

# THE EYE SHIELD

Issue 7

June 1997

50p

Where is the best place to be this summer ?.....



## A holiday in KNIGHTMARE CASTLE !!!

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Jason Karl Interview Part 2 !  
Treguard Poster !!!  
Remember Ariadne's lair ?.....  
Knightmare - what went wrong ?

### Message from Me...

As I mentioned in issue 6, this issue was always going to be a difficult one to finish. Thankfully, I've managed to complete it in good time, with my exams beginning on June 2nd ! One thing I must point out straight away....I did promise in the last issue to make some great strides in the Bring Back Knightmare campaign. However, circumstances have stopped me from doing so, which means, I'm going to move all BBK developments to issue 8. Look out for that !

Another important point I'd like to raise...I'm hoping to gradually change the general

shape of The Eye Shield. I'm a bit concerned that things may become a little bit stale, with so many regular features cropping up every issue. So...starting from this issue, I intend to make the fanzine a bit more varied from one issue to the next. This simply means including more one-off features, such as Tim's article on page 12. Don't worry ! I won't completely abandon any of the current regulars. Instead, it just means that certain features may 'rest' for an issue or two. Let me know what you think !

Another point - I've stopped devoting space to advertising Nightmare merchandise. Instead, I've left more room for proper features ! However, all merchandise mentioned in earlier issues is still available - just write to me for a price list ! Furthermore, David Bradshaw's Nightmare 'choose-your-own-adventure', is still available on disk, costing £1. Write for more details !

Finally, I'm pleased to say, that contributions have increased in number once again ! I had lots to choose from this time, and I can promise that issue 8 will be the best thing you ever read! Until then, settle for the best thing available so far - issue 7!

Happy reading! All the best,



## REMEMBER HIM.....?

### **SERIES 8 : SNAPPER-JACK : LEVEL 2/3**

Just for a change, I thought I might take a look at one of Nightmare's less glorious characters - the ridiculous Snapper-Jack !

As with all new characters in the blink-and-you-miss-it series 8, Snapper-Jack was given little time to establish himself as a favourite, but from the glimpses we were given, I have rarely seen anything worse in Nightmare's history !

Played by Bill Cashmore, Jack seems to be a guard of some sort, who tested dungeoneers with riddles before they could pass. However, it was very hard to take him seriously with his over-exaggerated 'sinister' voice, and the truly bizarre 'snapdragon' (a green sock with eyes !) which was meant to be what was left after Jack's arm was bitten off by a snapdragon !

Complete with man-sized 'catching' net, he looked every inch the fool, and never once came close to being scary or funny.

So why was Snapper-Jack such a disappointment ? I don't think Bill Cashmore played the part particularly well, although to be fair, he can only be as good as the script he is given !

Overall, I think the main problem was that Snapper-Jack just didn't *fit in*. Clearly, as a guard, Jack was intended to be intimidating, yet he was far from fearsome. Even more bizarre, Jack actually crept into level three on occasions ! In years gone by, only the toughest, most powerful inhabitants of the dungeon could even go near level three !

Maybe, in my eyes, Snapper-Jack represents a lot of what went wrong in Nightmare. I always liked to see aggressive, fearsome guards patrolling the levels, and I prefer special effects and graphics for monsters, rather than a sock over an arm ! Or maybe I'm being too harsh ! I'm sure some of you out there used to like Jack, write in and tell me why if you do !

Oh well....I suppose I had to give a bad review some time !...

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Fear Factor : 2 Well would you be scared of a sock !?  
Humour Rating : 3 Sometimes funny, but for all the wrong reasons.  
Killer Instinct : 0 We never got to see that giant net in action !  
Oscar Standard : 5 Shame, because Bill Cashmore is a good actor.

## LORD FEAR'S ADVENTURE

**After an enjoyable and popular run in The Eye Shield, Jake Collins' excellent story has sadly reached its close. When we left the story, Fear had just answered Merlin's first question correctly. Game on...**

"Here is my second" said Merlin. "Who was the son of Uther Pendragon ?". "Easy" said Fear "King Arthur". "Well done !" said Merlin "You have done very well in this dungeon, and I will send you back to 1997, but first I would like you to thank Casper for all he has done for you".

"Yes" said Fear "Thank you Casper, I'd never have made it without you".

"I've enjoyed it too" said Casper "Goodbye Lord Fear !". "Goodbye" said Fear. Merlin raised his hands "Spellcasting H-O-M-E". Fear was whipped away, and a thought occurred to Casper. "Merlin, write this down for me, will you ?....."

Lord Fear landed in the Great Hall of Nightmare Castle. Lissard and Treguard were sitting in armchairs by the fire, eating and drinking.

"What is going on here !?" exclaimed Fear. "Lordness !" said Lissard "How wonderful to see you again ! Treguard and I enjoyed your adventure."

"Is that so ?" said Fear "And why are you fraternising with the dungeon master, Lissard ?". Lissard explained "We agreed a temporary truce while you were in the dungeon". Lissard then scurried off to resume his duties.

Treguard stood up. "Well done !" "An amusing journey, and I must say I didn't realise you had such a soft spot for talking keys !"

"I don't usually..." muttered Fear. Treguard laughed. Fear made an angry lunge for him, but Treguard disappeared in a puff of smoke, and reappeared in his chair. "By the way" he said "Merlin asked me to give you this". Treguard handed a piece of paper to Fear.

***TO LORD FEAR,  
I'LL REMEMBER YOU FOR THE (W)HOLE OF  
ETERNITY. HERE'S LOOKING AT YOU !  
CASPER.***

"Very touching" said Treguard "I must hide all the dungeon keys, before you fall for all of them ! HA HA HA !...". Lord Fear left, cursing. "And that" said Treguard "Is the last time Lord Fear befriends a key". With that, Treguard sat down to finish eating the snack he and Lissard had started. It was a very contented, and rather fat dungeon master that slept that night !...

**THE END**

**PUZZLE PAGE 1**

**Jake Collins is here yet again, with more puzzles ! I had millions of Jake's efforts to choose from, and here's one of them ! Many thanks yet again Jake - we all appreciate it ! All questions relate to Nightmare actors and actresses. Look out for more of Jakes questions on page 28. Answers to both are on page 31.**

1. Who played Folly ?
2. Who played Granitas ?
3. Name one character played by Clifford Barry.
4. Name two of Iona Kennedy's characters.
5. Who played Aesandre ?
6. Only three actors from series two appeared in series 3. Name them.
7. Which two actors, apart from John Woodnutt and Hugo Myatt, appeared in series 3 and series 4 ?
8. Who did Joanna Heywood play in series 7 ?
9. Which of these has **not** played a good wizard or a mage ? : John Woodnutt, Paul

Valentine, Anthony Donovan, Clifford Norgate.

10. Who has never played a wall monster ? Guy Stavenden, David Verrey, Anthony Donovan.

11. Which did **not** act in series 7 ? Jackie Sawiris, Paul Valentine, Bill Cashmore, Hugo Myatt.

12. Which appeared in series 3 ? Audrey Jenkinson, Guy Stavenden, Tom Karol Edmund Dehn.

## LOVE WYRMS

**Rosey Collins continues the attempts of the Collins family to take over The Eye Shield ! And when their efforts are this good, who can stop them !? Thanks to Rosey for this, and I hope you all like it !**

"Nothing ever happens round here any more " moaned Majida. "Do be quiet Majida" snapped Treguard. "Dungeon Master !" came a voice from the corner of the room.

"Here madam" answered Treguard. "I'm sorry - I didn't see you come in".

"My name is Alicia, I am one of the air ones". "A dragon Warden" muttered Majida, examining Alicia's uniform. All of her clothes were mottled with red, green, blue, pink, yellow and orange. These were all dragon colours, Majida noticed.

"I see, madam" said Treguard "And how may I be of help to you ?".

"In fact" said Alicia "I am chief of the air ones. You are familiar with Romanha, I believe". "Yes" said Treguard "And what is it that you want" asked Treguard patiently.

"She's a good worker, Romanha" said Alicia "I think I'll promote her".

Treguard sighed - he had no chance of getting through to Alicia, no matter how hard he tried. "Anyway" said Alicia, eventually "I have sent my two best people on an important mission - expect them soon. They will have news for you". Alicia's voice was harsh and arrogant, and Treguard was slightly relieved when she turned and flounced out of the room.

A few hours later, Romanha did arrive, with her colleague Winona. Both were exhausted, puffing and panting. "This is Winona" gasped Romanha. "Good day" wheezed Winona "Pleased...to meet you".

They wore identical outfits, and were similar in appearance except for Winona's long dark hair. "We've been everywhere !" cried Winona. "We've been searching for female dragons" added Romanha. "Did you find any ?" asked Majida. Winona smiled "We found two !". "The two remaining male dragons are to be mated with them tomorrow" said Romanha. "Where are they ?" asked Treguard "Can we see them ?".

"Of course !" said Romanha, and led them into the dungeon.

Soon enough, they found the dragons. "Here !" said Winona. Treguard examined the huge creatures. "Hmm" said Treguard "A red dragon..". "Yes !" said Winona "She's

called Tassie". "I can introduce myself !" said Tassie. She spoke in a very motherly way. Winona smiled. "I found her myself !" she said.

"Winona is the protector of red dragons" explained Romanha. They showed Treguard the other dragon - Esta, a green crested dragon. Treguard admired the impressive creatures, as Romanha explained that the two were to be mated.

Next day, Treguard and Majida were awake early, and Treguard spent most of the morning pacing around, waiting for news of the dragons, whilst Majida chewed her nails. Eventually, the dragon keepers arrived, looking downhearted. "No success ?" asked Treguard. "Sadly not" said Romanha "There is a slight confusion over who is supposed to be mated with who". Treguard looked bemused. Romanha explained "Well...Esta wants to be mated with Smirky, but Bhal wants to be mated with Esta. And Shebah wants to be mated with Tassie, while Tassie and Smirky want to be mated with each other !". Treguard was lost for words "What now ?" he asked. "They're sulking now" said Winona "Tassie says we should let them go about it however they want". Treguard was concerned "We have to be very careful about this". Majida realised the problem "If this goes wrong, Bhal-Shebah may provide Lord Fear with a fleet of baby red dragons !". Romanha nodded, as they all pondered the problem.

Unfortunately, their problem had been solved by Tassie already, who decided to follow her instincts. Unknown to Romanha and Winona, Bhal-Shebah was at home protecting an egg laid by Tassie....

"Excellent news, lordness !" cried Lissard. "What is it ?" snapped Fear. "It is news of the dragons, Tassie and Bhal-Shebah....Tassie has laid an egg-ness !"

"Excellent !" smiled Fear. "This could prove to be a valuable weapon for the future !" Treguard put down the spy-glass. He had just listened to the conversation between Fear and Lissard, and told Majida the bad news. "In a matter of weeks" he said "Lord Fear will be able to raise a baby dragon - you can guarantee it will be totally evil".

Three weeks later, the egg hatched, and Lissard told Lord Fear of the good news.

"A most gloriousss thing has happened, lordness !". "What's that then ?" asked Fear "Have you laid a tadpole ?". "No no" hissed Lissard "It is the dragon-ness".

"The dragon has laid a tadpole !?" exclaimed Fear, teasing Lissard.

Eventually, Lord Fear made his way to the dragon pit, to see Tassie and Bhal-Shebah. "Esta has run away" said Bhal-Shebah. "so the powers that be cannot raise their own dragons". "Excellent !" exclaimed Fear. Tassie looked worried, however, as she knew Lord Fear would not be impressed by the baby....

"Let's see my new son !" said Fear. Tassie moved her tail, to reveal a tiny dragon.

Lissard gasped at the tiny frame of the baby dragon ! "What is THAT !?" said Fear. Tassie sighed. "Why is it not a RED dragon ?" boomed Fear. No one spoke.

**WHAT WILL LORD FEAR DO NOW !? READ ON IN ISSUE 8 !**

**A HISTORY OF NIGHTMARE**

**As this Nightmare history lesson reaches its fourth instalment, David Bradshaw and Stephen Wilson have taken us as far as the end of series 6 in 1992. As we reach more recent series, we are treated to even more detail ! So....take it away once again David and Stephen !**

SERIES 7 : Series 7 was shown in 1993, and in the very first episode, yet more changes were obvious. Pickle was gone, and in his place was the good genie Majida. She was ready to make some changes straight away, by introducing a new helmet ! Treguard had a new costume, and Lord Fear had a new fortress - the vast Virtual Reality creation of the Black Tower of Goth, which proved to be a threat to all but two of this years teams. Fear also had three new additions to his evil staff, although all of them failed to impress him ! Skarkill seemingly never survived the red dragon crash as Lissard the tuna breath reptile from Atlantis replaced him. Fear had massive new trolls, made of stone, very strong, but also very stupid. He also introduced the Brollachan, a powerful creature which travelled through walls and with a very annoying voice ! The Brollachan's memory had been wiped out by Fear and was brainwashed in an attempt to force it to destroy all dungeoneers. However, the Brollachan set off on its own quest for information, which became an easy way for dungeoneers to bribe their way past him. There came a new rivalry within the Powers that be too, as a new Celtic sorcerer named Grimaldine rivalled Hordriss. When it came down to it though, they were both willing to help dungeoneers, as was Greystagg - provided that in exchange she was able to get at Lord Fear in some way, which was what eventually happened in the final two quests of the year, after it initially seemed that Lord Fear would rule completely. More on that in a moment. First, back to the Black Tower of Goth, and with it came three new puzzles - one of the tough, the other two even tougher ! The easiest of them all was the Firebomb room, where dungeoneers had to avoid fireballs whilst stepping onto moving platforms.

Second was extremely tough and tense, the Death by Spikes, where huge spikes came up through a chessboard. If the team did not know the code to get through they would be speared !

Third, and worst of all was Play Your Cards Right. The first promising team of the year failed here, and many after them. Cards on a wall had to be touched in the correct sequence. The cards could only be touched by standing on tiny platforms next to a huge drop, jumping from one platform to the next. An incorrect choice meant no more platform beneath you ! Very scary !

Now on to the penultimate quest of the year, an all girl team from Leek in Staffordshire, on a quest for the sword. They were in level three searching for the three magic pieces of a Celtic shield, as instructed by Grimaldine. One of the pieces had to be magically revealed, and the team had to use magic to grow big enough to reach it !. Another of the pieces was grabbed at the end of Play Your Cards Right. Uniting all three pieces of the shield created a spell - ARKEN. She found the sword in a stone and removed it. This action summoned Lord Fear, threatening to kill her. By casting the spell, Julie made the Arken shield hold Lord Fear in its grip while she escaped. After earlier befriending Greystagg, Julie summoned the witch queen, who agreed to return Julie to Nightmare Castle after discovering that Lord Fear was chastised ! Julie then returned to Nightmare Castle as a champion, and entered the Hall of Fame !

The final quest was with a dungeoneer named Barry Thorn. I have named this as my other favourite quest ever, because firstly the storyline was excellent, and secondly because Barry was the funniest and cheekiest ever dungeoneer ! They weren't far into their quest when it was discovered that Lord Fear was sending a troll up a shaft dug by the Brollachan to Nightmare Castle, with the intention of destroying it ! Barry was well on his way, but needed to speed up, so took a short cut through the corridor of blades to reach his destination. He arrived in the room with the shield trapped in a force field, as well as the artefact needed to destroy the troll and save the dungeon - also in a force field !

Again, Greystagg was summoned, but she had only sufficient power to destroy one of the force fields. Bravely, Barry chose to rescue the dungeon, ahead of his own glory, and returned to Nightmare Castle just as the troll was about to arrive too ! Treguard grabbed the magical troll hammer, and blasted the troll straight back down the shaft to Lord Fear !

Rather like the last series, Fear was trapped, except this time he was forced to endure the Brollachan whining in his ear requesting information.

Just as the powers that be were showing sympathy to Barry and team, who sacrificed their quest to save the dungeon, they realised that Barry's Eye Shield had transformed into the Shield of Justice ! A happy ending to the series, made better by the release of another new Nightmare book - The Dragons Lair.

After the series, we were left wondering whether Barry's success was a real victory, bearing in mind he had taken a huge short cut. However, we decided he had deserved it as his quest was still very tough. But, a year later, we would ask the same question, and emerge with a different answer....

**THANKS YET AGAIN TO DAVID AND STEPHEN.  
READ ABOUT THEIR NIGHTMARE AUDITION NEXT TIME !....**

## **Knightmare . . . . . What went wrong ?**

by Tim Morris

**Something a little different now, as Tim Morris has a little rant aimed at the changes in Nightmare since series 3. I must point out that Tims views don't necessarily concur with my own, although most of them do anyway !....**

1989 was a very memorable year, both historically and personally.

The rise of all new 16-bit games machines made us all throw our Commodore 64's in the dustbin. Manchester's Stone Roses were making the most polished and original music since the Beatles (**as I said, not ALL of the views !...**). And in December, the Berlin wall came down, merging East and West once more. Oh, and C.I.T.V were showing the best ever series of Nightmare !

Series three was truly excellent, it had everything. The graphics were more polished, and computerised dwarven tunnels were introduced. Gone were Granitas, Olgarth and Igneous, and in came Brangwen and Golgarach. There were new monsters in the



goblins. Subtle changes in the scope of the dungeons meant that caverns and valleys could now be explored, and most of all, series three was darned tough.

So why, only one year later, was Knightmare suddenly not important any more ?

Well, virtually everything that made it an award winning TV show was gone (In series 8, Knightmare may as well have been a different programme). The classic computerised dungeon chambers were gone! replaced with gaudy, moodless digitised castle chambers and ruins. Forest scenes were introduced in the same manner often with doorways standing in the middle of a clearing !!! Rivers (this is supposed to be *dungeoneering*), boring drawbridge clue monsters, Hordriss was now Mr Goody two-shoes, and for me, most important of all....no Cavernwights !! Aaargh !!

The Eye Shield was introduced, and quickly became established as the main culprit for Knightmares eventual demise. Tedious sections of pre-recorded film hogged the screen as dungeoneers travelled between rooms, whilst Hugo Myatt desperately tried to convince us that there was danger lurking.

Why? Why such massive changes - they just **did not** work. It got worse still in later years, when the Helm of Justice was replaced, the classic life force status replaced... It all got so terribly bad that you could predict exactly what rooms were coming next. It all seemed so rushed compared to earlier years.

After series four, the programme began to deteriorate badly, as if a deadly poisoning was surging through its once great bones, the final nail being the oh so irritating Majida. Knightmare bowed out with another very weak series that did however seem to be trying to return to the days of the computerised dungeon, but the damage was done, and the final series did not even last for the September-December stretch. There is a lesson to be learned here people. Do not change a winning formula - until it is not winning any more !!! (**Hello Kevin Keegan, last season - Angry Paul !**). Phew ! Must calm down....

**So there you have it ! Do you agree with Tim's vitriolic blast !? I must admit, I agree with many of the points, but maybe we need to think WHY did Broadsword make those changes ? Perhaps the helmet was changed to allow for things like VISION spells. Or was the life force merely changed for the sake of it ? Is Majida best, or Pickle ? Or no assistants at all ? Did Knightmare become predictable, and over-scripted ? Was it a bad decision to 'branch' out into the forest ? Ho ho ho.... Write in ! Tim put his heart into this, so make your voice heard !....**

**LETTERS PAGE**

**More new topics for you to consider this time, and perhaps you may wish to write in and respond ?...Send any letters to the usual address, with your opinions**

**on anything and everything that is Knightmare !**

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I would be interested in buying some back copies of The Quest, the former Knightmare Adventurers Club newsletter. Could you please let me know which issues are available ? **Carl Bateson, Newark**

**One or two of you have asked a similar question. So, here are the issues I currently have available : Vol. 1 Issue 1, Vol. 2 Issue 1, Vol. 2 Issue 2, Vol. 3 Issue 1, and Vol. 4 Issue 1. Please send 50p for EACH issue you would like, to the usual address. It's highly recommended if you have some catching up to do !**

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I have enjoyed all issues of The Eye Shield, and I also enjoy reading all of the Knightmare adventure books. How about an interview with Dave Morris ? Also, as part of the Bring Back Knightmare campaign, I got a petition of 97 names in our school library, which I sent to Vanessa Chapman. I have still not received a reply, even though all 97 people said how disappointed they were by Knightmare being stopped. **Sean Mallion, Bury**

**Brilliant campaigning Sean ! More info on the campaign is on page 2. This is the kind of effort that will bring us rewards !**  
**With regard to interviewing Dave Morris, it is certainly something I would like to do, although he has already featured in The Quest. Over the summer, I intend to explore possibilities such as this....**

## **EMINENCE - THE NEW ARRIVAL**

**If I had edited the last issue slightly better, this story would have fitted nicely into two pages ! Instead, there is still a tiny bit left which shall conclude this story by David Stone. When we left, Eminence was in conversation with Julius Scaramonger....**

"Ah well, he would, wouldn't he ?" Scaramonger cut in, angrily. "Because he's stealing all my customers". A sudden smile from Drune made the trader feel distinctly uneasy in his presence. It was a knack the Bishop had developed - looking into a man's eyes, as if you were inspecting his very soul. It seemed to be working.

"I believe you have just made three gold pieces on a dagger". The trader nodded warily.

"Therefore you owe the dungeon one, as agreed by Treguard on your entrance, correct ?". With shaking hands, Scaramonger handed over the coin.

"In future, I expect you to heed our laws. Good day to you."

As Drune disappeared into the crowds, Julius made a gesture he hoped Eminence did not notice.



with Becca - who can be seen wearing a very dashing hat in the programme ! She's one of my closest friends, and always will be.

**Do you ever watch your quest on video ?**

No, I haven't watched my quest for several years, but I understand it has been repeated on the Sci-Fi channel recently.

**At the time, what was the general reaction of your schoolfriends ?**

They were very OTT ! We were asked constantly about the show by the whole school, some even asked for autographs ! Our local papers featured us, and we had lunchtime video showings in our school lecture theatre, where the whole school could attend and see the show once a week for each of the 3 weeks.

**How does your experience on Knightmare compare with your other visits to Broadsword Television ?**

Knightmare was great, but my time on 'The Satellite Game' was more exciting to film, as I had absolutely no idea what to expect - it was the first and only series of the programme. I also sat in the chanting audience for 'Cyberzone' - great when we were filming but very boring inbetween, as the computers running the VR worlds kept crashing whilst trying to load the 'Technotraz' sequence ! However, 'Thesp' kept us amused, and I had a nice chat with Craig Charles ! The only drawback was that we had to go to Manchester for 'Cyberzone', which is not as nice as Norwich !

**How do you feel Knightmare has developed over the years ?**

My favourite series is series 5. I liked the inclusion of the eye shield, though I thought the 'real-time' sequence didn't do it justice. Smirkenorff, and the dungeon lift were absolutely great ! However, I thought that after series 5, the quests seemed to run themselves with less for the actual team to do i.e. Lord Fear sequences, eye shield sequences etc.

**Do you have a favourite Knightmare character and/or puzzle ?**

My favourite characters are Julius Scaramonger, Lord Fear, and Aesandre, and I always liked the moving-keyhole room in series 1 - with Casper of course !

**And finally, can you offer a message of support for our campaign ?...**

My message to 'Bring Back Knightmare' is... Knightmare was a television genesis and legend. Knightmare isn't over - it's just temporarily disrupted !

**Huge thanks once again to Jason Karl for taking part in this interview, and answering so comprehensively !**

# CLASSIC QUEST

**SERIES 1 : QUEST FOR SQUIREDOM**  
**DUNGEONEER : David Campbell**  
**GUIDERS : David Hemp, James Hoggit, Lucian Morris**

**Chris Griffin looks at a real Knightmare classic - the first EVER quest into the dungeons !**  
**Hope you like it !...**

**Level One :** The team were welcomed by Treguard in what was to become a tradition of Knightmare. After stepping into the dungeon, David started out in a traditional four-door portcullised room. Suddenly, the letters O, P, E, and N appeared on the floor. A simplistic floor puzzle this was, yet it required a lot of hesitation and wasted life force before the team finally cracked it ! In the next room, David took a pie for food, which was enough to trigger the appearance of Olgarth .

After tackling the wall monster with a score of two out of three, Olgarth told them "Justice lies on the right, but he who seeks it must be fleet of foot". On the table there was an Aladdin-style lamp, a talisman and a ruby. The ruby and talisman were chosen, and David duly exited through the right-hand door.

Next was a bomb room. After a moments dithering, David chose the door to the left, straight into another one ! However, this time they were prepared, and escaped.

Now in Lillith's Chamber, Lillith was in benevolent mood as David offered the ruby. This was enough to summon the causeway, before Lillith advised David to exit fast ! At this point, the teams potential energy crashed on them. After entering the corridor of the catacombs, Treguard urged them to hurry. Thinking they had a matching talisman to the door symbol, the team went LEFT !...

David entered an empty room, with no doorways. Treguard explained they were doomed. The team tried holding up the talisman to no avail, before their life force finally slipped away....

**Summary :** They were quick when necessary. Could have done quite well if they'd picked the right path.

**Level Reached :** Level One

**Room Count :** 7 Rooms

**5 out of 10**

TREGUARD



THE EYE SHIELD

# POETRY CORNER

**Jake Collins is fast earning a reputation as the bard of The Eye Shield !  
Following his tribute to Helen in issue 6, he returns with "Ross", which tells the  
tale of the epic 'classic quest' in 1989. Are you sitting comfortably ?...**

## **ROSS by Jake Collins**

Watch this adventure if you can,  
It's Ross and co. from Birmingham,  
Hide and seek was Melly's game,  
She fell down a trapdoor - what a shame !  
Brangwen said they must free the maid,  
The snakes quick tongue was then displayed,  
Motleys BIG spell stopped the guard,  
Level One's end was very hard,  
The bricked off puzzle they got through,  
So then they went to level two,  
Merlin's TWIST spell put right the doors,  
McGrew then broke some Scottish laws,  
Then a favour to Ross he owed,  
But Mogdred turned him into a toad,  
Ross turned him back, well goodness me !  
Then Ross went on to level three,  
Morghanna didn't like this, so  
She sent a haunted axe to go  
And chase him over to his death,  
It worked - dear me, I'm out of breath !

# REMEMBER THIS ?

## **SERIES 4 : ARIADNE'S LAIR : LEVEL 2**

Without doubt, Ariadne's lair was a crucial feature of any quest in series four.  
Appearing at the very end of level two, conquering Ariadne would guarantee safe  
passage into level three.

To describe the lair, the dungeoneer first had to dodge Ariadne, and creep into the lair

through a large portal cut into a tree. The lair itself was a large cavern, usually containing food and gold or silver, over which spanned Ariadne's huge web. The object was always clear enough. The dungeoneer had to swiftly enter the lair, grab whatever lay inside, and escape as Ariadne chased. However, escape was impossible without some form of magical assistance, or other distractions.

In fact, this actually defeated the excitement, as the viewer knew that, provided magic was held, the team was safe.

Despite this element of predictability, Ariadne always provided a fearsome, tense chase - succeeding only once. The unfortunate Nicki was unable to gain magic, leading to certain death as Ariadne scuttled across her web, destroying Nicki's quest.

In terms of fairness, the room was reasonable. At times, teams appeared uncertain as to whether they should attempt to collect the objects in the lair, as Pickle yelled and urged them to run away! Furthermore, Dickon and team - the only winners of series four, were virtually handed a free ticket through the lair! When they reached it, Gundrada was already there - looting. Ariadne chose to pursue Gundrada, leaving Dickon free to escape at his leisure!

As part of Knightmare's glorious history, this was undoubtedly Ariadne's biggest series. She appeared in several others, but never before was her presence as crucial as it was here.

Overall, the room was sometimes tense, but all too predictable - rather like series four!...

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**Difficulty : 6 :** Magic vital, but otherwise, there was no skill needed.

**Killer Instinct : 4 :** One victim, but a few close shaves...

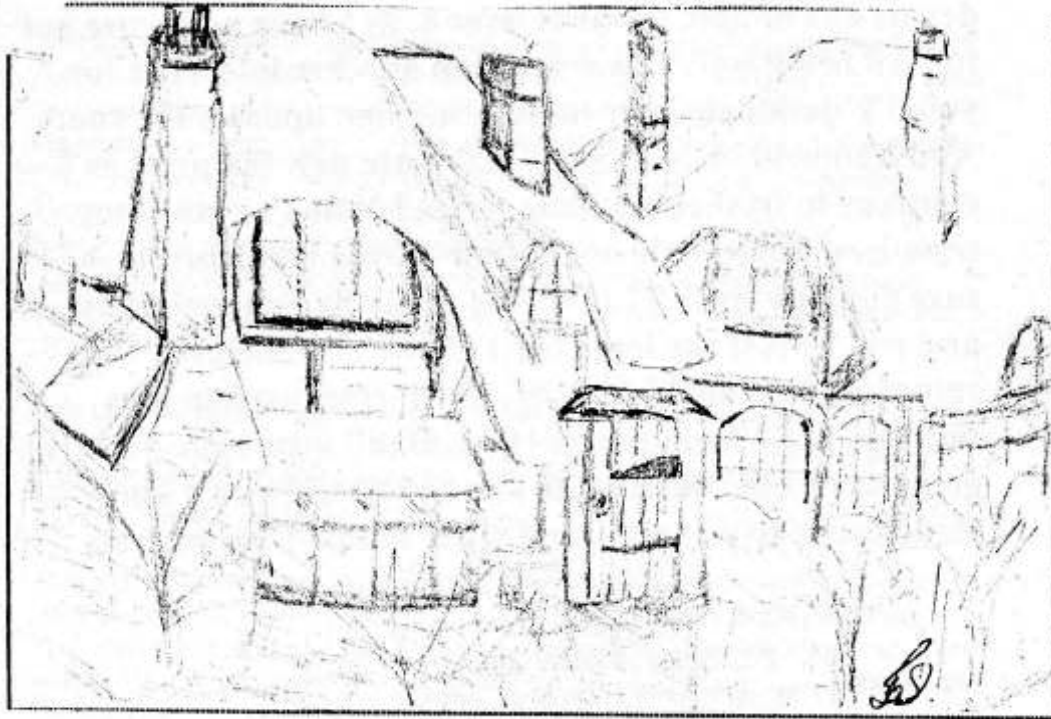
**Gore Factor : 5 :** Looked particularly unpleasant as Nicky was eaten!

**Fairness : 6 :** Clear task, but younger teams got flustered easily.

## ART DESK

**Another sensational first in your super soaraway Eye Shield! We can now proudly present the first ever contribution from a reader's mother! Yes, it's a big thank you to Barbara Ann Stone, mother of word-wizard Dave, who sent in this brilliant picture of the inn often visited in Dunkley Wood. Many thanks for sending it in - I'm sure the readers will agree it's very impressive....**





## NEXT ISSUE!

Well, here we are, heading for the end of issue 7....

And yes, I'll admit I've had to hurry this issue slightly in order to fit my exams around writing The Eye Shield!

However...as of June 9th, I will be finished for the summer, with 3 and a half months holiday! Yes - all those jokes about students are true! Anyway, I promise to devote lots of time towards issue 8, as I have no excuse not to! All being well, this may mean another interview for you. I'll definitely have more campaign updates for you. And I hope to include more and more new features, as I continue to freshen up these pages! Now I've made my promises, I need only one promise from you! Just make sure you buy issue 8! It will be ready by September 1st, and will be just the tonic most of you need before returning to school! As ever, it will cost just 50p plus postage, or £1 including postage. Don't miss issue 8! It is going to change the face of The Eye Shield as we know it!

# ADVENTURE TIME

**Once again, we have a variety of contributors to this part of The Eye Shield. This time, I have combined my efforts with those of Tim Morris. As ever, Tim also provides the pictures. The score ? It's still Dungeon 2, Humans 0, because Tom and co. have made good progress through level one ! As things stand, Tom has just entered the corridor of the catacombs. Now, it's game on !...**

"Extreme danger team !!!" cried Treguard. Treguard was not joking, as in the distance, Tom's guiders could make out a fearsome pair of red eyes ! A loud growling confirmed their fears ! "Run Tom ! " shouted Majida. Tom was panicking again - no one said level one would be so scary ! Unfortunately, the corridor had only one exit - at the other end ! "Use your wits team !" urged Treguard "You have to defeat this beast somehow !". Tom had an idea "Use the spell Hordriss gave us". "No !" said Treguard "No time ! The beast is almost upon you !". "The mirror !" cried one of Tom's guiders. Quickly, Tom held the mirror aloft. As they hoped, the creature spotted itself and let out a scream of fear ! Soon enough, the creature had turned and away and escaped. Tom was able to progress once more....

Next came a large chamber with two doors on the far wall. Tom noticed some food, and collected it. Suddenly, the left and right hand walls began to close in. "Hurry hurry !" squealed Majida. Tom was suffering a particularly tough level one ! Hurrying forward, Tom reached the portal safely.

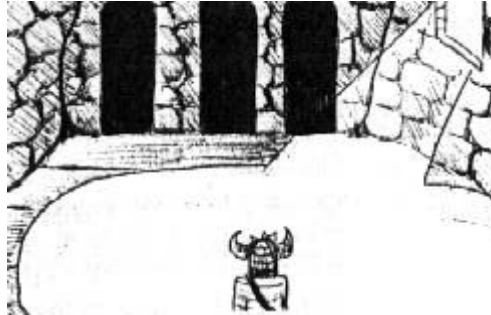
At last, Tom found himself in the wellway chamber. Unusually the well was unguarded. "Well done team !" said Treguard "I think you've earned safe passage to level two !".

Tom approached the well. "Stop Tom !!!" yelled a guider. A skull ghost rose out of the well, and began to head for Tom ! Suddenly, another ghost appeared...and then another ! Acting quickly, Tom held out the red gem he collected earlier. As the team had hoped, the ghosts faded away. At long last, Tom entered the well. Level two beckons !...



Tom landed on his feet, onto a hard, stony floor. He was standing in the middle of a vast cavern. Ahead lay a large archway, and through the arch, Toms guiders could make out three doors. "Well done team" said Treguard "You've reached level two -

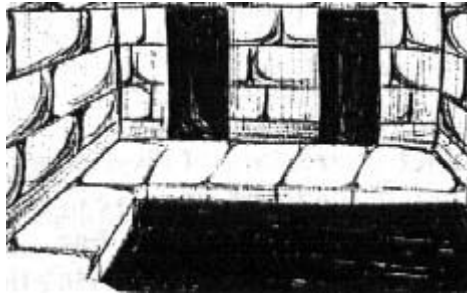
which seems to be extra tough this season !". "Where are we, master ?" asked Pickle. The cavern looked like the beginning of a fortress of some sort. "I'm not certain..." said Treguard. "If I remember rightly, these caverns date back to the Nightmare dungeons of years ago, and that means goblins will be hiding everywhere ! Be on your guard team."



Tom moved ahead cautiously, collecting some cheese he found on a table. Passing through the archway, Tom now stood before the three doors they had seen earlier. The dungeon seemed eerily silent, which made Tom jump even more when the loud blast of a goblin horn alerted the team ! "Help !" cried Majida. Two goblins appeared behind Tom. They seemed to be leading a hunting team ! "Run Tom, run !" yelled Majida. The team hurried Tom through the right hand door. "You have entered very very dangerous territory" warned Treguard. Level two is now swarming with goblins. Which means, of course, Hobgoblins". Pickle gulped.

Tom strode along a narrow, red corridor, until he reached a large portal.... Next, Tom stood in a very familiar room. "This is the block and tackle, team" said Treguard "Be extremely careful...". As expected, the bricks in the wall began to move back and forth, narrowly clearing Toms head ! "The floor is falling !" screamed Majida. "Move right Tom" said one of his guiders "Stay close to the right-hand wall !". CRASH! Another piece of floor fell away, as Majida hopped about, petrified ! "Move forward Tom !". WHOOSH ! A brick whizzed past Toms face. "Now Tom ! Run !!!". Sprinting like never before, Tom made it to the portal, as his team breathed a huge sigh of relief !

Tom now stood in a very dark room. His team could make out very little of its contents in the murky light. A quiet hissing sound was their only clue. "Tread very very carefully team" warned Treguard. "In such complete darkness, and with so many goblins around, who knows what could be in this chamber". Whispering, Tom's guiders told him to step carefully forward. Like a death knell, Tom was stopped in his tracks by the deafening goblin horn. Suddenly, the room lit up. Tom was standing right next to a giant hobgoblin, who appeared to be just waking up. "That hissing was snoring !" exclaimed Majida. "Extreme danger !" cried Treguard. The hobgoblin spotted Tom, and worse still, it was blocking the only exit. "They must do something, master !" cried Pickle. Tom's guiders were quick-thinking. "Spellcasting.... Z-A-P". With a mighty flash, a bolt of lightning destroyed the hobgoblin, leaving the exit clear. Tom sprinted through the door, as level two seemed to be getting tougher and tougher !



Next, Tom found himself in a large stone chamber. Two doors were on the far wall but between Tom, and the two doors, was a gigantic chasm. Two slabs of stone lay on the left hand side, forming a narrow pathway across the pit. The challenge was made even more difficult, as the paving stones began disappearing then returning ! "Stay calm team" said Treguard. "This is not as tough as you might think...". Before long, Tom's guiders spotted a clear pattern to the stones, as they faded, then reappeared. "The square in the corner never disappears !" said Majida. "Shhh !" said Treguard. After some very swift walking, Tom made it to the corner, where he was on a safe square. Now they had to pick out the pattern of the squares in front of the doors. "When we tell you, Tom, you have to sidestep right, very quickly !". "Okay !" said Tom. "NOW !". Tom moved as quickly as possible and stopped in front of the right hand door. "Now, Tom ! MOVE !". Tom lurched through the door just as the square disappeared beneath his feet...



Tom now strode down another long dwarf tunnel, making good progress through level two. "You're making good progress team" said Treguard "And I think you may just be escaping the goblin caverns.....". Eventually, Tom reached the portal at the end....Tom emerged into a familiar chamber - the level two clue room. "Ah, yes...." said Treguard "This is Knightmare Castle as we know it". Making his way down some steps Tom reached a large stone table, bearing a variety of clue objects. His choice here would be crucial to his progress in the level.

**WHY DON'T YOU DECIDE TOM'S NEXT STEP ? MORE IN ISSUE 8 !.....**

# PUZZLE PAGE 2

**Without doubt, Jake Collins is now THE puzzle king of these pages ! Here is another of his efforts, and possibly the toughest we've ever had ! All questions relate to the series of Nightmare books. For extra points, can you name the book that the question is referring to ? Only geniuses may read on !.... (Cheers yet again, Jake !)**

1. According to Robin, why was Friar Tuck so called ?
2. What handicap did Pippa suffer from ?
3. Why did Elshander propose to eat Treguard and Dugald ?
4. How many times did Greystagg's bell have to be rung, to bring morning ?
5. Which Elfin knight disguised himself as a leper ?
6. Who was Erica, really ?
7. What did Osric think William was ?
8. What is Treguard's sword called ?
9. Which book doesn't have a quest section at the back ?

**There you go ! Mighty tough ! And look out for Jake's reviews of the full book series - coming soon !!!**

# ALAST RESORT

**Carl Bateson is becoming another of our shining stars, and this is his latest contribution ! An excellent story, which should last several issues. Lots to get through, so let's waste no time ! Thanks Carl !...**

Lord Fear stroked his hand against the cold, smooth texture of his glowing crystal ball. He concentrated, as it heated under his grip. Looking away, he felt a wave of anger and frustration pass through him. Grinding his teeth, his cold gaze returned to the ball. Growing angry once more, he lost control and sent his hand plunging down on to the

innocent ball. It shattered. Fear yelled as he clutched his bleeding fist.

"Bored, master ?" asked Lissard, creeping into the chamber. "NO !" roared Fear "Leave me in peace !".

"As you wish, master, but how do you intend to catch those pesssky dungeoneers ?"

"I have more than that to consider just now. Now go before I set Skarkill on to you !"

"Skarkill ?" asked Lissard. "Oh" said Fear "He was the guy who had your job before you arrived. A frightknight found him frozen in the Rift of Angar. Now he's recovered, he wants his job back. So watch your back !". Lissard scuttled out of the room.

Fear rubbed his eyes, before getting up and striding across the floor to sit at his usual table. He gazed into his pool of water "A dungeoneer should be starting now....but where is that fool Raptor !?" he said, waving his hand across the surface.

In Knightmare Castle, Treguard turned and faced the view-mirror. Pickle and Majida watched him as he grew impatient, trying to hold a discussion with Hordriss.

"So Lord Fear is about to suffer the greatest defeat ever known in the dungeon ?" asked Treguard. Hordriss was growing angry - "Treguard ! I know this may seem exciting, but we must attempt to understand the *real* situation."

Pickle and Majida listened with Treguard, as Hordriss explained for a third time....

"Lord Fear had a disagreement with the Brollachan's homeland. To put it bluntly, they have declared a sort of 'war' on Fear". "WAR !?" exclaimed Pickle.

"Well, it is a curse" explained Hordriss "Green Magic. Even as we speak, Lord Fear is being drained of his powers. Even his tower is beginning to crumble".

"This is brilliant !" exclaimed Majida. "Fear is getting what he deserves !" said Pickle.

"Will you please silence that wretched pair !" exclaimed Hordriss, causing Pickle and Majida to cower behind Treguard.

Hordriss continued "Fear's fall from power will be too sudden. The inhabitants of this realm have grown used to his power - even the witches and warlocks. This sudden collapse could cause chaos in the dungeon. Everyone will attempt to seize power. Nowhere will be safe !"

"The dungeon was a far better place before Fear took control" said Treguard. "That may be so" said Hordriss "but then, the dungeon still had structure, and everyone could handle their freedom."

"Those who have grown used to Fear's rule may react badly to this sudden change" urged Hordriss. Pickle and Majida look blankly at each other, but Treguard understood fully. "You're the mage Hordriss, what actions do you expect us to take ?". Hordriss knew what was needed "You must send a dungeoneer into the dungeon, and act fast ! For every inch of rock that crumbles, another inch of the old dungeon opens up". The view-mirror faded, and Treguard knew he had to act immediately. "Pickle, Majida - take your positions. Enter stranger !....."

Lord Fear was close to another tantrum, his hand swishing across the pool, until an image of Skarkill appeared. "Skarkill, where is Raptor ?" asked Fear. "Well, how can I put this....I gave Raptor a 'holiday' in the goblin pens" said Skarkill gingerly. "What !?" yelled Fear. "My kingdom is under threat, and I find my men fighting amongst each other !". Fear continued "Free Raptor immediately, and if you both stop this quest I might possibly consider a pay rise." "Pay rise ?" said Skarkill "You'll start paying us ?". "Go now" said Fear "I sense a dungeoneer..."

Sure enough, somewhere in level one, James was making early progress. He fumbled along a gloomy corridor, before he stopped, with his two friends John and Matt. All three were puzzled. The voice of Treguard rang out "Caution team - listen carefully ....urgent circumstances have forced us to send three dungeoneers in to the realm, unmasked. All you need to know is that this is no ordinary quest. You must not seek the cup, the crown, or any quest object. What we need this time is an Elvish Idol. It is easily recognised with its green glow. It lies in level three. You must also find a hermit, who is a keeper of vital knowledge. he lives in the Rocks of Bruin in level two. Remember team - follow the frightknight !". The room fell silent.

John was the first to speak up "Well at least we have nothing to block our sight. And with three of us to help each other out...". James interrupted "I wouldn't get too confident" he said.

"Something's not quite right here". James walked on into the gloom. He paused. "Are you two coming or not !?"

The other two followed James, who was proving to be a natural leader, and they dashed through the Dwarven Tunnels. Suddenly they stopped. The corridor ahead wasn't just gloomy - it was total blackness. "This must be a portal" said Matt. Stretching one hand into the darkness, he could feel himself being sucked in ! Indeed it was a portal ! Matt disappeared, making John extra nervous, as he witnessed his friend being whisked away. Almost dragging him in, James led John through....

Fear shuffled uneasily as Skarkill told him for the fifth time of how Lissard "accidentally fell off the cliff". "Skarkill !!!" yelled Fear. "Quit your pathetic excuses ! The last thing I want is for my own minions to start killing each other ! We have to concentrate....firstly, on stopping this curse on us, and secondly to thwart the three dungeoneers that appear to be without helmets !".

"Well..." said Skarkill "Grippa, and Rhark, and that lot....they sort of hibernate in w-winter, so I was wondering if m-maybe you could give me some of th-them winter goblins, perhaps. Lovely !"

"You have a problem with hibernating goblins, when goblins don't even hibernate anyway !? Go and wake them !!!" exclaimed Fear, shaking his head. Skarkill was about to protest, but upon seeing the look in Lord Fears eyes, decided the best bet would be to run out of the chamber.

**Thanks again to Carl - the story continues in issue 8. Don't miss it !**

## **PUZZLE ANSWERS**

## Actors and Actresses ( Page 7 )

1. Alec Westwood
2. Guy Stavenden
3. Lissard, Raptor, or Brother Strange
4. Sidriss, Greystagg, or Maldame
5. Juliet Henry-Massey
6. Hugo Myatt (Treguard)
7. Paul Valentine & Zoe Loftin
8. Trick Question !
9. Paul Valentine
10. Anthony Donovan
11. Bill Cashmore John Woodnutt (Merlin/Mogdred)
12. Tom Karol Tom Karol (Olaf & Dwarf / Olaf & Mrs. Grimwold)

## Knightmare Books (Page 28)

1. He was so thin, he had to tuck his robe into his belt  
**(Can You Beat The Challenge ?)**
2. She was blind **(The Forbidden Gate)**
3. He was so hungry, he didn't care what he ate. **(Fortress Of Assassins)**
4. Three **(Lord Fear's Domain)**
5. Sir Rowan **(Labyrinths Of Fear)**
6. Morghanna **(The Sorceror's Isle)**
7. A bard **(The Dragons Lair)**
8. Wyrmslayer **(Can You Beat The Challenge ?, Labyrinths Of Fear, Fortress Of Assassins, The Sorcerors Isle)**
9. Lord Fear's Domain

## ACKNOWLEDGEMENTS

As always, there are lots of people who have helped to make this issue ! So, I would like to thank the following people for their contributions...

**Jake Collins, Rosey Collins, David Bradshaw, Stephen Wilson, Tim Morris, Sean Mallion, David Stone, Barbara Ann Stone, Carl Bateson, Chris Griffin.**

What's more, I must thank **Broadsword Television** once more, for passing on all letters to me, and for keeping me informed with all new developments - news on this in issue 8 !

A special mention for **Jason Karl**, for the interview, which I'm sure you'll agree, made excellent reading ! Thanks again, Jason !



And finally, a huge thank you for my 'staff' - the people who help to put this issue together. **Tim Morris** - official Art Editor, and another thank you, for taking my advice and buying a Talk Talk album !

Thank you to **Dad**, who always does the photocopying perfectly !

And thank you to **Ray Headley**, who lets me use his computer whenever I ask, which is usually quite a lot !

And, just because there's some space here, I shall thank **Talk Talk**, for making typing far less dull ! As do **.O.rang**, **Boymerang**, and **Bark Psychosis** !

I hope you've enjoyed this issue - send all contributions to the usual address, just below, and I'll be back with issue 8 on September 1st !