


# THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue thirty-one of *The Eye Shield*. It may be a brand new year, but all your old *Eye Shield* favourites are here intact. This issue, undertake another trip to *Castle Rising* in Norfolk and discover more of series 4's real-life inspirations. Take a quest through the dungeons of series 6, then find out how some *Knightmare* characters describe their places of residence. Catch up with some of my other favourite programmes as I revisit *The Best of the Rest*. There's the start of a large alphabetical quiz that will get your brains ticking over nicely, and you can enjoy my completely unbiased and dispassionate review of Dunstan's winning quest. Enjoy, readers!

**Challenge question:** Which two *Knightmare* characters have exactly the same costume as each other?

## REMEMBER THIS?

Series 1/2/3. Level 3.

### MERLIN'S CHAMBER AND THE WALL OF JERICHO

Reaching Merlin's vast one-doored chamber in level three was an important part of the quest in the early years. The fact that the quest had got so far was marked as an achievement for any team lucky or skilful enough to earn themselves a second meeting with Merlin, as they had congratulations pored upon them by the Dungeon's main wizard, and were rewarded for their progress with magic.

The sheer size of Merlin's enormous grey-blocked chamber underlined the significance of the team's achievement, as did the appearance of Merlin himself as a larger-than-life - and sometimes transparent - image. Of course, dungeoneers Mark, Julian, Leo and Martin II were lucky - all they had to do was enter the chamber, touch a letter M, and then sit back and be rewarded. For the first two teams to enter this room, however, there was a more difficult and deadly challenge involved - the Wall of Jericho.

At the very end of series 1, Richard's quest brought him to Merlin's level three chamber. The obstacle before him was a large grey-bricked wall with the words *Jericho 6* written on it. All that was required was a blast on Joshua's horn and the wall would have fallen, leaving the way clear for Richard to summon Merlin and, I believe, win the quest, thus

bringing a thrilling end to the series. Of course, Richard's silly team hadn't taken the horn, but had taken a dagger instead - the first team to fall foul of unwanted weaponry: *"Why are you carrying a weapon of so little use to one who's blindfold? Where is the horn to bring down the Walls of Jericho?" - Treguard.*

In series 2, the Wall of Jericho was back, for the production team weren't going to waste their disintegration sequence, which doubtless took weeks to design and make. The third dungeoneer of the series, Chris, had become the second dungeoneer to reach the third level, and his team had, fortunately, taken the horn from the clue room. In Merlin's room, we were treated to a brick-by-brick dissolution of the wall before Chris progressed and Merlin appeared. Of course, the team were a bit slow-witted, and Treguard had to keep telling Chris to blow the horn until the entire wall had disappeared to the sound of stony grating: *"And again, blow the horn again!" - Treguard.*

By the way, it's worth remembering that, despite their success with the horn, Chris's team had made just as silly a blunder as Richard's before them by taking a gem instead of the magic shield, but that's another story.

**Difficulty:** 3 A simple horn-blow and letter-touch; not even any riddles!

**Killer Instinct:** 5 A solid victim in Richard I.

**Gore Factor:** 2 Just a life-force drain, like many deaths in series 1 & 2.

**Fairness:** 9 Perfectly reasonable for level three.

## ADVENTURE TIME

It's Autumn 1992 and you're about to take another quest through the Nightmare Dungeons. Beware, though, for now Lord Fear will be watching your progress all the way, and will send his minions to defeat you wherever he has the opportunity to do so.

### 1

Treguard welcomes you into his Dungeon home. Once he and his assistant Pickle have prepared you for the long journey ahead, you prepare to set out into the Dungeon.

"Lord Fear's power in the Dungeon grows ever stronger," Treguard warns you. "Watch out for his tricks and traps, and keep your wits about you. Your quest is for the Cup."

You enter the Dungeon and find yourself in a dwarf tunnel that leads to an area of woodland. There is a small settlement here called Holngarth, and you enter a wooden hut to find a clue table. There is a horn, a bar of gold, a pouch labelled FREEZE and a scroll. You read the scroll: *Sprinkle to impair. Fair trade is no robbery.* In the light of this, decide which two items you wish to take and then go to **27**.

## 2

You make it across the causeway and reach the fabled Rocks of Bruin. Here there are portals to level three, but a large metal robot guards your way. This is Dreadnort, and he will not let you pass on unless you can appease him.

“I seek a word” Dreadnort growls at you. “Give me a word! If it is the correct word, you may pass. If it is the wrong word then I take a limb instead: perhaps an arm, perhaps a leg, or maybe even a head! You cannot escape. Give me a word now!”

What word will you give him?

*Cauldron.* Go to **23**.

*Broomstick.* Go to **35**.

*Wand.* Go to **40**.

## 3

You move on and enter the Dungeon once again. You find yourself in a pink room where there is a table with an open bottle on it. A pooka is floating around the room and Motley is trying to avoid its marauding form.

“Oi, Helmet Head” Motley calls when he sees you. “Lend us a hand will you?”

You eye the jester, the pooka and the bottle questioningly.

“I found this bottle and opened it to see what was inside, but now I wish I hadn’t” Motley explains hastily. “How was I to know there was a pooka inside, and a hungry one too? Have you got any moondust, then? It’s the only thing that can despatch a pooka.”

If you have the moondust and decide to give it to Motley, go to **34**.

If you do not have it, or decide against using it, go to **15**.

## 4

You are in a room that contains one exit and a bench. On this there is a bar of gold, and a scroll that reads *A fair journey deserves a fair price. To cross, take the uneven path.* If you wish, you may abandon the empty potion bottle here and take the gold in its place. When you have decided about this, go to **14**.

## 5

You take your leave of Elita and step further in to the depths of level three. The next cavern you enter contains two goblins, and they sound their horns as soon as they see you. A moment later, Skarkill comes hobbling into the room and sees you.

“Right, got ya!” he declares triumphantly. “Skarkill’s caught you, hasn’t he? Now hold still because there’s no hope of escape. Stand still while I get the irons on you. Lovely!”

If you offer Skarkill a gauntlet, go to **28**.

If you have the pipes of Pan and wish to use them here, go to **37**.

If you offer Skarkill a scarf, go to **16**.

## 6

You are in a small pink room with one door. All of a sudden a metal wall shoots into the picture and a blocker grinds forwards to block your path.

“Password!” it demands.

If you say *frightknight*, go to **39**.

If you say *pooka*, go to **29**.

If you say *stormgeist*, go to **19**.

## 7

You are back in the Great Hall of Nightmare Castle. Treguard rises to greet you with a smile on his face, but Pickle eyes you disdainfully.

“You have returned alive!” Treguard booms optimistically.

“But where is the Cup, Master?” Pickle asks. “Surely this young hero has not been so foolish as to leave level three without it.”

But of course that is just what has happened, and you have failed in your quest. Your adventure ends here.

## 8

“I’m glad to see how wise you are” Julius tells you as he greedily accepts the gold. “Ooh, what a lovely sight this is!”

“The password is...?” you prompt him.

“Oh, yes, the password” Julius says absently. “Yes, er, the password is... frightknight. Well, don’t just stand there, then. Off you go.”

Julius Scaramonger appears to have nothing more to say to you so you leave the village. Go to **17**.

## 9

You cancel the spell and Hordriss is sent back. You move further and deeper in to the Mines of Gore. Go to **33**.

## 10

Captain Nemanor gruffly accepts your payment and sheathes his sword. You explain to him the nature of your quest.

“If you are against Lord Fear then I wish you luck” Nemanor tells you. “My ship will deliver you as far as the Mines of Gore, where the Dungeon’s final challenges await you. Beneath this deck, in the hold, are some items I have collected together that have been left on my ship in the past. If you wish, you may take some of these to aid you in your quest.”

He directs you below decks and, sure enough, you find a barrel that contains a gauntlet, a firestone, a scarf and a set of panpipes. You may take any two of these you like. When the ship reaches the Mines of Gore, you disembark. You find yourself in a dingy cavern that contains a rock with a scroll on it. You read the scroll: *Push or Pull?* Both of these are spells, and you must choose which one to cast. Choose carefully, though, for only one will allow you some chance of further success. Which spell will you choose?

**PUSH.** Go to **26**.

**PULL.** Go to **38**.

## 11

You step on the first number and plummet helplessly into the abyss. Your adventure ends here.

## 12

You are back in the Great Hall of Knightmare Castle. Treguard rises to greet you with a smile on his face, and Pickle rushes to take the Cup from you.

“You have returned alive!” Treguard booms optimistically.

“And with the Cup that Heals in hand” Pickle adds approvingly.

“Well done” Treguard commends you. “You have proven equal to the Knightmare challenge and will walk from these halls as a champion of chivalry.”

Hordriss appears on the telescreen and delivers your frightknight trophy to you along with his own words of congratulation. You have now mastered series 6, but are you up to the challenges of series 7? Read Adventure Time next issue to find out.

## 13

“Ah, dragon mint, eh?” Smirkenorff rumbles with pleasure. “Most acceptable. Well, don’t just stand there, get in and sit yourself down in the saddle. And don’t forget to leave the fare in the saddle pouch provided.”

Smirky beats his great wings and soon you are airborne. He flies you over the sea and lands in the grounds of a castle, where you dismount. You are in an open courtyard area that contains a clue table. The choice is between a red stone, a bottle of moondust, a bag of silver and a green bottle labelled *shield*. There is also a scroll that reads *Welcome to Witch Haven. Only amber jewels will please the grey sisters*. Make your choice of objects and then go to **3**.

## 14

You are in a long hall that is adorned with grand furniture. Here you are met by Heggaty, the diminutive witch.

“Eeh, hello then” Heggaty grins toothily at you. “What you doin’ in Witch Haven then, eh, eh, eh? Witches don’t take kindly to your sort, eh, eh, eh.”

You explain that you are traversing the Dungeon on the quest for the Cup.

“Well then, you could do with some help to reach level three” Heggaty tells you. “The only way from here is by ship, but you don’t look to be in any fit state to make that journey at the moment. Still, if you want Heggaty’s help you’ll have to earn it. What have you got for me, then, eh, eh, eh?”

If you can offer Heggaty witch amber, go to **31**.

If not, you must leave without her help. Go to **18**.

## 15

You move on to a chamber that is filled with the ominous sound of cackling. Before long, Peggaty the witch flies in on her broomstick and begins throwing fireballs across your path to the only exit. You are trapped.

If you have the *shield* drink, go to **41**.

If not, you stand no chance of dodging all the witch’s fireballs and your adventure ends here.

## 16

“What would I want with that?” Skarkill leers horribly. “No, nothing can save you now. It’s the irons for ya. Lovely!”

You are powerless to stop the goblin master from doing his worst to you and your adventure ends here.

## 17

You leave the village and find yourself back in the Dungeon. After negotiating another dwarf tunnel, you find yourself in a large purple room where Sylvester Hands has Sidriss tied up with his magic rope and is about to whisk her off to Mount Fear.

“Oh help me, please” Sidriss begs you. “Daddy will be so angry if he finds out about this!”

“Quit yer yapping” Hands growls at Sidriss. “And you stay out of this, dunger-person, or I’ll take you to meet my friend Lord Fear as well.”

If you follow Hands’ advice and leave the room, go to **6**.

If you have the FREEZE powder and wish to make use of it, go to **32**.

## 18

You leave the hall and find yourself at the causeway. The hexagonal tiles in front of you contain different numbers, and you must again find the correct path across.

If you step on the numbers 2, 4, 6, 8 and 0, go to **11**.

If you step on the numbers 1, 3, 5, 7 and 9, go to **2**.

## 19

The blocker shoots off, leaving the exit clear. You go through the door and find yourself at the causeway. The hexagonal tiles in front of you contain different numbers, and you must find the correct path across.

If you step on the numbers 2, 4, 6, 8 and 0, go to **24**.

If you step on the numbers 1, 3, 5, 7 and 9, go to **11**.

## 20

You hand the firestone to Elita and she receives it eagerly. Her expression then softens as she speaks to you again.

“Thanks” she manages to say to you. “That’ll save me some time and trouble. I must get this back to level one at once, but not without first redressing the balance. I gift you the spell RETURN. Now, get going, face-ache.”

Note down the spell and then go to **5**.

## 21

Ah Wok accepts the gold and hands a dragon mint to you in return. He also tells you that the password is *stormgeist*. Now you must continue on your way to **17**.

## 22

The spell creates a glimmering shield of power around you. Not waiting for Lord Fear to react to this clearly unexpected display of defiance, you grab the Cup and step away from the evil sorcerer. But now your magic shield is weakening, and you must escape from Lord Fear as quickly as possible.

If you have the spell RETURN, go to **12**.

If you do not have this spell, Lord Fear waits patiently for your magic shield to disappear. Once it has done so, he fries you with a fireball and your adventure ends here.

## 23

“That word is the wrong word!” Dreadnort declares with a certain relish. “You have reached journey’s end!”



Regardless of whether the metal giant eventually decides to steal an arm, a leg or a head from you, your adventure ends here.

## 24

You cross the causeway successfully and then find yourself on the vast reptilian back of Smirkenorff the dragon. He swivels his head round to see you.

“Ah, the next offering” Smirkenorff says grandly. “I suppose you’re on your way to level two. Well, little dungeoneer, if you’ve come for a flight you must have the fare. So, what fare have you got?”

If you offer a dragon mint, go to **13**.

If you offer anything else you will find that Smirkenorff is unwilling to fly you to level two, and your adventure ends here.

## 25

“Oh, very well” Hordriss relents. “I will allow you one use of a powerful defensive spell called SHIELD. Now, return me at once.”

You dispel the PULL spell and send Hordriss back where he came from, then you move further and deeper in to the Mines of Gore. Go to **33**.

## 26

You cast the spell and Lord Fear crashes into the picture behind you. He grins evilly at you from beneath his silver helmet.

“You found my calling card, I see” Lord Fear says to you. “Well, now that I’m here I shall carry out your request.”

Before you quite know what is happening Lord Fear lunges forward and gives you a hefty shove. You topple backwards and fall into one of the Mines of Gore where you will fall into the enveloping blackness forever. Your adventure ends here.

## 27

The forest paths bring you to the village of Wolfenden. It is market day, and two tradesmen have set up their stalls. They both spot you at once.

“Ah, hello, young person” Ah Wok greets you with his heavy Chinese accent. “You want to buy a dragon mint? It makes dragon fly you where you want to go.”

“You don’t want to buy that, young dungeoneer” Julius Scaramonger tells you at once. “When I can offer you the password for level one at the very reasonable price of one gold bar. What do you say, eh?”

If you have a bar of gold and wish to accept Scaramonger’s offer, go to **8**.

If you want to talk to Ah Wok, go to **36**.

If you wish to leave Wolfenden empty-handed, go to **17**.

## 28

“What would I want with that?” Skarkill leers horribly. “No, nothing can save you now. It’s the irons for ya. Lovely!”

You are powerless to stop the goblin master from doing his worst to you and your adventure ends here.

## 29

The blocker shoots forward and devours you. Your adventure ends here.

## 30

You now stand in the final chamber. The Cup that Heals sits on an altar beside you, but before you can reach for it Lord Fear appears just behind the altar and grins at you menacingly.

“Welcome to my dominion, little dungeoneer. Here my power reigns supreme, and you are at my mercy” Lord Fear gloats. “As you can see, you have reached the Cup, but you’ll never get it out of here before I swat you with one of my favourite fireballs. Speaking of which...”

Lord Fear begins to weave his evil magic; you will have to act quickly.

If you cast a SHIELD spell, go to **22**.

If you cast a RETURN spell, go to **7**.

Failing either of those options you are powerless in the face of Lord Fear and your adventure ends here.

## 31

Heggaty accepts the witch amber eagerly and fixes you with a grateful smile.

“Heggaty likes witch amber” she says approvingly. “Right, fair enough then. The password for this level is *broomstick*. Well, be on your way, then.”

Heggaty scampers off, leaving you to do the same. Go to **18**.

## 32

You chuck the powder at the surprised Sylvester Hands and he is frozen to the spot. You then help Sidriss to free herself and she smiles at you gratefully.

“Oh, thank you so much for saving me from that horrible creature” Sidriss shudders. “Because you’ve been so kind to me, here’s a clue: Don’t be odd, be even. Goodbye now.”

Sidriss wanders off so you continue on your way. Go to **6**.

## 33

You reach a yellow-bricked chamber where Elita is conducting a ritual. When she sees you she marches up to you with a most unpleasant expression on her face.

“Oi, face-ache” the rude cavern elf says to you nastily. “You’re blighting my ritual. How am I supposed to conjure a firestone with you standing there like that? Go on, push off.”

You ask her why she wants a firestone.

“It’s for Smirkenorff” Elita tells you gruffly. “He’s not well, and it’s the only thing that makes him better.”

If you have a firestone with you and wish to give it to Elita, go to **20**.

If you wish to leave the obnoxious elf to her own devices, go to **5**.

### 34

Motley gratefully receives the moondust and chucks it at the pooka, which disappears at once. The jester sighs with relief and slumps against the table for support. Then, remembering you, he reaches into a pouch on his belt and removes a necklace of yellow beads.

“You sure got me out of a tight spot” Motley tells you gratefully. “Here, take this to help you on your quest. It’s called witch amber, and the grey sisters love it. It should be more than enough to win their favour, but make sure you get something else in return as well.”

You take your leave of Motley and go to **15**.

### 35

“That word is the right word” Dreadnort declares. “Pass, friend, and live in fear!”

The metal giant clanks away, leaving you to make your escape. You find a portal that takes you through a dwarf tunnel and on to the deck of a ship. This is the galleon Cloudwalker and it is bound for level three, but its captain, Nemanor, is very inhospitable to stowaways, and even now he has caught sight of you on board his ship without his permission.

“Hold your place, stowaway!” Captain Nemanor calls to you from the bridge as he draws his sword. “I will not allow your like on my ship. The fare for travelling to level three is as much gold as you’ve got. Well, can you pay your fare, or are you going overboard to the sharks?”

If you have a bar of gold to pay your fare, go to **10**.

If not, Captain Nemanor turns you off his ship and your adventure ends here. Still, at least the sharks won’t go hungry.

### 36

“Ah, welcome to glorious mobile emporium of humble servant, Ah Wok” he says as he bows to you. “Today I got for sale lovely dragon mint as well as password for level one, all for one gold bar. That very good value for money. What you say?”

If agree to this deal, go to **21**.

If you do not have a gold bar, or do not wish to accept Ah Wok’s offer, go to **17**.

### **37**

You put the pipes to your lips and begin to play. A serene tune fills the chamber and Skarkill and the goblins are caught up in its spell. They dance powerlessly out of the chamber as you make good your escape. Go to **30**.

### **38**

You cast the spell and Hordriss crashes into the picture. He has been pulled into the third level by your spell against his wishes, and he is not pleased about it.

“Invidious dungeoneer!” Hordriss declares grandly. “How dare you summon Hordriss the Confuser against his wishes? Dispel your magic at once, I command you!”

If you appease Hordriss by doing this, go to **9**.

If you insist that he helps you first, go to **25**.

### **39**

The blocker shoots forward and devours you. Your adventure ends here.

### **40**

“That word is the wrong word!” Dreadnort declares with a certain relish. “You have reached journey’s end!”

Regardless of whether the metal giant eventually decides to steal an arm, a leg or a head from you, your adventure ends here.

### **41**

The potion creates a magical forcefield around you and you are able to cross to the exit. You emerge into a room that is bare apart from two doors in front of you. Which will you choose?

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

If you go right, go to **4**.

## PUZZLE PAGE 1

Who is speaking in each of these classic quotes, and which Knightmare location (eg. village, ship, fortress etc.) are they talking about? Name the series, episode and dungeoneer if you can.

1. "This ship is cursed never to find land, and I am cursed never to leave it."
2. "A thriving little den of vice and iniquity; friend Sly here feels quite at home."
3. "I heard he'd built it; he claims nothing can escape from here alive."
4. "It is a fair country, but it lies within Dungeon dimensions."
5. "This is within mage fire range of Mount Fear!"
6. "A great underwater cavern as big as... well, as big as say the United Kingdom."
7. "It was beautiful, until two hundred tons of barbecued dead dragon dropped on it!"
8. "Ben needs that cloak in this icy place."
9. "\_\_\_\_\_ is all but destroyed, warped by this ghastly techno-magical environment that only a twisted mind such as yours could create."
10. "I don't think you could swim in this lake, either; there's something horribly unnatural about it."
11. "It's a notorious gathering place for thieves and fellow travellers."
12. "It's a place of legend... don't ask; you wouldn't like to know!"

## REMEMBER HIM?

Series 6. Level 1/2.

### RIDOLFO

This Venetian troubadour was played by Adrian Neil. He wandered the dungeons of series 6 with his long hair and Italian accent, strumming his lute and spreading news about what was going on in the realm of Nightmare: *"Strolling players such as these both gather and distribute news."* - **Treguard**. Ridolfo was friendly to dungeoneers, and, because of the information he gathered on his travels, he was useful for passwords, causeway codes and other helpful snippets of information. His friendliness did not mean that he was a pushover, however. During the series, both Sylvester Hands and a large pooka nearly found themselves on the business end of Ridolfo's sword.

Ridolfo saw dungeoneers as a useful source of news, and sometimes exchanged his help for information they had picked up from spyglasses. Other means of earning Ridolfo's friendship included providing him with a musical scroll, singing a song for him, or releasing him from the stocks. The minstrel was always grateful for help and news, and was only too pleased to help dungeoneers with a smile on his face and a song in his heart - and on his lute too, occasionally.

Ridolfo's freeness with information earned him Lord Fear's enmity and, towards the end of the series, Fear decided to deal with him: *"This musician is a gossip, and a dangerous one!"* - **Lord Fear**. Ridolfo made no secret of the fact that he liked "the ladies" - as dungeoneers January and Sofia discovered when he kissed them on the hand - and Fear was quick to take advantage of this. Lord Fear told Hordriss that Ridolfo had been getting too friendly with Sidriss, so Hordriss turned Ridolfo from a minstrel into a fisherman!

It was up to dungeoneer Sofia to persuade Hordriss to remove the enchantment so that Ridolfo could tell her the level two password, although why he was any less able to do this while he was a fisherman is still beyond me. Anyway, Sofia bribed Hordriss with a magic ring, and Hordriss agreed that he had made a mistake in believing Lord Fear about Ridolfo: *"Not a very big mistake, mind you, for his reputation with young ladies is well deserved."* - **Hordriss**. Ridolfo was in a sorry state when he gave Sofia a ride in his fishing boat, so it was nice to see him back to his

normal jovial self later in the episode when he rushed in - returned to his musician status - and gave Sofia the password just in time to see off Dreadnort.

**Fear Factor: 3** He was a dab hand with a sword.

**Killer Instinct: 0** No malice or evil at all.

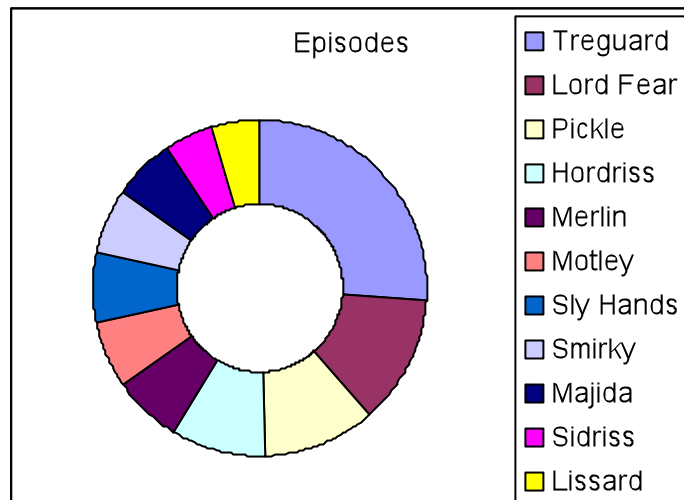
**Humour Rating: 9** Usually had a smile on his face.

**Oscar Standard: 7** Slightly caricatured, perhaps.

## KNIGHTMARE TOP TEN

This section is for lovers of statistics everywhere. Each issue there will be a different category, with a list of the top ten Knightmare characters in that category. This issue we look at the characters with the greatest total number of episodes of Knightmare under their belts.

Position	Character	Number of episodes
1.	Treguard	112
2.	Lord Fear	53
3.	Pickle	48
4.	Hordriss	39
=5.	Motley	28
=5.	Sylvester Hands	28
=5.	Smirkenorff	28
=5.	Merlin	28
9.	Majida	25
=10.	Sidriss	20
=10.	Lissard	20



## CLASSIC QUEST

### Series 8

**Quest:** The Crown.

**Dungeoneer:** Dunstan Roberts.

**Advisors:** Alan, Alex and Oliver.

**Home town:** St. Albans, Hertfordshire.

**Team score:** 6 out of 10.

How could I have neglected this one for so long? The winning team from series 8 certainly brought a memorable - if not entirely satisfying - end to Knightmare.

**Level One:** The quest begins in the dwarf tunnels. After hurrying through, past a few snapdragons, Dunstan enters the clue room. Through the spyglass, Lord Fear and Lissard reveal that time is running short for a quest to win through, and the only hope for Dunstan's victory lies in taking the Short Cut, which Stiletta has apparently been using to carry out raids on Marblehead. Fear instructs Lissard to send Raptor to silence Stiletta before Dunstan can get to her. Treguard then explains that the Short Cut is a way from level one to level three via the Corridor of Blades. From the clue table, the team choose a red key and a green knife, leaving behind a jester's folderol. Despite having taken one incorrect object, the quest continues in the next chamber. Motley is trying unsuccessfully to



amuse Smirkenorff with a few jokes, so Dunstan tells a corker(!) of a joke that Motley can use in his act:

*Dunstan: "Why did the dragon cross the road?"*

*Motley: "I dunno."*

*Dunstan: "To get his pension."*

*Motley: "But I don't get it."*

*Dunstan: "Neither did the dragon; he wasn't sixty-five."*

Pretty lame, I'm sure you'll agree, but it was enough to evoke a tremendous laugh from Smirkenorff. Dunstan explains that he is looking for Stiletta, and Motley agrees to help him find her. The jester shows the dungeoneer to Stieltta's room, where she is hiding under a cloak of invisibility. Once Motley has left, Stiletta reveals herself to Dunstan. (Lucky chap!) Once he has warned her to be on the lookout for Raptor and has returned her green knife to her, Stiletta tells Dunstan that the entrance to the Short Cut is in Fireball Alley, and he can find it with the Reach wand.

In the next room, Dunstan finds himself - conveniently enough - in Fireball Alley. The advisors just about manage to direct him into manoeuvring the wand to reveal a doorway between the fireballs' paths, which Dunstan is then directed over to. A quick dash through the Corridor of Blades follows and - despite some very near misses - Dunstan makes it out the other side.

**Level Two:** Erm...

**Level Three:** In Linghorm, Dunstan has to walk through some passages until he reaches a clue room. During a spyglass sequence, Lord Fear and Lissard discuss Bhal-Shebah's magical transformation into the much more reliable Firestorm of Marblehead, and Fear mentions that the red dragon is on its way to Linghorm in order to destroy the great tower, and the sorceress Maldame with it. From the clue table, Dunstan picks up a lantern and a bottle labelled *Palladin*. A meeting with Maldame follows soon after, and Dunstan warns her to be on the lookout for the red dragon's attack. Maldame uses her powers to get Dunstan straight on board the *Golden Galleon*, which is sailing for Marblehead.

After escaping from some miremen through a trapdoor, Dunstan meets Motley and Stiletta. The pair are on their way to raid Lord Fear's bullion chamber, and in return for Dunstan's lantern so that they can see their way, Motley hands over the key to the quest chamber and Stiletta reveals the combination for the rune lock. Once he has disembarked from the ship, Dunstan uses the rune lock combination to enter Marblehead. He is chased around the passages by a mire trog, and then he meets Snapper-Jack. Despite some initial confusion, the team score three out of three, and progress to the last-but-one chamber.

Treguard explains that Dunstan needs to use the wand to open the door at the far end, which it will be able to do because of the key in the knapsack: *"Your wand is magic and it will recognise the key you hold."* - **Treguard**. Eventually the door is opened, and Dunstan rushes past the falling fireballs and enters the quest chamber. Here, Hordriss is imprisoned in a body-cage made of large bones, and Lord Fear turns up to put a few fireballs in the works. By uncorking the palladin bottle, Dunstan turns into an armoured warrior and chases Lord Fear right out of the chamber! *"That's not a warrior spell, is it? That's a palladin spell."* - **Lord Fear**.

Using the Reach wand, Dunstan releases Hordriss and the pair of them escape from Marblehead through a very spacious sewer pipe. Hordriss and Dunstan return to the antechamber as everyone celebrates the victory, and Hordriss conjures up the frightknight trophies for the winning team to take home with them. And I could say more, but perhaps it's best just to leave it there for now.

**Summary:** Well, I can't deny that it was a winning quest. Indeed, the team weren't bad at all, but they shouldn't necessarily have been winners either.

## **The Best of the Rest 2005: Where Are They Now?**

You may recall that, in issue 12 of *The Eye Shield*, I gave details about some of my other favourite programmes apart from *Knightmare*. Some of

these programmes had ended long before I wrote the article, but some were still on the TV. Here is an update for 2005 on the status of those programmes that were still classed as "current" in November 2001, as well as a couple more of my favourite programmes that have come into being since then.

**The Sooty Show. (1976 - 1992.)**

**Sooty & Co. (1993 - 1998.)**

**Sooty Heights. (1999 - 2001.)**

**Sooty. (2002 - present.)**

Like so many children's programmes in recent years, Sooty has suffered from a terrific dumbing-down in his once great show. In the days of Matthew Corbett, Sooty was guaranteed to appeal to adults and children alike with its clever mix of simple fun and carefully written humour. Now the show has descended into yet another pointless, plotless romp for kids, and Richard Cadell is a poor replacement for Matthew Corbett. Or maybe I'm just getting older...

**Grange Hill (1978 - present.)**

This, too, has suffered greatly in my opinion. For the 2003 series onwards, the filming of the show has moved from Elstree to Liverpool, and things have been brought more closely under the control of the show's creator, Phil Redmond. On the surface this sounds like a good thing, but the last two series of the show have been exceptionally poor in my opinion, and I'm sure the impending new series will be just as bad. One of my main objections is the almost total change of cast. Without Mr. Robson - a commanding, stable presence at Grange Hill from 1988 to 2003 - the show is nothing!

**Hey Arnold! (1996 - 2002.)**

A great cartoon that had a good run of one hundred episodes, and the movie was a fair way of rounding things off. However, those of us who were interested in a certain salient plot from the show were left feeling less than satisfied at the end of the film. This plot was supposed to be resolved in the sequel but, unfortunately, the cartoon's creator, Craig Bartlett, is apparently no longer on friendly terms with the production company, Nickelodeon, so the sequel will probably never appear. It's one of the greatest tragedies of our times, in my opinion.

**Buffy the Vampire Slayer (1997 - 2003.)**

After seven series, Buffy finally hung up her stake, which was a good thing in my opinion. The show was excellent, but the concept was getting tired, and the seventh season was by far the weakest. We have Sarah Michelle Gellar and her pursuit of movie stardom to thank for this small mercy.

#### **South Park (1997 - present.)**

It's getting a bit tired, but this cartoon is still a very funny piece of satire. Although it has just finished its eighth series in America, Sky One took from September 2003 to December 2004 to show the fifteen episodes in season seven while Channel 4 has yet to start it.

#### **Mona the Vampire (2000 - present.)**

Mona now has five good series behind her, but the stock of spooky ideas for plots is running a bit thin. I love Mona and her monster-busting antics, but I wouldn't be surprised if the show wasn't brought to a graceful end before too long.

#### **Rugrats (1990 - 2004.)**

I didn't mention this one last time, but I had to put it in here as you'll see in a minute. The comical and endearing antics of the cute little babies used to amuse me greatly on Saturday mornings during *Live & Kicking*, but after fourteen years, the concept has definitely worn thin!

#### **All Grown Up! (2003 - present.)**

This is the adventures of the Rugrats ten years later. Most of the characters translate well into young teens, and this is helped by the fact that all the voiceover artists are the same as in *Rugrats*. It's good that the old show has moved aside to make way for this new one, which should have several good years left in it yet. I like Angelica in this, who has translated particularly well from a petulant three-year-old to a petulant teenager, and also Dil, whose mad antics are very funny.

#### **Raven. (2002 - present.)**

A children's gameshow from the BBC, where groups of young teenagers complete challenges of skill and mental agility in a world of fantasy and magic. Sound familiar, does it? The show does have many similarities to *Knightmare*, but it's all filmed on-location in the Scottish countryside and

makes very limited use of computer graphics. It's an enjoyable show, and some of the challenges are fun. The show is presented by Scottish actor James MacKenzie as Raven, the master of the tournament who can take the form of either a bird or a human. If you like Knightmare, you should at least be mildly amused by this programme. I think it's the best thing CBBC has managed to produce in years.

### **Shoobox Zoo. (2004 - present.)**

A CBBC drama full of fantasy and magic; just the kind of thing a Knightmare fan should lap up. The first series tells the story of Marnie McBride, an American girl living in Scotland who goes on a magical quest to find an ancient and powerful book. The title, Shoobox Zoo, refers to four animate wooden animals, once human, who need the book in order to return to human form. It's a cracking watch.

## **CREATURE FEATURE**

Series 2/3. Level 1/2.

### **MAGGOTS AND WORMS**

We all know how much the Knightmare production team liked to enlarge animals on-screen for the sake of scaring dungeoneers, advisors and viewers alike, particularly in the early series. Enormous writhing pits of maggots and worms certainly fall into this category, including the Vale of Worms in level two, and Rodney the Maggot and his friends in level one. Yet, like many of the enlarged animals, these creatures posed no real physical threat to the dungeoneer, unless the advisors were stupid enough to guide them right off the path and into the pit of worms or maggots! The oversized creatures were, instead, a typical example of the fascinating mix of fantasy and reality that made Knightmare such great viewing.

The Vale of Worms was featured twice in series 2, and was just one of the many uses for the Bridged Vale in level two. A writhing mass of enormous earthworms filled the abyss below the bridge, like something out of a warped version of James and the Giant Peach. The challenge was

quite simple for Chris and Stuart, who encountered this challenge: keep in a straight line on the bridge above the worms, or plummet to a nasty death. Treguard described this prospect in a typically memorable fashion: "This is the Vale of Worms. One false step here and Christopher will be feeding them!" - Treguard. Fortunately for them, however, both Chris and Stuart were able to walk in a straight line, and passed through unscathed.

The maggots lived in green-lit chamber in level one. They filled the pit that used to contain the Giant in series 1, which was next to a narrow rocky path leading to the only exit. This simple bit of guiding was no trouble in itself, but the addition in series 2 of Olaf as the maggots' keeper provided an extra challenge. It was easy enough to bribe Olaf, though, as Chris did with an egg-timer, and later Anthony did with a bar of gold. In series 3, Mellisandre was seen with the maggots. Her favourite was called Rodney.

**Fear Factor: 3** A lingering threat, but hardly tangible.

**Killer Instinct: 1** I guess if someone had fallen off that bridge or ledge...

**Gore Factor: 8** Unless you're a particular fan.

**Humanity: 1** Definitely not human.

## PUZZLE PAGE 2

### The Great Nightmare Alphabet, A-M

In the style of one of Challenge TV's other great ratings-grabbers (Blockbusters with Bob Holness) here are some alphabetical teasers to take you all over Nightmare's history.

**A. What A was Rothberry's job title? (2 possible answers.)**

**B. What B was an unseen count, a friend of Lord Fear, who owned part of level 2 in series 6?**

**C. What C was the original home of Brollachan and Grimaldine?**

D. What D was a ruined fortress in series 4, and can be found near Swaffham in Norfolk?

E. What E was the object that bought dungeoneer Ross's freedom from the Monster's Maw?

F. What F was the spell that brought Karen safely across the broken bridge in level 2?

G. What G was an area in level one that included the town of Warlock?

H. What H was the neglected object that Richard I should have taken in level 3 to win the quest?

I. What I was Aesandre's main weapon, and her downfall in Ben's quest?

J. What J was one of Wolfenden's leading citizens?

K. What K were Treguard, Gumboil and Sir Hugh?

L. What L was a neglected object that the first ever dungeoneer should have taken in order to survive?

M. What M didn't like people in her kitchen?

## **KNIGHTMARE LOCATIONS**

Castle Rising, King's Lynn, Norfolk

**Castle Rising. Vital Statistics:**

**Location:** King's Lynn, Norfolk.

**Century of Origin:** 12<sup>th</sup>.

**Also Known As:** The Castle of Doom.

**Series featured in:** 4.

These pictures were taken by me, Jake Collins, in August 2002.



Here is the room used for the level two clue chamber in series 4, which led on to...

The room below, with the barred well, where Merlin made his first series 4 appearance. It was also used as a wellway room in level one with an extra doorway.







This stairway was used as the way out of the first room of level two, where Gundrada and Mellisandre were sometimes found in the stocks.

**Next Issue:** Castle Acre Priory.

## **KNIGHTMARE UNIVERSITY CHALLENGE**

Here you must identify a particular dungeoneer's quest as your starter for ten, and then identify which characters are responsible for three quotes from that quest as the bonuses for five points each. If you answer the starter correctly then you can have a go at the quotes, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. Keep track of your points as you work through the questions, and see how well you performed by reading the legend at end of this section.

- 1. Series 6. 4 Bath boys. The first challenge of the season. (10)**
  - a. "It's so invisible you can't see it!" (5)
  - b. "You're a hero... you're a tall hero!" (5)
  - c. "Humans can't fly; don't have wings!" (5)

**2. Series 1. Boys from Portsmouth. A wrong turn means death. (10)**

- a. "I love presents and I expect you do too, so here's one from me." (5)
- b. "If you survive all, we shall meet once again!" (5)
- c. "There's more wisdom in foolish wit than ever you can imagine." (5)

**3. Series 8. 3 girls, 1 boy. Thought the scroll was for decoration! (10)**

- a. "Be warned; little of level one remains." (5)
- b. "Don't move too close in case it's booby-trapped." (5)
- c. "I'm not standing round here to become someone's dinner; I'm off!" (5)

**4. Series 7. Cornish lads. The first quest of the series. (10)**

- a. "There's a little door down there I've been trying to get through for a month or more." (5)
- b. "Ah, a name at last!" (5)
- c. "I think, how you say, this Lord Fear, he eat them like sheep's eyes!" (5)

**5. Series 4. Fresh from the New Forest. Final quest of the series. (10)**

- a. "Look beneath that old cloak by the window; it hides sight for the unseeing." (5)
- b. "What did the assassin say to the victim, eh? No? He said, *Knife to meet yer. Knife to meet yer, geddit?*" (5)
- c. "The lack of education amongst modern youths is really a disgrace." (5)

**Answers:**

**1. Matt, with Razer, Ben and John. (10)**

- a. Julius Scaramonger. (5)
- b. Motley. (5)
- c. Heggaty. (5)

**2. Danny, with Nigel, Mark and Tom. (10)**

- a. Lillith. (5)
- b. Merlin. (5)
- c. Folly. (5)

**3. Richard III, with Rebecca, Rowena and Angela. (10)**

- a. Brother Strange. (5)
- b. Treguard. (5)
- c. Motley. (5)

**4. Simon IV, with David, Matthew and Nicholas. (10)**

- a. Fidjit. (5)
- b. Brollachan. (5)
- c. Majida. (5)

**5. Giles, with Robin, Andrew and Brett. (10)**

- a. Merlin. (5)
- b. Motley. (5)
- c. Brother Mace. (5)

**Score:**

**0-45:** Come on!

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

**100-115:** A finalist to be sure.

**120-125:** An ultimate Knightmare University Challenge champion.

## **POETRY CORNER**

Everyone thought Alan was going to win after Treguard and Pickle's thrilling introduction to the seventh episode of series 6, but a fatal fall followed and the victory was not to be.

**A challenge from the men of Herts,  
Objects' choice is how it starts.  
With scroll of notes and bar of gold,  
Alan met a champ of old.  
A good take-off Hands had not made,  
Ah Wok then shrank before a blade.  
With killer back in the Orient,  
A silver bar was repayment.**

Hands then drank the tavern dry,  
But minstrel's sword caused him to fly.  
Past causeway, wall and dragon-flight,  
Sidriss' face was quite a fright!  
Next glove and gold, then Lord Fear's plan,  
To be a harmless beggar-man.  
The lid was closed o'er magic eye,  
And swapped for beauty by and by.  
With Sidriss back to pretty glee,  
A voyage by ship to level three.  
The goblins waited there below,  
And Alan's team were just too slow.  
Causeway crumbled, Alan fell,  
Time again for that death-knell!

## PUZZLE ANSWERS

### Challenge question:

Morghanna and Malice.

### Quotes on Location:

1. Captain Nemanor. The Cloudwalker. Series 6, episode 10. Ben II.
2. Brother Mace. Wolfenden. 5, 1. Catherine.
3. Treguard. Marblehead. 8, 4. Daniel II.
4. Brother Strange. The town of Warlock in Grimdale. 7, 10. Julie II.
5. Hordriss. The Mines of Gore. 6, 11. Ben II.
6. Treguard. The Great Mire. 8, 2. Daniel II.
7. Lord Fear. Mount Fear. 7, 2. Simon IV.
8. Treguard. Winteria. 5, 8. Ben I.
9. Greystagg. Witch Haven. 7, 12. Julie II.
10. Treguard. The Dunswater. 4, 5. Alistair.
11. Pickle. The Crazyed Heifer inn. s4, e11, 14 & 15. Dickon, Jeremy & Giles.

12. Treguard. The Rocks of Bruin. 6, 6. Alan.

**The Great Nightmare Alphabet, A-M**

A. Apothecary and alchemist.

B. Brinkator.

C. Cornwall.

D. Dungarth.

E. Egg.

F. Flight.

G. Grimdale.

H. Horn.

I. Ice.

J. Julius Scaramonger.

K. Knights.

L. Lamp.

M. Mrs. Grimwold.