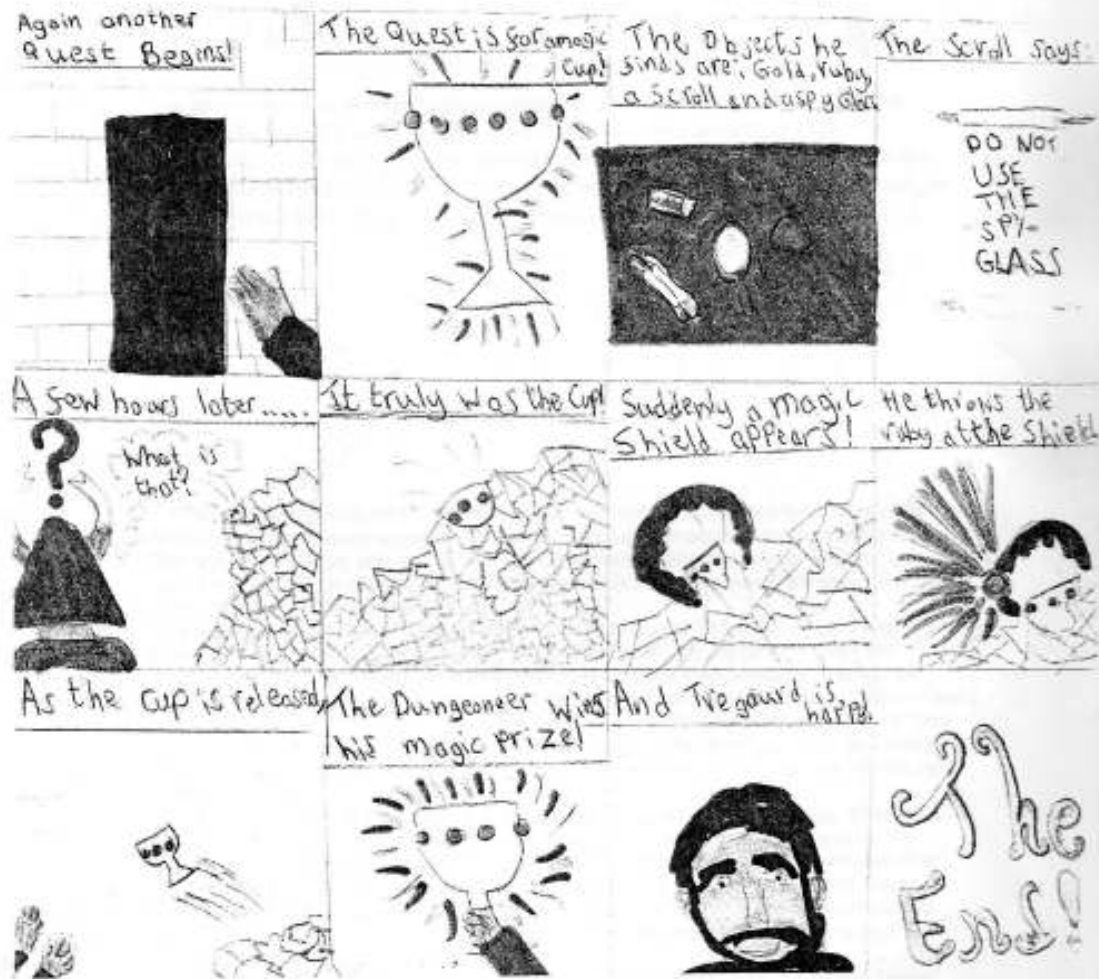
- 1) Lord Fear, Ah Wok, Rothberry and Sir Hugh de Witless were all played by the same Knightmare actor. Can you name him ?
- 2) Which reptilian "tuna breath" acted as Lord Fear's faithful assistant - ness (clue !) ?

There you go - couldn't be easier ! To enter the competition, simply send your answers along with your name and address details to the address below. The closing date is **April 30th 1996** - winner announced in issue three....

[PLEASE NOTE: THIS COMPETITION FINISHED in 1996!]

ART DESK

Only a few weeks ago, I was bombarded with letters from Robert Nowlan, and Mark Crawford of Essex. Among these letters were the only entries for issue two's "Art Desk". Fortunately, they were excellent, and here is the best one. Robert has written and drawn a Nightmare mini-adventure, and wins a badge as his reward! Art Desk shall return next time - as long as you lot begin to use those creative talents!



ADVENTURE TIME

I'm afraid to say that once again response has been poor to this section of the fanzine. In fact, the only response came from the hero of the last page - Sir Robert Nowlan. I must point out that the adventure I started in issue one was a very short example. From now on, the adventure instalment will be much longer

! Therefore, I have extended Robert's effort (the * sign is where I come in !).

...."Take three sidesteps left !!!" shouts Treguard as soon as he realises the danger. Just before getting completely squashed, David steps through the portal in the opposite wall.

The next room is large, and well lit, with lots of people standing and talking - making quite a lot of noise ! A lady in a bright red robe strides towards the dungeoneer. "What are you doing in the chambers of Mount Fear !?" * "I - I'm sorry" stutters David "I had no idea...". The lady laughs "Don't panic - Lord Fear left this place a long time ago". "These days, Mount Fear is the starting point of level one". "Who are these people ?" asks David . "These people are no more than peasants" she replies, disdainfully "They have come to meet me, of course - for I am the new resident of Mount Fear !". "You do know who I am ?". David begins to panic, when the lady speaks once more "I am Queen Kalina, the ruler of all in level one....." . Sensing a rather boring speech, and feeling very confused, David makes his excuses and departs through a small portal set into the right hand wall.

As David begins to walk down a long Dwarf Tunnel, Treguard speaks out again "Don't be too confused David, the dungeon is always moving and changing - it just happens to be that Mount Fear is now part of level one - at least it won't be quite so fearful now that Lord Fear has left." Still confused, David asks "What about level three, then ?". "And who is Queen Kalina ?". "Oh don't worry about her" replies Treguard "she isn't as powerful as she would like to believe". David realises Treguard will not tell him any more and enters the next chamber.

David's worst (K)nightmares have been answered - he has reached the "Block and Tackle"....

WHAT NOW FOR DAVID ? READ ISSUE 3 TO FIND OUT !!

LETTERS.....

Two pages of letters this time, and as usual a badge goes to the writer of each one.

So, without further delay here's the first masterpiece.....

Dear Eye Shield,

I was very glad to receive issue one of the fanzine. I was intrigued by all of the wall monsters that have appeared. I remember Granitas in series one, joined by Igneous in series two. Were all of the others in series three ? I think the fanzine is a great idea, and I wish you the best of luck with it in future.

Jake Collins, Herts.

Thank you for your kind compliments, Jake ! I can assure you that the fanzine will continue to get better. As for your queries, the legend of the wall monster is as follows:

Series 1 : Granitas & Olgarth

Series 2 : Granitas, Olgarth, & Igneous

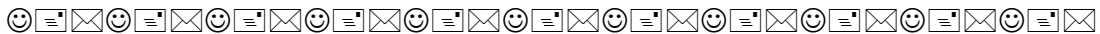
Series 3 : Golgarach & Brangwen

Of course, if you keep reading ' Adventure Time' you may meet a brand new wall monster !.....



Dear Eye Shield,
Thank you for sending me a copy of "The Eye Shield". It looks very professional, keep up the good work.
Susan Child, Broadsword TV

Well, this just proves that all the best people read, and love this fanzine. O.K, O.K, I'll stop showing off !



Dear Eye Shield,
I really enjoyed the first issue of the fanzine. The wordsearch was very exciting, but I thought the quiz was a bit too difficult because I have not seen the first two series. My friends are all big fans of Knightmare, and they all like "The Eye Shield" too.
Mark Crawford, Essex

Once again, thank you very much for the kind compliments. I suppose the quiz was quite tricky. In fact, Susan Child couldn't even answer some of the questions ! What do you think of Harjinder's puzzles later in the issue ? By the way, don't just let your friends read your fanzine - tell 'em to buy their own !! Keep the letters coming - 'til next time.....



DAVID LEARNER INTERVIEW!!!!

Welcome to the second part of the interview with David Learner. Without any further delay let's move on and find out what it is to play Pickle !!

What was best and worst about playing Pickle ?

Worst was having to sit for an hour and a half in make-up. Mainly because Tulah (bless her) NEVER STOPPED TALKING ! At a quarter to eight in the morning, all I wanted to do was catch up on my sleep. I am still tired now !

Best was being paid. Oh, and eating a lot. All of the mental activity caught me by surprise, and I found myself scoffing a huge Anglia TV lunch, and then demanding copious amounts of biscuitry during the day. Chocolate Hob Nobs are my favourite, by the way !

What is your favourite memory of your time on Nightmare ?

Favourite was the fire alarm at nine-thirty one morning when we'd just started recording. We all piled out on to the street, me in the blonde hair, green suede and pointy ears of course, and I wondered how to meld into the crowd. As it turned out, there were three or four people at a bus stop right outside the studio, all waiting to catch the number 25 to Spixworth. I joined them and others joined behind me, and I greeted them with an elvish "Greetings, stranger !". I can't imagine why they started to trickle away. I think Treguard was looking in a shoe shop at the time, pipe in one hand, cup of coffee in the other. Nothing odd about that either !

Was it difficult not to get too involved with the quests that took place ?

Of course. You WANT them to win, yet on the other hand if the dungeoneer is a complete WAZZ and insists on offering himself up for self-sacrifice then there's little you can do, except offer to hold the gun for them. During quiet moments, Treguard and I kept telling the contestants to listen to us, because we could help them. Would they listen ? Of course not. We could have been doing our *knitting* for all they cared sometimes ! And of course there was nothing we could do once they had been sliced into tagliatelli. I don't know. I just DON'T KNOW.....!!!!

Were you, or do you often get recognised in the street ?

Never. Old Treguard used to get noticed in Tesco's sometimes, but usually because people thought they had seen him on 'Crimewatch'. You know - you are warned not to approach this man - that sort of thing ! But as I said earlier, I had to hit people over the head with a halibut to convince them that I'd played Pickle ! Even then they didn't believe me. I got through a lot of halibut !

Did you receive a lot of fan mail from Nightmare viewers ?

Weirdly, no. Undoubtedly it was sent and undoubtedly it was received. Somewhere in the space-time continuum there is a vortex into which it was all sucked.

Fan mail is terribly important to an actor's ego, as it validates what you are doing, particularly on T.V, but we never saw it. Hmm...

My very first job as a professional actor was as a character called Tom in a touring play called 'The Bell'. My co-star was a giant teddy bear called Wag. I got a fan letter from a boy called Frank, which I still treasure. He told me he enjoyed watching the play as it meant not having to do school work and said that next time he saw a single

star in the sky he would wish I could be the biggest star in the world. Gosh, makes me damp even now. He's probably Pope by now, or something !

Were you, or any of the other Nightmare actors able to offer suggestions and ideas for the programme ?

Oh yes. (Diplomatic pause) . Next question ?

Have you kept in touch with your fellow Nightmare actors and actresses ?

No. Being in an acting company is very similar to island-hopping. It's great while it lasts, and you all get on terribly well, enjoying the same pubs and the same bag of pork scratchings, but frankly you can't wait until you get to the next island. It's not that the grass is greener, it's just a different shade. I have Elita's phone number and address up north. By the time I get round to calling it she will probably have moved.

Were you upset to discover that Nightmare is no longer being made ?

Yes, there is still huge scope for Nightmare's format, and I don't understand why we won't see it again. I can only suspect. The show had the potential to be one of children's TV's most enduring creations and I'm sad that potential was not investigated further. Its loss is criminal.

Were you disappointed to leave Nightmare ?

I was over the moon to be offered Nightmare. To be offered *one* series was flattering, and to survive *three* was heaven. But I've only ever been a jobbing actor, and I think as far as Pickle was concerned I had explored all there was to explore by the time the end came. It pays not to be comfortable as an actor, and I was pleased that I was asked to move on before outstaying my welcome.

What have you been up to since you finished your role as Pickle ?

I was happy to re-establish my voice-work contacts when Nightmare ended and to return to that. I've read several books on tape. I've also been working in theatre and have recently founded my own theatre company. Producing audio cassettes, ironically enough. I shall be directing very soon (a production of the musical 'Sweet Charity'), I'm also looking forward to the first production of the children's musical I was asked to write last year - 'Pied Piper : A musical fable of cheese and treachery' - and I've recently directed the fights for a production of 'Romeo and Juliet'

What are your plans for the future ?

I tend not to make plans. I have booked and then cancelled umpteen holidays because of work. I want to write more music, and have in mind a huge choral work at some point. A requiem, or similar. It'll happen if I want it to. The best thing about being an actor is not knowing what's going to happen next. I recently turned down a tour of the Far East, simply due to my surprise at the offer. Anyway, I hadn't a thing to wear !

Having worked on both, do you see yourself as a stage or screen actor ?

My work backstage at the Chichester Festival theatre, before I joined RADA was hugely enjoyable, and terribly important. You can't act without knowing what a periactoid is, or a vomitorium, or knowing that *dropping the iron* is actually the releasing of the safety curtain. I'm proud to have worked in every theatre department - lights, sound, stage management, box office, the bar - revelling in each of them as

much as being on the 'green'. Theatre is about people, not actors.

Do you still have any ambitions to fulfil ?

Yes, I want to be there on the first night when my son Tom is playing the lead, or conducting the orchestra, or sweeping the floor. Whatever. My ambition is for him to be happy and fulfilled.

THE END - A MILLION THANKS ONCE AGAIN TO DAVID LEARNER.....!

PUZZLE PAGE

Thanks to Nightmare superfan Harjinder Lall, who wins yet another badge, I can now bring you two pages of his puzzles !!
The clues to the wordsearch below are on the following page, alongside the devious 'Odd one out' challenge !
Good luck, and the answers are on page seventeen....

Quest for the magic words.

- by Harjinder Lall -

T	L	?	L	L	L	T	H	S	B	D	D	J	K	Q
T	D	R	E	D	L	I	M	P	T	R	X	Y	S	E
R	M	O	D	J	J	S	U	Z	?	A	S	H	W	C
K	Y	K	W	O	P	N	Z	P	V	G	B	J	L	R
J	Z	C	D	E	K	W	Z	G	P	O	D	P	X	O
?	Z	J	T	Q	N	?	R	R	E	N	S	W	?	F
O	?	S	S	C	T	A	Y	T	Z	M	B	Z	Y	E
Y	D	V	C	U	N	A	S	K	U	A	O	Y	V	F
P	N	A	B	?	S	U	J	M	C	G	R	E	W	?
W	?	L	T	L	T	G	O	B	L	?	N	S	K	L
G	P	A	J	S	Z	E	T	F	V	C	?	T	S	O
U	S	G	E	X	E	Q	M	?	N	E	C	A	R	T
D	G	F	Z	E	L	C	A	R	O	C	V	Q	H	A
?	L	Q	O	?	?	K	H	M	Y	X	B	O	O	M

PUZZLE PAGE

The wordsearch has been designed to be more tough than the one in the first issue. Although most of the words are taken from Series 3, some can be found in Series 1 and 2. Some words are more difficult to find as they relate to specific teams and scenes! The numbers in brackets show how many letters the word consists of.

Word Clues

1. A type of magic that can be effective against Morghanna. (11)
2. A Scottish Warrior who made a brief appearance in series 3. (6)
3. The name of the dragon who occupied the dungeon before Smirkhoff. (4)
4. In series 3, to reach level 3, you don't climb down a wellway, but use a . . . ? (8)
5. Creatures which linger in Dwarf tunnels. (4)
6. A revolving floor . . . what is it called? (9)
7. "Rock, I was, rock, I now become . . ." (8)
8. The voice-changing witch. (7)
9. Mrs. Grimwald's dog. (6)
10. A mythical creature that has the ability to turn dungeoners to stone. (6)
11. The measure of a dungeoner's energy/health. (4-5)
12. Small, short-sighted, but nasty creatures. (7)
13. In series 3, to summon Merlin, you have to take three . . . ? (5)
14. A magical being who knows much, but never rates one factor as being more important than any other. To hear its words, you have to lift the Helmet of Justice slightly above your head. (6)
15. "Rock to Rock and Stone to Stone, span the ~~off~~ and cross the zone." (7)

- Answers can be found below -

ODD ONE OUT . . .

The following statements contain one oddity that doesn't have the same characteristics as the rest. Can you find which one it is in each?

1. HELMET OF JUSTICE, EYE SHIELD, REACH KEY, KNAPSACK
2. VELDA, PICKLE, GRETEL, ELDER
3. MORGRED, MALICE, LORD FEAR, GREYSTAGG, MORGHANNA
4. BREGUARD, MOTLEY, CASPER, MAJIDA, BROTHER MACE
5. AH WOK, ARESANDRE, JULIUS SCARAMONGER, HONESTY BARTRAM, ROTHBERRY
6. VELDA, MELLISANDRE, GUNDRADA, STILETTA, ROMANINA
7. MIREMEND, GOBLING, CAVERNWIGHTS, POOKAS
8. SKRAXILL, LISSARD, SYLVESTER, HUNDS, CAPTAIN NEAMORON, RAPTOR
9. BRANGWEN, GRANDAS, GOLGARACH, IGNEOUS, OLGARRIN
10. RIDOLFO, GRIMALDINE, GWENDOLINE, HORDRIS

REMEMBER THIS.....

CAUSEWAYS : SERIES 5-6 : LEVELS 1-3



Like the block and tackle featured in issue one, this challenge was so simple, yet so horribly effective. The floor puzzles contained various sequences, numbers, letters, weapons, colours, even earth, fire and water ! Provided the dungeoneer had earned the necessary information, all that was needed was a swift guidance across the correct slabs on the board. However, this is where things got nasty. As the dungeoneer stepped warily across the puzzle, slabs behind them would crumble away with a sickening crunch ! At this point, panic begins to set in. The guiders become convinced that the entire puzzle is about to fall away along with the dungeoneer - causing a blind and often misdirected rush to reach the tantalizing exit! Again, like the block and tackle, there are many possible fatalities to point to, yet I have decided to highlight one of the best ever scenes in Knightmare's history ! Cast your mind back to series six, in 1992, when Ben and co. strode forward to conquer the dungeon. Within this quest was a gigantic, two-part floor puzzle in deepest level three. Ben was left with the floor collapsing around him, yet his team didn't know the combination for the puzzle. A mad burst was decided upon, and Ben progressed towards meeting Lord Fear, just as the floor fell away from beneath him !!! Pure tension, and classic Knightmare - there were many more like Ben, few were as lucky !

DIFFICULTY: 7 Panic can spoil everything !
KILLER INSTINCT: 7 You can't argue with fact.
GORE FACTOR: 4 A quick disappearing act.
FAIRNESS: 6 It should be easy !

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WORDSEARCH CLUE ANSWERS:

- | | |
|----------------|----------------|
| 1. Dragonmagic | 9. Festus |
| 2. McGrew | 10. Medusa |
| 3. Owen | 11. Life Force |
| 4. Minecart | 12. Goblins |
| 5. Bats | 13. Steps |
| 6. Spindizzy | 14. Oracle |
| 7. Granitas | 15. Lillith |
| 8. Mildread | |

ODD ONE OUT ANSWERS:

1. Key (Not given at the start of a quest)
2. Gretel (She wasn't an elf)
3. Greystagg (The others are evil sorcerers)
4. Treguard (There is only one Dungeon Master....)
5. Sylvester Hands (Hardly capable of being a tradesman)
6. Melissandre (The others carry weapons)
7. Cavernwights (They are all blind)
8. Captain Nemanor (Others are Lord Fear's henchmen)
9. Brangwen (The only female wall monster)
10. Hordriss (The actors who played the other characters only remained with Knightmare for one year)

NEXT ISSUE

And so, another issue comes to an end. Issue three will be just as good, or - if you're lucky - even better !

Obviously, there is only one way to find out, so don't miss issue three of 'The Eye Shield', which shall be available from June 1st.

I can promise more of the regular features plus one or two surprises, and with a bit of luck a new interview for you to enjoy. The price is 50p plus a 40p S.A.E, or alternatively just send £1, including postage.

ACKNOWLEDGEMENTS

Special thanks to all of the following, without whom this fanzine would have been much harder:

Dad, Ray, David Learner, Harjinder Lall, All at
Broadsword T.V, All at the Sci-Fi Channel, Mark
Crawford, Robert Nowlan, Cathrine Jackson, Jake
Collins, Andrew Paterson, and Everyone who was
brave enough to buy the first issue !!

**'Til next time, just remember - The only way is onward, there is no
turning back...**