

THE EYE SHIELD

Issue 4

September 1996

50p



ENTER



STRANGER!

HUGO MYATT - EXCLUSIVE INTERVIEW!!!!!!

32 PAGES - THE BIGGEST AND BEST EVER

JOIN THE 'BRING BACK KNIGHTMARE' CAMPAIGN

CLASSIC QUEST REVIEWED

THE HISTORY OF KNIGHTMARE - PART ONE

Message from Me...

Welcome once again to The Eye Shield, and welcome also to a brand new look! In my opinion this design is easier to read, more convenient, and generally better-looking - and all this is still 50p! You will find various new features on the contents page, but still with all of the regular favourites. Unfortunately there is no "Knightmare News" this time, as I said in issue 3 though, this will only be an occasional feature depending on how much news there is. Incidentally, you should make a point of reading pages 24~25, as this may be our best chance of getting Knightmare back on CITV ! Without making any promises, CITV's viewing figures are rather low at the moment - so we may never get another opportunity. You must join this campaign.

Another snippet of news regarding issue 3, you may remember that I listed all of the Knightmare wall monsters who have appeared across each of the series'. Many of you have since written to ask "What about the Brollachan? He was a wall monster." I shall now take this opportunity to put everybody right, As far as I'm concerned, a wall monster is a wall, which guards over a single chamber and reveals itself and its face when dungeoneers enter the room. Similarly, Oakley is a tree who manifests when dungeoneers enter his patch of greenwood.

However, the Brollachan does not fall into this description. The Brollachan was a magical creature who travelled through walls, ceilings and so on. I can understand the confusion, as the Brollachan would appear on walls and ask questions. Having said that, it was not rooted to just one wall, and in my view the Brollachan is not a wall monster ! Therefore, from now on, this will remain the case within these pages unless the powers that be choose to tell me otherwise.....

Now then, another point to be made regarding issue 3 - I can now provide a solution to Jake Collins' query about obtaining the "FOREST PATHS" spell in the Knightmare hook, "The Sorcerer's Isle". I'm delighted to say that David Bradshaw & Stephen Wilson from Surrey have found out how to obtain the spell. Try this for size:

On paragraph 1, choose the sword. Turn to 27, and agree to take part in the tournament. Turn to 40, and have a go at the archery. Turn to 66, and aim to put your arrow beside k's. Turn to 92, and roll equal or less than your dexterity. Turn to 118, and you will be given the spell "FOREST PATHS".

Many thanks to David and Stephen - I'm sure Jake will be delighted

I think I've covered everything - except to say that this issue was incredibly tough to complete in time. I'm also extremely happy to announce 3 passes for my A-levels ! However, I fully intend to ensure my university course remains a firm second behind The Eye Shield!! Thanks once again to everybody who has contributed to this issue, please keep 'em coming, and please please please be sure to take note of the Knightmare campaign on page 24 - every single person is vital !!!!! In the meantime, enjoy the issue, let me know what you think of the changes, and don't forget to keep sending in anything at all to do with Knightmare!

All the best,



Puzzle Page 1

Bristol's finest - Chris Griffin supplies the first of three puzzles within this issue. Much to my delight, this puzzle offers an altogether new challenge to you all. You are given here a list of various monsters from Knightmare's past. Then, you have to consider each individual series.

This is the hard part ! - try to work out which of these characters appeared in each series.

e.g. Series 1: Lord F, Dooris and Brollachan

Obviously wrong, but it gives you the idea!

Anyway, good luck - and if there are any mistakes, please remember I haven't seen all of the early episodes, but do let me know all the same! Now then, off you go ! Here is the list!....

AUTOMATON	DORKIS	MOGDRED
ARIADNE	DREADNORT	MORGHANNA
BHAL-SHEBAII	GOLGARACH	MR & MRS GRIMWOLD
BRANGWEN	GRANITAS	OAKLEY
BLOCKER	GUARD	OLAF
BROLLACHAN	GUMBOIL	OLGARTH
CAVERNWIGHTS	IGNEOUS	OWEN
CEDRIC	KNIGHT	SYLVESTER HANDS
DOORIS	LORD FEAR	TROLL
DOREEN	MALICE	

Letters Page

Just one page of brief efforts this time. If you want more letters pages, then please

write more letters !

Dear Eye Shield,

We think your fanzine is very good and are looking forward to Issue 4. We are positive, as many fans are, that Nightmare will return in the near future, especially if fans can pressurise the controller in London. We have sent our history of Nightmare, and we will soon be sending a quest, like those at the back of the Nightmare books.

DAVID BRADSHAW & STEPHEN WILSON, SURREY

Surely it's telepathy, the big campaign to pressurise those controllers begins on page 24!

I'm sure the readers will agree your Nightmare history is excellent. Can't wait to try the quest.

Dear Eye Shield,

The fanzine has been brilliant so far. Issue 3 is the best the lot. I couldn't find the word "MEDUSA" in the issue 2. Is this a red herring or what !?! **CHRIS GRIFFIN,**

BRISTOL

Erm...what can I say ! I've looked at the wordsearch, and I have to admit that I cannot find the word either.

Sorry folks!

Dear Eye Shield,

In response to the letter in issue one, I think series four onwards were the better series', although I was only 6 when Nightmare began and I was petrified of the Automaton this may have affected my views! However, I do feel that the reach wand ruined the atmosphere in series 8 as it was too clumsy. I also think Igneous was the best wall monster, whilst Golgarach and Brangwen's faces were unrealistic. Wasn't the Brollachan a wall monster? I liked him. but he wasn't mentioned in your list of wall monsters. **BEN HAUGHTON, BERKSHIRE**

My favourite was series 3. I feel that series 4 was too samey - a period of transition perhaps.

As for the Brollachan...hmmm - see page 2 !

Hugo Myatt Interview

As promised in Issue three, I can once again offer an interview with one of Nightmare's star actors !! Following hot on the heels of David Learner, you can now enjoy an Interview with arguably greatest star - Hugo Myatt, who of course played Treguard, and has the distinction of being the only actor to feature in every single episode of Nightmare. Therefore, it is with great pleasure to introduce this interview with the man himself. Many thanks must go to Hugo for his kind and helpful

agreement to the Interview.

Having had nearly 2 years to calm down, how do you feel about the disappearance of Knightmare, and how did you first react?

At first, I was gobsmacked! Now I feel desolate and very sad. Apart from losing a very enjoyable job, I find it difficult to explain the demise of Knightmare to the often repeated question of why? Of course I can explain that in the nature of television nothing lasts forever and its best to go out on a high. Television depends of new ideas, and will feed on them ruthlessly. If it didn't we would all still be watching Muffin The Mule. However, this explanation does not seem to satisfy diehard Knightmare fans.

How did you first get the part of Treguard?

The short answer is that Tim Child asked me to play it, for which I am eternally grateful for eight wonderful and exciting years. In fact, I was privileged to be involved almost from the start. Tim and the team needed to make a short, not to be transmitted, pilot to demonstrate that the concept could be made to work, and I was lucky enough to be invited to take part in the experiment. When Tim explained it to me I didn't understand a word, but being an actor, I nodded my head at everything he said. Fortunately he took me on trust and once we began watching, it all became clear. In the end, we actually made two pilots before the first series was commissioned.

Did you consciously make Treguard more "dungeoneer - friendly" with each new series?

That's not really how it happened. Like all drama, it has to have conflict or at least some sort of threat. In the early series' there was no 'Arch-Villain' and because of that Treguard had to be rather ambivalent so that you weren't quite sure whether he was good or bad. Later he was joined by Pickle and through their banter you were able to discover more about the sort of character that he was and the emphasis changed to a fight against evil. Finally came the introduction of lord Fear who personified the wickedness and allowed Treguard to identify wholeheartedly with the powers of good.

Does any one quest stand out as a favourite for you?

I can't really answer this in the same terms as the question because I did not experience it in quite the same way as the viewer. Each 16 programme series was made in under five weeks of intense concentration with new teams coming and going before we'd hardly got to know them. I don't remember individual quests as such, just the highlights and calamities.

What was best and worst about your time at Knightmare?

Personally I didn't have any worst times as it was all too intense and exciting. The highs and lows that happened were due to two things - the technology and the Adventurers, and both were inter-related. Let me give you examples. Our creative team who dreamed up the scenarios were absolutely brilliant and so were the technical team (often the same people) who made them happen. Sometimes they set themselves a target that seemed impossible to reach, causing a lot of nail-biting and angst, but in the end they achieved it. Only once can I recall a scenario that was tries but couldn't be made to work. This brings us to the teams of adventurers, who would sometimes be brilliant, and when this was matched to an equally brilliant scenario the result was of course mega and everyone in the studio got very excited. This was one of the highs.

Another memorable moment was when a very demure and ladylike girl dungeoneer first entered the dungeon. After walking straight into a wall she uttered the most unlady-like expletive which had to be quickly edited out! In terms of low points, just imagine a really duff team encountering a superb scenario, and blowing themselves out before it even gets going. All that creative brilliance gone for nothing! That was a low.

Were you initially apprehensive about working with children?

No, I was once one! In fact, my first job as an actor was in Children's Theatre, which ment going into schools performing shows for all age groups - anything from nursery rhymes to Shakespeare. I have played in 26 pantos, and that's certainly playing to children. Some people think actors ARE children. However, Knightmare did teach me that come children were simply there to be on television, others were clever but dull, whilst others were exciting to watch. Knightmare was a terrific game, but you have to remember that, as a TV show, its ability to excite viewers was paramount.

Have you kept in touch with any Knightmare stars, and who was your favourite other that Treguard?

I keep in touch from time to time, but acting is a very nomadic life which means moving on all of the time, which makes it difficult. My favourite Knightmare character was Festus.

Does any one series stand out as being more enjoyable, or more difficult than any other?

Not in retrospect. At the time, each new series seemed more exciting and challenging that the one before, but that was because the programme grew dramatically in scope and scale.

Did you receive fan mail from Knightmare viewers, and are you still recognised in the street?

Yes, I received a huge amount of mail. Some of it is very complimentary, some quite nutty! I am recognised less now that Knightmare is no longer on ITV, but more often now that it is on the Sci-Fi Channel.

Are any of the puzzles the result of suggestion by yourself?

None at all.

What have you been up to since Knightmare ended?

Directing and acting in theatre mainly, although I have done shows for The Disney Channel, and recently for the BBC Zig-Zag series. Outside of work, my main hobbies are motorcycling and sailing.

How does stage work compare to TV work such as Knightmare?

Theatre is much harder work and the conditions are competitively primitive, but the advantage is immediate feedback. You know instantly when it is going well, and that gives you a buzz.

Have you any plans or burning ambitions for the future?

None. Any plans I make always seem to be abandoned. My burning ambition is to

play Captain Haddock.

THE END

A huge thank you once again to Hugo Myatt, who was most helpful and willing to spare his time for all you readers. look out for more interviews in the future!!!

A History of KNIGHTMARE

As yet another new feature begins here within the pages of The Eye Shield, I must thank David Bradshaw and Stephen Wilson of Surrey who have sent in their interpretation of Knightmare's history. Unfortunately, as they were mere youngsters, their efforts begin with Series two - the first one they can remember! Perhaps we could include a summary of Series one in issue five, if any of you readers feel up to it. Anyway, enough introduction - let us begin!...

SERIES 2: The very first room contained a magic ball which turned into a spinning choice of rooms. The dungeoneer would pull a lever, which would halt the spinning, and send them into one of the rooms. Amongst these was the inside of a huge mouth, with two tonsils as exits. Another room was Lilith's palace where you had to charm her for a path to let you across. One room had a bomb which was about to explode, often you had to use an egg timer to stop it. The final room of level three involved running through a continuously chopping guillotine with your life force at a critical level.

I (David) can specifically remember one day in my first year at school when my teacher had a go at me about something, and while I waited for my punishment I thought "Oh well, at least it's Monday. Knightmare later!". Yes, Knightmare was on Monday then. And don't forget the level 3 Cavernwights ! 1988 saw two winners - Mark, who freed Gretel the Maid, and Julian, who retrieved the Talisman. The first Knightmare book - "Can you beat the challenge?" was released this year.

SERIES 3: 1989, series 3, I remember more than some of the more recent series' which is strange. The first room was all green, and involved throwing a dice across a table, making three doors appear, one would sometimes have a quest symbol above it. Another level one room was the quicksand room, which came straight after the room which uses to feature Ariadne's web. There were two exits, one near and one far, although you were often chased by Mr. Grimwold, goblins, or worse. In fact, the very first quest of the year ended in quicksand!

A vivid memory of series 3 would have to be the long corridors with doors on either side, and often with the haunting sounds of footsteps behind you, knowing you were being chased.

The corridor of the catacombs had a new feature in level one this year. A wall would close in on you from the far end, and at one point a team had to use a GHOST spell to pass through the wall. Also remembered are the two wall monsters of the year, particularly Brangwen - the female one. At the end of level one was a wellway, which was once a cauldron with gold required to drop into it, and to change it into what was necessary.

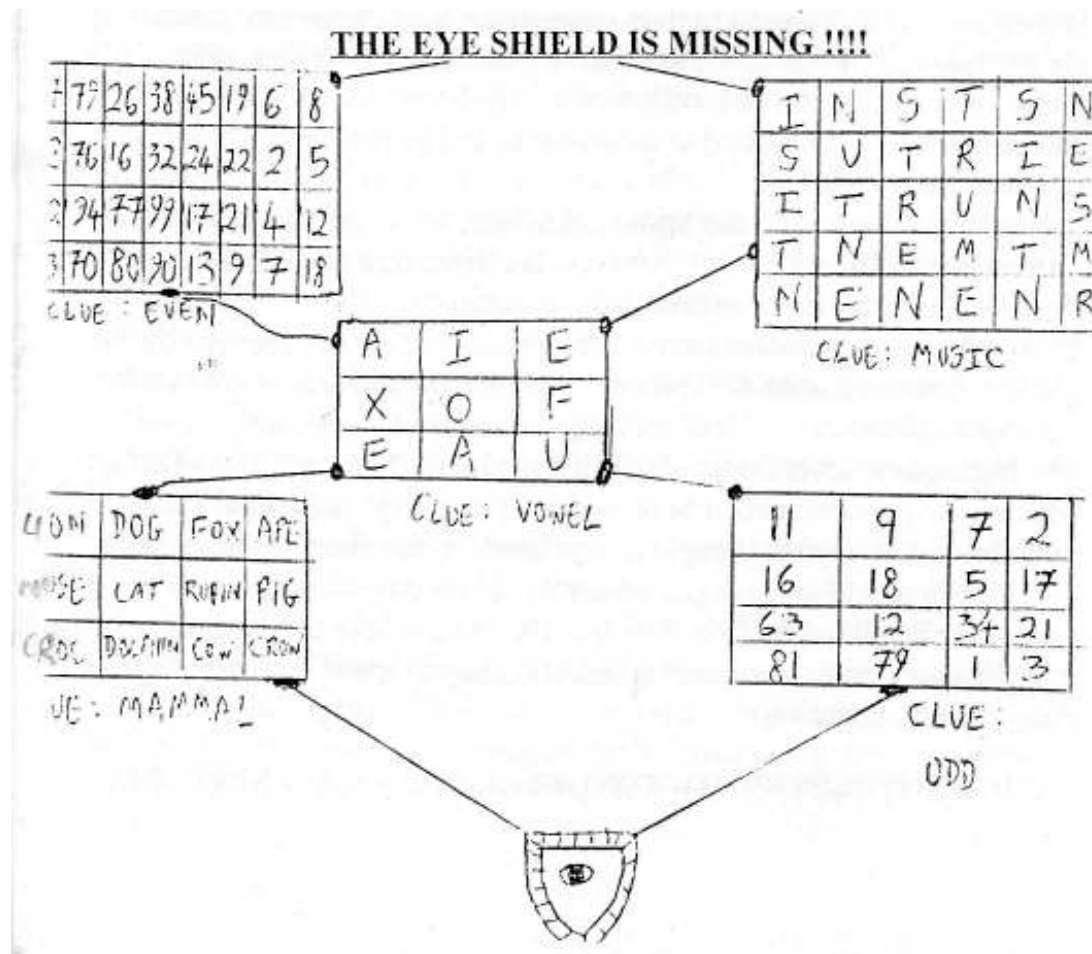
In level 2 you landed on the Spindizzy wheel, or occasionally on some turning cogs - The Mills of Doom. On the Spindizzy you had to leap off the wheel at your choice of five different exits.

There were also mountain caves, where you were always pursued by goblins. Someone once walked too near the edge and took a long walk off a short platform! The big room in level 2 was Merlin's steps room (see page 16 - Paul), where a dungeoneer named Scott had missed a step, and had to jump over the gap. Everyone thought he had made it, but then he toppled and fell. Merlin would give magic, which would be important to your passage to level 3. Also in level 2 was the room where the spears stretched out and touched each other, but also stretched back - giving the dungeoneer a slight gap!

DAVID & STEPHEN'S REVIEW CONTINUES INTO SERIES 4 NEXT TIME!

Puzzle Page 2

Here we are with the second of three puzzle pages to be found within this issue. Robert Nowlan of Essex has devised a maze of tricky challenges - all you have to do is solve a puzzle, then follow one of the paths to the next one, until you can finally retrieve the lost Eye Shield ! To solve each puzzle, simply find the path through each of the letters, numbers or words by using the given clue. Easy once you get the hang of it ! Answers on page 30, but no cheating!



Adventure Time

As promised in the last issue, I have endeavoured to speed up the adventures of David, as there have been very few 'adventures' up to now. As well as my own contribution, Chris Griffin of Bristol, and Tim Morris of Stoke have helped to create this latest instalment here in The Eye Shield ! Don't forget to send in your version of the next chapter, but for now - Game On !...

If you can recall, issue three saw David reach the level one clue room - presented with a choice of a dagger, a gold bar, and a mirror potion. The clue from the wall monster was to 'reflect her gaze'.

David instantly realised that the mirror potion would be needed, and also took the dagger. Treguard frowned slightly and reminded the team of the rules of the dungeon. However, the team simply took this as a hint for which direction to go, and exited through the right hand door.

The next room was dominated by a huge bomb in the corner with the fuse already lit!



"Chamber mined!" urged Treguard. David hurtled past the bomb, and passed through the doorway in the opposite wall.

David had reached a pathway which stretched along the side of a large mountain, and presented a rather scary drop on the right. As David made his way along the path, he suffered the unfortunate experience of bumping into Fatilla. Immediately, the team feared the worst - knowing they had left behind the gold. "Use your wits team" said Treguard. Majida was less optimistic - "No gold, no quest - you are dead"....



David was alert, and decided to try and trick Fatilla. "Look" said David, as Fatilla began to advance.

"Here I have a magic potion, and it is worth lots and lots of money !". Fatilla was bemused and snatched the bottle.

"What's it do ?" muttered the barbarian.

"It can make you invisible" said David "and then you can steal food from people".

Fatilla liked this idea and smiled at David. "You can go past friend" he said, and in doing so, he uncorked the bottle, and began to pour the potion down his throat.

Suddenly, Fatilla became quite distraught, as the mirror potion began to take effect.

"Aaaargh, it's 'orrible, it's terrible !!!" growled Fatilla, as he began to see mirror images of himself ! David stood and watched in amusement, until one of his team took charge

"David, we'd better get out or he'll turn on you !" They guided David through the portal, and into the next chamber.

"The wellway !" cried Pickle. "Level one is complete !"

Indeed, there was a large wellway in the corner of the rather grey, empty room.

However, as David began to move forward, a loud hissing noise filled the room. An image of the Medusa formed in the far wall.

"Warning team !" urged Treguard "the Medusa is a fatal enemy - you must use something to reflect her gaze !".

Majida spoke with great distress "The mirror potion ! Eet ees gone !"

Within seconds, David and his guiders were turned to solid stone. The dungeon bell tolled once again, as yet another quest came to a rather grim end. Treguard undertook the formalities "Spellcasting.....D.I.S.M.I.S.S...."

Pickle looked on sadly as the team faded away. However, Majida seemed rather more

optimistic -

"Come on, cheer up you two ! Another team is ready to begin !..."

"Enter stranger !" called out Treguard, as the next quest was about to start.

The next dungeoneer went by the name of Jill, and their quest began with a simple room of four doors, each bearing a different quest symbol. The team selected the quest for the Shield, and soon enough their challenge was underway....

Level one offered an immediate test for the team, as they encountered Mildred in the dungeon kitchen - hunched over a bubbling cauldron. Disturbed by Jill's footsteps, Mildred's beady eyes darted across the room. "Aah !" said Mildred, sniffing loudly, "hello there little one". Jill greeted her uneasily, before Mildred shuffled across the floor, to examine Jill more closely. The witch stood before Jill, and muttered to herself.

Jill decided to be friendly with the witch, and asked in her most polite voice "Could you help me please?". Mildred appeared to take no notice, and shuffled back over to her cauldron in the middle of the room. "Only if you help me" she squealed, before laughing, and jigging around the bubbling cauldron. "I want you to find something for me, from that horrible wall-face-monster !". Jill listened carefully.

"I want you to find me a simple rabbits foot, so I can put it in my recipe. Will you do this for me, little girl?". Mildred leaned her face very close to that of Jill, causing the dungeoneer to back off in disgust. After some consultation, Jill agreed. "Ha-Ha !" squealed Mildred in delight. "What a clever little girl you are !". Mildred hunched over her cauldron, before standing up straight, and declaring "I will give you a spell for being such a nice spell. "The spell is called "SHRINK". Jill thanked the witch politely, and as she left the room and wondered if every chamber would be quite as disgusting!

Majida was concerned "Should we be making agreements with witches like that".

Treguard was less worried "On, I wouldn't worry too much Majida - the witch is harmless enough, besides - that sounds like a useful spell..."

Jill next found herself in a large chamber, with two doors, one on the left hand wall, and another on the right.



Standing on top of a wooden table in the centre of the room was Motley the jester. Motley, upon seeing Jill enter the room, launched into his typical display of mad wit and tom- foolery, Eventually, Motley stopped by the fireplace at the back of the room, and posed a riddle.

"Beyond the door to your right, you'll find the all monster in all her might..... To the left was once the well, but it ain't there now! Don't ask me what they put there instead". Although a far from poetic riddle, the team had little difficulty in understanding it. They knew what Mildred had asked then the clue room, and because of that they decided to head right - provided that Motley was right! Motley waved to

Jill and returned to the table, while the team guided Jill through the right hand door. Sure enough, the team appeared to have entered the clue room - indicated by a broad table in the centre, on which lay a variety of objects. The room itself was tinged with a orange glow, a large bare wall at the far end seemed to be waiting for an opportunity to change into an almighty wall monster! In the meantime, Jill made her way over to the table, to take a closer look at the objects on offer. "There it is I" cried Pickle" It's the rabbits paw !". However, as Jill stood, the far wall had completed its change....

WILL THE TEAM SURVIVE ? DON'T MISS ISSUE FIVE !!!!!

The Bravest Quest - Part One

Yet another brilliant Knightmare story begins here, within pages of The Eye Shield.

Jonathan Lee of Merseyside has written "The Bravest Quest", an exciting tale, which sees the fantasy world of Knightmare become all too real for two unsuspecting schoolboys!

The first part of the story is featured here, whilst the story shall continue in issue five, and conclude in issue six. Thanks to Jonathan for his efforts - let's hope more of you do the same!

Let the story commence !

It was getting dark, and Chris and Paul were walking home from school. They decided to walk through the park that day, as they thought it would be a short cut.

After about half an hour. they both began to get worried as it was getting darker. As they approached the river Paul said "Did you hear that noise?!" Chris said "It was probably just an owl or something".

They carried on walking along the river bank when they heard the noise again, although this time it was extremely loud - as if someone had turned their music to full blast. Both of the boys were now very worried, as it was also pitch black, so they ran to the nearest tree and rested for a bit. Chris leaned against the tree and felt an uncomfortable bump sticking out through the bark. He turned around and tried to pull

out what looked like a stone wedged into the tree. but as he did, the ground they were both standing on began to give way. They both screamed for help as they were swallowed up into a huge hole, but it was to no avail.

The boys seemed to float through the air for several minutes. before landing below, without too much of a bump. As they tried to work out where they were, a voice spoke out.

"GREETINGS! It has been a long time since any one tried the quest for the Sword - Good Luck!"

Chris was petrified "That voice belongs to Treguard!". Both were fans of Nightmare, and it suddenly dawned on them that they were now in the game that they had only seen before on the telly!

Both were scared out of their wits, and they took some time to recover, before they decided to set off down a long corridor. There was a faint light in the distance, which allowed them to see along the narrow, gloomy passage.

They had travelled about half way along when the light faded, and to move. Suddenly, a blade whizzed past Paul's head I Eventually flew past, and this continued to happen every ten seconds. Chris and Paul dodged each blade desperately. They had seen many people's quests end here, but by lying down flat on the floor, each blade completely missed them.

Despite their successful tactic, they were very relieved when the blades stopped coming, and they dashed through a door in the right hand wall.

"Do you think we should stop and head back ?" asked Paul. "Not a all" said Chris.

"I think we stand a very good chance of defeating Lord Fear!"

The boys soon reached a market square, where a man began to call them over. As they walked towards him, he introduced himself. "Hallo, my name is Rothberry, and how may I be of service to you?"

"Well, my name is Paul and this is my friend Chris, and we are on the quest for the sword, Can you offer us any advice?"

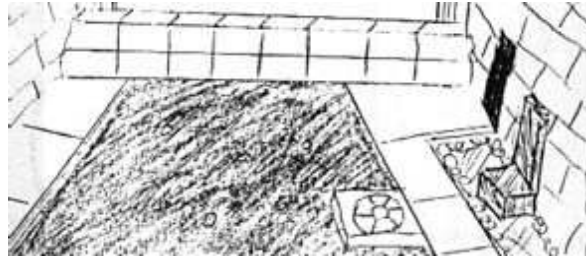
"I see" said Rothberry "Well. I might be able to help you a bit. I found this Spyglass earlier today and I will give it to you if you can name the dragon found at the end of level one". Chris answered quickly "Why that's easy ! It's Smirky!.

Soon, they left the square - as Chris happily clutched the spyglass. However, when they looked through it, they saw something that would make for them to reach the sword.....

END OF PART ONE! What an ending ! - don't miss issue five if you want to find out what they can see in the spyglass!

Remember This.....?

Series 3: Merlin's Throne Room: Level 2



Throughout the early years of Knightmare, a meeting mid-way with Merlin in level two was always a pivotal feature of any quest. However, this chamber from series three proved to be the only throne room which required further skills even after reaching the room.

As shown above, the throne room was predominantly nothing! As if suspended inside a vast expanse of blackness, the rest of the room incorporated various narrow ledges and windows, as well as (of course) Merlin's throne.

The challenge posed by the chamber involved creating a sufficient path for the dungeoneer to cross the chasm, and to reach the magical step which would summon Merlin to his throne.

Naturally, this was simple in theory, yet tricky to execute. Crossing the chasm involved the magical calling of three 'steps' - gradually forming a precarious path. Creating the steps simply involved calling out a word, or performing a simple action - such as a throw or even a song. Knowledge of these steps had to have been earned at various stages in the quest prior to this point.

Perhaps some of you can recall Scott and team, who tragically failed to obtain one of the steps. A desperate jump looked to be enough, until a fatal slip meant a large fall! After enduring the heart - stopping stumble across the path, the team would be regarded with ward congratulations from Merlin.

However, hard work would begin again quickly, as Merlin would test the team with two tricky questions. Only 100% success would be enough to earn one of Merlin's spells.

Then, and only then, could the team finally leave the chamber with a chance of succeeding in their quest....

Perhaps this review does not do justice to the significance of Merlin's throne room. Certainly, the physical challenge offered here was basic enough, yet the sheer importance of this chamber can not be underestimated.

Merlin's magic was *always* vital for the completion of level two, without it the team might as well say goodbye there and then.

However, this chamber is also partly responsible for one of Knightmare's more agonising unsolved mysteries. At the very end of series three, Chris and team earned a "Flight" spell from Merlin. Bearing in mind, these were times before the advent of Smirkernorff. I can recall my fascination as to how this spell would work. Typically, the entire series ended in the very next chamber - leaving this seven year mystery still unsolved!

Perhaps we could ask Merlin - if only we could find his new throne room!.....

Difficulty: 3 - Easy, three short steps, and a two mere riddles!

Killer Instinct: 2 - One fatality - although you need to earn a spell.

Gore Factor: 4 - There would appear to be quite a large drop.

Fairness: 9 - Once the steps were understood, there were a few problems.

Art Desk

OK, confession time now I'm afraid. As I write (or type), I have just finished searching through my pile of contributions for the fanzine. I could only find one picture for this section that was small enough to fit on the new page layout.

I'm sure you'll agree it is very impressive, but unfortunately there was no name attached, which means I'm not exactly sure who drew it! Whoever is responsible for this picture, please let me know. I'll print your name in issue five!!! By the way, a message to all readers, please remember in future that the fanzine is now smaller, so draw your pictures accordingly!



Classic Quest

Welcome to yet another brand new feature which will hopefully become a

regular part of your all new Eye Shield! *This is just a quick in introduction to explain all....*

Basically, "Classic Quest" is a detailed review of an individual team's journey into Nightmare - with information on the team members at the start - speaking of which, let's start NOW !!!

The Team: Ross Dennis (dungeoneer), Gavin Twigg, Fu Wung and Shezhad Khan
The Quest : To free Mellisandre

As this is the first classic quest review, I felt there could be no better way of beginning this new series than with a review from the epic series three. In my opinion, the third series was by far the best series, and I doubt this will ever change. Anyway, as you can see above - this is a review of Ross and his teams thrilling quest. I can vividly recall watching this whole quest back in 1989, and I can assure you it was very very scary indeed.

Strangely, this team never really struck me as being anything special. Indeed, you could say that they were rather lucky to blunder through much of level one, although to be fair they became better and more confident as their their quest developed. Still, enough of my opinions, here are the facts!

Level One: In only his second room, Ross was quickly drawn into a game of hide & seek with Mellisandre - however, Melly's bidding place was far from devious. The teeter found her in the very next chamber, standing in the middle of the room, on top of a huge trapdoor. Sure enough. the trapdoor opened, meaning a huge fall for Melly " The team later encountered Brangwen in the clue room. After answering 2 out of three correctly, the team learned that their quest was "to free the maid that was your playmate". Ross was also told was the first step was the handshake, and was advised to collect a fishing rod plus a rotten egg from the clue room, leaving behind a red gem. The egg soon came in handy. as they used it to upset the stomach of the serpent whose mouth they had previously blundered in to. Meanwhile, the rod was also invaluable - the team came across a room with no doors, and only a huge pool of water. Using the red, Ross was able to fish out a handy door, through they made their escape. Elsewhere in this level, the team solved a riddle from Motley to earn a BIG spell, which they used on Ross when faced with Olaf. The Viking guard soon departed when Ross became a giant!

Even the wellway chamber was struggle for the team, as they limped to the end of level one. The guiders' view of the room Was impaired by a grid, with letters to form an anagram of 'THE MAID'. After much thought. the team cracked it, and were quick to disappear down the well into level two.

Level Two: As with most quests in this series, Ross landed on the 'Spindizzy' at the beginning of level two. With five doors surrounding the rotating disc. they elected to go through the door featuring a symbol of Mellisandre above it. Ross later learned that the third step was the crown - from the bizarre crow on a perch! After negotiating the corridor of spears moving in and out, Ross arrived in Merlin's throne room - and successfully invoked the three steps he had been given to reach Merlin's throne. Merlin had to cast VIM to restore Ross' fading energy, and Ross returned the favour by answering correctly both of Merlin's riddles. This was enough to earn the spell 'TWIST'.

Another close escape followed this chamber, as Ross entered the Corridor of the Catacombs', in which two goblins lay in wait at the opposite end. Immediately they began to scuttle towards Ross, who was swiftly guided through a doorway on his right. and along a king red dwarf tunnel..

The tunnel led to an upside down room, leading to the obvious decision to cast 'TWIST', thus presenting doorways for Ross to leave by. However, as he departed, the crazed Scotsman - McGrew charged towards Ross threatening to kill him - believing he was a 'Campbell'. Ross pleaded his innocence - leaving McGrew feeling very guilty. Guilty enough. in fact, to offer companionship to Ross through the rest of the level. The pair of worthy questing men (!) reached a narrow bridge - upon which stood the imposing figure of a monk, although the voice of the monk sounded worryingly like Mogdred.

McGrew could not resist insulting the man who blocked their path, and he was promptly turned into a toad, before Mogdred departed into echoes of mocking laughter. The team, by this point, were becoming more confident, and quicker of thought - they immediately dis-spelled leaving McGrew grateful as well as guilty!! Next came the inevitable cavern series - always at the end of level two in this series, and unfortunately always infested with goblins! As Ross collected the letter 'F' - the first letter of 'FREE', McGrew fought off two magical ghost swords. At this point a pack of goblins began to advance, as the pair hurried away - reaching the final chamber of the level.

As always, the final chamber featured a minecart on rails - but blocked by a force field. Ross enlisted the help of McGrew for the final time, by asking him to push him through the forcefield, while he sat in the minecart. With a mighty heave from McGrew, Ross surged into a very long tunnel - lit by flickering, burning touches. The tunnel appeared to be endless, until - with a mighty crash - Ross landed safely (?) in level three...

Level Three: Treguard gave the team an ominous warning of the perils lying ahead in level three. No sooner had he spoken, when two skull ghosts began to circle Ross, hurrying the team into guiding Ross through the left hand door, noting the trail of bones leading into the right hand exit!!

Immediately, level three offered a tough challenge to the teams. With the evil image of Morghanna looking on from the darkness, Russ was faced with an extremely narrow, winding path leading to the only exit - at other side of the vast chasm. Morghanna began to speak, and wasted no time in promising death for Ross, before unleashing a flashing haunted axe in Ross' direction. The team wasted precious seconds in trying to spot an easier exit to reach, before realising they would have to negotiate the pathway. Fu was given the task of guiding Ross, which he did very well albeit slowly!

The axe remained a threat, and as it closed in on Ross, he was hurried just a fraction, and strayed slightly from the path. Suddenly, Ross had strayed too much, and he dropped agonisingly down into the chasm, only inches from the door. His quest was over.

SUMMARY: A good team, perhaps lucky however as they were often hesitant. Having said that - level 3 in a tough series, cannot be ignored.

TEAM RATING 7 out of 10

LEVEL REACHED Level Three

ROOM COUNT 23 Rooms and 7 dwarf tunnels

Lord Fear's Adventure

Jake Collins of Harpenden has penned an absolutely enormous Nightmare story. The first part can be found here across three pages ! However, there is much more to come, in the next few issues!

It was a rainy day in Longhorn. Snapper-Jack and Lissard were having a riddle contest. Naturally, Snapper-Jack was winning.

"Er....., who has eight legnesses and lives in the dungeon ?" was the best that Lissard could muster. Snapper-Jack smirked

"You're obviously not very good at this, are you ? The answer is obviously Ariadne !"

"Yes it is" moaned Lissard. "But here is a riddleness you'll never get !"

"Huh, I doubt it !" retorted Snapper-Jack. "Okay then, let's here it."

"What is it that but for one letter would be everything there is? The more you take away from it, the bigger it gets."

Snapper-Jack was puzzled "That's impossible" he said "you have to add to things to make them bigger."

After much thought, Snapper-Jack gave in, and he eventually said

"I don't know, Lissard. What is it ?". Lissard was delighted "It's a hole !"

"How does that figure ?"

"The one letter is 'W'; as in 'The Whole World', and if you have a small hole in the ground, more digging makes it bigger."

"I still don't get it" said Snapper-Jack. "After all, you have to add SOMETHING to make ANYTHING bigger."

"Quite right !" said Lissard "And in this case you are adding more empty space !!"

"Very good Lissard" came the voice of Lord Fear.

"Your Lordness ?". The far wall began to shimmer and the somewhat skeletal figure of Lord Fear strode into the room.

"Lordness ! What are you doing here ?" asked Lissard.

"I'm here to tell you to stop this stupid game and GET ON WITH YOUR WORK !!!!!"

"At once sir" said Snapper-Jack, and he and Lissard scuttled off to Marblehead....

...."Stupid fools! said Fear to himself. He decided to go and have a chat with Maldame. He was scraping the barrel a bit for people to talk to, as all of the interesting people had left long ago. Maldame liked to chat about how she had improved Linghorn since she had taken it from Lord Fear. He would have enjoyed a chat with Aesandre, or even Greystagg on a good day. He would never admit to anyone - not even himself - that he actually enjoyed a chat with Aesandre, or even Greystagg on a good day. He would never admit to anyone - not even himself - that he enjoyed talking to Lissard.

" I wish I could go back in time and see some of my old fr..., I mean allies again! thought Fear. As he spoke, a force field began to form around him. He soon realised he was trapped, and couldn't escape.

"Spellcasting..." he thundered "E-S-C-A-P-E". A flash of light brought him into the Great Hall of Nightmare Castle, still trapped by the force field. Merlin and Treguard were looking at him.

"See, Lordness. My trap has netted a fine fish!", said Merlin, mocking Lissard.

"What is the meaning of this?!" demanded Fear

"Well" said Treguard "You've spell-trapped so many people in your time, we decided it was your turn. So as you can see, we unleashed a powerful spell to make this forcefield. You can't escape it, no matter how you try - we have the power, not you."

"That's right" added Merlin "and I'm considered pretty hot when it comes to the old magic, and pretty cool when it comes to the new magic as well. Lord Fear, you are at our mercy!"

"This is an outrage!" thundered Fear. "What are you going to do with me?"

"We shall give you your wish" said Merlin. "We are going to send you back in time to meet some of your old allies. And some evil characters destroy the greatest power ever to grace the dungeon?" retorted Fear.

"You'll be surprised " said Treguard. "Anyway, I'm the greatest power in the dungeon ! , Now then, spellcasting... D"

"You'll regret this Treguard !"

"U..."

"And you Merlin !"

"N..."

"You'll both be sorry !"

"G..."

"Lissard will save me !"

"E..."

"He'd better save me !!!"

"O..."

"He'll pay for this !"

"N."

" HELLLLLLLLP !!!!!!!"

No sooner had Treguard completed his spell, when Fear was whipped away in a magical wind. "Now let's see how Fear deals with our old friends" said Merlin.

"Yes" said Treguard. "It should be a lot of fun !"

Fear was surrounded by darkness as he fell down a hole, wondering what fate awaited him. He landed on a ledge in a cavern, a serpent's head hewn into the rock face to his far right. It appeared to be the only way out. On the ledge opposite him lay a sleeping woman. There was a distant trickling sound of water which seemed to be coming from the depths of the chasm before him. Lord Fear gave a faint cough to wake the woman.

"Who's there ?" groaned Lillith. "Another intruder, or is it you Treguard ?"

"I'm not Treguard" said Fear. I am Lord Fear, the most evil fiend in the dungeon.

Why, are you a friend of Treguard's ?"

Lillith laughed and sat up on the ledge. "Hardly !" she replied.

"We can speak on good terms, but we have our differences. Big differences !"

"Really ?" said Fear.

"You are like me in that case ! Lord Dunshelm and I are enemies too". Lillith's ears pricked up

"Interesting" she said. "And your name is.....?"

"Fear" he said. "Lord Fear." He was beginning to take a liking towards this mysterious

woman.

"I didn't catch your name ?"

"I am Lillith" she said, beginning to take a liking to this mysterious man.

"You really must come over here and speak to me further."

Lillith raised her arms, and called out "Rock to rock and stone to stone, span the cliff and cross the zone !"

END OF PART ONE

DON'T MISS ISSUE FIVE ! WILL LILLITH HELP LORD FEAR ??????

Bring Back Knightmare!!

(Reminder Note: This article was written back in September 1996)

Welcome all of you to what will hopefully prove to be a very significant article. As the above title shows, I am attempting to start a campaign against the narrow minded individuals who decided to stop commissioning Knightmare. On this page you can find an explanation of what exactly happened back in 1994 as well as an address for the accursed controllers themselves ! Also, I have included a small plea for you to 'do your bit' for the campaign. Remember, this affects you all - so please read on

The first doubts about Knightmare's future were cast early in 1994. I can personally recall making several anxious phone calls to the Broadsword Television, as they awaited a decision on the possibility of an eighth series of Knightmare, Finally, they got the go-ahead with the restriction of a reduced 10-programme series. As 1995 dawned, it quickly became clear that Knightmare may well have closed its dungeon doors for the last time. Soon, the decision was final - a new series of Knightmare would not be made, although a satisfactory reason was not given.

Incidentally, the Knightmare fan club closed down soon after this, leading to the birth of this very fanzine! Later in 1995, Knightmare fans received some positive news when The Sci-Fi Channel announced that all series would be repeated on cable.

Obviously, there was still a demand for Knightmare, which may well mean that a new series would not be definitely be ruled out. However, this will require a lot of persuasion in the right places!

The story of Knightmare's demise is a sorry one. Few children's programmes have ever reached such peaks of originality, quality, and sheer excitement. Indeed, few children's programmes have ever attained regular viewing figures of 4-5 million, every week!

Perhaps it is unfair for us to judge, but can you honestly imagine there being so many disappointed viewers if just one of CITV's many cartoons was taken off the air to be replaced by Knightmare. There are far too many cartoons on CITV as it is, so at the very least Knightmare would provide some desperately needed variety!!!

Mere repeats on Cable TV are not nearly enough. There is a definite place for Knightmare to return to its regular slot on terrestrial television. However, it will not be easy to simply click our collective fingers, and demand the return of Knightmare. If

we can all work hard, and be as persuasive as possible, I am convinced that we may make a very positive difference.

This is where I must appeal to each and every person who reads this fanzine, whether you bought it, or if you are just reading someone else's copy (traitor!!!). Every single person counts, and the more people that get involved, the more chance we have of really making the controllers sit up and take notice!! All I ask of every reader is for you to write to the children's controller at the address on the left. Tell them why Knightmare should return, tell them what it is about Knightmare which makes it so good. Tell them anything at all, but please do make the effort - a stamp only costs 20p. If you receive no reply, write again - keep pressuring them into action. Of course, this is all worthless if only a few people make the effort and write. Literally everybody needs to write, and make their point as clear as possible.

If you receive a reply, write and tell me about it - I would be most grateful for any updates on everybody's progress, if things are looking good I will include a report in the near future. In the meantime, please take note of this article - and get writing NOW!!

Don't Miss Issue Five!

As always, I can promise more delights in the next issue of The Eye Shield! The next issue will be available from December 1st, and I can promise it will be well worth buying. Not only will it be a Christmas special issue, but I will also be able to celebrate 1 year of The Eye Shield. It may be even as long as 32 pages again, although this does of course depend on how many people send in their contributions!

Furthermore, you really cannot have any excuse for not buying issue five, as you can either buy it when it comes out, or you can now subscribe, and receive the next four issues I (See page 32!)



So far, I am pretty hopeful of yet another exciting, exclusive, excellent interview in time for the next issue. As well as that, there will be the continuation of the features beginning in this issue - namely, The History Of Knightmare, The Bravest Quest, and Lord Fear's Adventure! There will be an update on the Bring Back Knightmare campaign, as well as all of your usual regulars, letters, puzzles and the all-new Classic Quest series !!! To buy issue five, simply send 5Op + an A5 SAE with a 40p stamp - or just send £1, which will include postage. Please make all cheques payable to 'Paul

Mcintosh', and send all payment, or contributions to the address below! Can you really afford to miss issue 5? Not if you like Knightmare!

Puzzle Page 3

Welcome once again to the world of Knightmare puzzles, for the third and final time in this issue!

As with the previous two puzzles, the answers can be found on page 30.

This time, the wordsearch is provided by Ben Maydon of Enfield, Middlesex

The task is quite straightforward - simply find names of every wall and tree monster, oh and the Brollachan too!!!

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

Remember Her?

Series 3: Morghanna: Level 3

Yes! I'm sure you've noticed that for the first time ever this feature includes the word "Her", rather than "Him". Yet, from all of the female characters to walk the dungeon floors, I have chosen one who made no more than two appearances in Knightmare! "Why?" I hear you ask - well the answer is quite simple Morghanna, despite her brief stay Knightmare Castle, will remain one of the most ruthless characters ever witnessed by Knightmare viewers.

Due to the short nature of Morghanna's stay reign in level three, I should perhaps familiarise you with her role within the legendary depths of level three.

Series three was unquestionably tough. Only three teams reached the third level, and they were possibly amongst the most accomplished teams ever to grace the dungeon.

Unfortunately, two of those teams became sworn enemies at Morghanna's from the very moment they set foot in level three....

Suffice to say, Morghanna personally snuffed out each dungeoneer in her first meeting with each.

Morghanna also carries further significance in that she became the first of three female partners for the chief bad-guy in Knightmare's history.

In series four, Mogdred was joined by Malice, whilst in series five Lord Fear occasionally paired up with Aesandre.

Natasha Pope, who also played Velda and Brangwen, took the part at Morghanna and succeeded very well, giving the character a sinister evil aura.

This presence first appeared for Ross and team, midway through series three. In case you haven't yet read about *Ross'* classic guest on page 19. I won't spoil this for you by revealing all the gory details.

However, in my opinion Morghanna's finest hour came in her fearsome pursuit of Martin as he reached level three late on in the series.

Gradually, Martin encountered increasingly dangerous obstacles. The tension would grow even further as Morghanna's evil mocking laughter would begin to echo through the chamber. Clearly Martin was being watched and it did appear to unsettle the team.

Soon enough, as if tired of merely mocking. Morghanna appeared in person - her entrance accompanied by a loud crash. As she stood above Martin - naturally dressed in nothing but black - she paused briefly before unleashing a lethal fireball directly at poor old Martin's head - "ooh, nasty" indeed!

In my opinion, Morghanna deserved a much longer run as the queen of level three. A success rate of 100% cannot be ignored.

However, her role will always be remembered as being particularly fearsome, perhaps it is true that the "brightest star shines for the shortest time"

FEAR FACTOR: 9 - Ruthless, mocking, malicious, etc!

HUMOUR RATING: 3 - Ross' helmet was so funny she liked him!

KILLER INSTINCT: 10 - Two encounters - neither dungeoneer survived

OSCAR STANDARD: 7 - Undoubtedly sinister, though possibly overacted?

Puzzle Answers

PUZZLE 1: (Page 4)

Series 1 : Cavernwights, Cedric, Granitas, Guard, Gumboil, Olgarth

Series 2 : Automaton, Ariadne, Cavernwights, Cedric, Guard, Gumboil, Granitas, Igneous, Mogdred, Olgarth, Olaf, Owen, Troll

Series 3 : Brangwen, Cavernwights, Golgarach, Knight, Mogdred, Morghanna, Mr. & Mrs. Grimwold, Olaf, Owen

Series 4 : Ariadne, Dooris, Doreen, Dorkis, Malice, Mogdred, Oakley

Series 5 : Ariadne, Blocker, Lord Fear, Oakley, Sylvester Hands

Series 6 : Blocker, Dreadnort, Lord Fear, Sylvester Hands

Series 7 : Brollachan, Lord Fear, Sylvester Hands

Series 8 : Bhal-Shebah, Lord Fear, Sylvester Hands

PUZZLE 2: (Page 10)

Numbers #1: 8, 6, 2, 22, 24, 32, 16, 76, 62, 82, 94, 70, 80, 90

Letters #1: Follow the letters to spell "INSTRUMENT"

Letters #2: 1, O, A, followed by either E, or U, depending on your path

Animals: Dog, Cat, Dolphin, Cow

Numbers #2: 11,9,7,5,17,21,3,1,79,81

PUZZLE 3 (Page 27)

The words to search for are.....

BRANGWEN

BROLLACHAN

GRANITAS

GOLGARACH

IGNEOUS

OAKLEY

OLGARTH

Acknowledgements

As yet another issue draws to a close, I have to give thanks to another group of talented individuals who have all been invaluable in the long, difficult process that has been Issue 4.

The list of 'workers' follows, and if you want to see your own name on this page - send in your contributions!!!

Editor, typist, designer: Sir Paul Mcintosh

Technical provision: Ray Headley

All-new double-sided printer: Alexander E McIntosh

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Unswervingly helpful TV company: Broadsword Television

Resident artist, Nightmare enthusiast. plate - painter and Starfish: Tim Morris

Sworn Enemies, and angry letter victims : CITV controllers

And there you have it, another issue is almost over. Issue 5 will be available just in time for Christmas on December 1st, so be sure to join in all of the Nightmare festivities.

Thanks for being here yet again - Bye Bye for now from The Eye Shield

Page 32

SUBSCRIPTIONS

At last !! - a chance to subscribe to the worlds finest Nightmare publication !
In recent months, I have been reluctant to offer subscriptions as I was unsure as to how long the fanzine would continue. However, I think it could prove to be a good idea to start a subscription offer, if only because it is very easy to forget about buying the next issue when the fanzine is quarterly.
Therefore, this offer would simply involve paying in advance for 4 issues, after which I can simply send a note to remind you that your subscriptions has run out.
Anyway, enough of this waffling, I had considered some form of free gift to all subscribers, but in the end I decided it would be best to offer a slight discount on the £4 it would cost to buy four separate issues.
As I said, the saving is only slight, but as this is a one-man operation it's all I can afford!
The price of one years subscription is £3.50, which spells a saving of 50p over the year.
If, by any chance, a disaster occurs and The Eye Shield actually stops production, you will of course be refunded for any leftover issues you have paid for. Similarly, if you want to cancel your subscription at any time, you can also be refunded for any issues not received. All subscriptions may be paid for by cheque / postal order only, payable to "Paul McIntosh", for £3.50 thank you very much !