


THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue twenty-nine of The Eye Shield. This issue sees the start of *Knightmare Locations*, a photo gallery of some of Knightmare's real-life locations captured on film by me. This time we journey to Orford in Suffolk for a very modest start to this feature, but rest assured that there are bigger and better photos to come!

Also in this issue, you can quest through the dungeons - and other places - of series 4, remember some of Treguard's best remarks about dungeoneer deaths, and read some of Rowan DT's views about the possibility of Knightmare returning to our screens. My thanks go to Rowan for writing this article for TES, and I hope it will inspire some more of you to send me your own efforts. I welcome any contribution for any section of the magazine, remember. Before you do that, of course, you can read the latest instalments of all your regular Eye Shield favourites.

Challenge question: What is this a list of? Treguard, Gumboil, Sir Hugh and the armoured behemoth.

CORRESPONDENCE

Here is something from Anthony Bannon.

Dear Eye Shield.

I've been a Knightmare fan since I was eight years old. I was glad some years ago when I found the Knightmare website. I love The Eye Shield web issues. The poems and Creature Features are brilliant. I'd like to see the Automatum get a mention. I don't think I was that scared of it, but I worried about what would happen if it caught up with the dungeoneer. I was happy when Karen cast a RUST spell in the final episode of series 2 and put it out of commission. I'm also glad that *Challenge* is showing all the seasons of the show again. I'd forgotten before seeing the first season that Merlin described Mogdred as the dark side of his character. Maybe that's why the same actor played Merlin and Mogdred.

Thanks for all that, Anthony. I'm very glad that you love TES so much. Keep reading Remember Him? and the Automatum will get a mention eventually. It is excellent that Challenge has been showing Knightmare all the way through, as you said. If you're anything like me, you will have changed your entire cable TV package just so you can see Knightmare again even though you have it all on video. I like Merlin and Mogdred and I think it's a pity they disappeared after series 4. I'm sure that the significance of playing the two alter-egos was not lost on John Woodnutt. Thanks again for writing.

Steven Webberley drops me a line.

Dear Eye Shield.

As ever, issue 27 was another fine issue of TES and I couldn't agree more with your collective low-down on the victorious winning teams.

Thank you, Steven. This is the only feedback I've had about my Winners' Gallery section, but I know that not everyone out there agrees with my views on the subject, particularly where Dunston is concerned. If you have some views about Nightmare winners, please let me know.

REMEMBER THIS?

Series 1. Level 2.

THE MOVING KEYHOLE

This challenge featured a room with five doors, all sharing one golden keyhole that moved from door to door with a quick disappearing/reappearing act. It only appeared twice in the programme, for Simon and Danny, but it was quite an interesting challenge, if not a particularly complicated or difficult one. The main part of the challenge was using Casper the key to open one of the doors, assuming that the dungeoneer had picked him up in the level two clue room. Seeing as both Simon and Danny had picked Casper up, they should both have been able to get through easily. Er, shouldn't they?

Simon's experiences were relatively successful. He managed to unlock the central door without too much fuss, following Casper's directions. This door was the easiest to unlock, as the keyhole blinked twice there before moving to another door. Danny, however, took much longer with this challenge. He seemed to experience terrible problems with the task, and Casper summed up the problem nicely: "*Danny... you're too short!*" - **Casper**. As he could not reach the locks, most of Danny's time in this room was taken up with Casper and the advisors yelling desperate instructions at him as the keyhole moved from door to door, and Danny just standing there, completely at a loss. At last Danny seemingly managed to open the central door, but it was a right old farce!

Danny's attempts at the challenge were obviously so bad that the moving keyhole challenge was scrapped. The final dungeoneer of the series, Richard, had a much easier task with Casper in level two - to unlock one single door that was next to a fire exit. Casper complained that the task was too easy for him, but there was worse to come for the little key in the next series as Casper was seemingly completely forgotten about until the penultimate episode of the series, eventually making two short appearances in the final two episodes.

Difficulty: 5 Was Casper a help or a hindrance? I can't decide.

Killer Instinct: 0 Not really a killer; more of a vehicle for Casper.

Gore Factor: 0 If anything, a life force clock running down.

Fairness: 9 Shouldn't have been too much for level two.

ADVENTURE TIME

It's Autumn 1990, and you're about to take another trip through the Nightmare Dungeon. Keep your wits about you and remain true to the Code of Chivalry and you may go far.

1

Treguard welcomes you to another quest through the Dungeon. As you have no advisors to aid you on this quest, he does not blindfold you to the way ahead.

"Be warned, young adventurer, that very little here is as it was before," Treguard says to you. "However, if you are pure of heart and sharp of mind then you may yet be able to match the Dungeon's reflexes. Now, face the Dungeon door and step boldly forwards."

You are in a valley between two mountains. The path you are on leads out to a spinning wheel, and there is a choice of two paths from this. This is the Place of Choice, and you must here select the object of your quest. A symbol adorns each doorway - which of these quests do you wish to follow?

The Sword of Freedom: go to **22**.

The Shield of Justice: go to **33**.

2

Two of the goblins begin to snatch at the gold bar and a fight ensues. The other two, however, are more interested in you. They soon overpower you and within moments

you feel their little teeth biting into your flesh as you are pinned to the ground. Your adventure ends here.

3

"That's right" Mellisandre beams. "Well done."

"Alright, adventurer, fair's fair," Motley says. "Oakley's secret is that his tree is completely hollow - there are no holes in the trunk's bark, but there's nothing inside the old troll at all."

Go to **30**.

4

"Ah, falsehood" Merlin laments. "I can't give you any magic, I'm afraid, but I wish you luck in your quest. Farewell."

Go to **10**.

5

"Jolly decent of you" Gundrada thanks you heartily as she takes the precious metal. "Well, now that I've seen off those goblins for you I'll be on my way. Good luck." Gundrada runs off, presumably to continue her own quest. Well, that's that then. You pass on, empty-handed, to **49**.

6

You emerge into the ruins of a cathedral. You could be forgiven for thinking that it is Castle Acre Priory near Swaffham, but in fact it is the ruins of Dungarth, once a proud palace of men and a sanctuary from the predators of the forest. The way into the cathedral is blocked by four goblins. These creatures are deadly if they catch you, but they dare not enter Dungarth. You'll be safe if you can get past them, but how will you do that?

If you hold up a key and run at them, go to **42**.

If you blow a horn and run past them, go to **20**.

If you offer them a bar of gold as a bribe, go to **2**.

7

You release the prisoner. He stands up with a surprising lack of difficulty. As he pulls his hood off, flowing white hair spills out, framing the face of Merlin, the mighty wizard.

"Ah, thank you very much" Merlin smiles at you. "It really can get quite uncomfortable in those things, I can tell you. It's good to know that you have compassion inside you, adventurer, but if you wish to be successful in your quest you will need more in your repertoire than that. The path now takes you through Dunkley Wood, where a merciless guardian awaits you. I will give you a spell to defeat her,

but first you must solve a riddle. Here it is. What runs but has no legs, and has a bed yet never rests?"

When you have an answer, go to **27**.

8

Ariadne soon catches up with you and leaps onto your back. She pushes you over and pins you to the ground with her hard, leathery flesh. You will at least provide the spider with a hearty meal, but your adventure ends here.

9

You venture further into the woods, but have soon lost your way. You have strayed from the correct path, and will now be consumed by the forest's dark depths. You are at the mercy of the Wildwood, and goodness knows what ancient, evil creature will appear to bring about your end. Whatever the ultimate outcome, this adventure ends here.

10

You climb the steps and leave the room. You emerge onto another woodland path, where the trees are swaying in the light evening breeze. This is Dunkley Wood, a dangerous obstacle that will lead to the third level, assuming that you are well equipped. As you can hear wolves baying in the distance, you hurry on your way. Soon enough, you reach the seclusion of a clearing. The path from the clearing forks up ahead. As you deliberate over whether to turn left or right, Brother Mace enters the clearing and hails you loudly.

"Greetings, bold adventurer" the monk booms jovially. "What brings you to travel on such a dangerous path?"

You tell him of your quest, and ask if he can give you any advice about which way to turn.

"Such matters are not my forte, I'm afraid," Brother Mace tells you. "But I do know that the path you must take to leave Dunkley Wood is a sinister one."

The monk wanders off, laughing merrily to himself. Well, he has given you scant advice, but you must still decide which path to choose.

If you go left, go to **38**.

If you go right, go to **9**.

11

Fatilla sneers at your offering, before doing just as he promised by blipping you and then blopping you. You collapse to the floor clutching your broken skull and your adventure ends here.

12

Lightning flashes and Hordriss crashes into the chamber. The look on his face is not heartening, to say the least.

"We made a bargain, adventurer," Hordriss says accusingly. "And you did not honour it. Doubtless you planned to keep that statuette for yourself and try to discover the extent of its powers. I told you that I would not countenance treachery, and now you will pay the price!"

You start to protest your innocence, but Hordriss snuffs you out with a spell just like that. Perhaps you would have got away with something like this in two years' time, but right now Hordriss is just as likely to prove your foe as your ally. Your adventure ends here.

13

You are in a large yellow room. The only sight to be seen is Hordriss the Confuser, who is sitting at a table and writing in a large book.

If you approach Hordriss, go to **44**.

If you leave the room without speaking to him, go to **28**.

14

"Malefact! Malefact! Malefact!" you call.

Hordriss crashes into the chamber and strides up to you.

"Ah, you have kept our bargain" he says approvingly. "The statue, if you please."

You hand him the goblin statuette, which he accepts gratefully.

"I thank you" Hordriss bows. "And now I will keep my side of the agreement. We must be brief, however, for something most powerful is about this place and discretion demands one's absence. Your reward is called STORM. It may serve you well, but serve you only once. And now, one simply must fly."

The warlock flounces off. As he has taken the goblin statue, you may like to choose another object to replace it - the other items are a silver bar, a green gem and a spanner. When you have done this, go to **46**.

15

The ferryman accepts your payment and punts you slowly across the moat. When you reach the castle, he motions for you to get out of the boat. You climb onto the bank and enter the Tower of Time through a small door in the stone wall. Welcome to level three. A flight of steps leads you back down into the Dungeon, where a circular clue room awaits you. You examine the table and find a green gem, a spanner, a bar of silver and an ugly little statue of a grinning creature. Decide which two of these you wish to take.

Now, if you are ready to leave the chamber, go to **31**.

If you have other business to attend to first, go to **37**.

16

Gundrada is very grateful to you for rescuing her. She picks up her sword, Slash, from the floor and hefts it before her.

"Thanks, adventurer" Gundrada gabbles at you. "As you've no doubt guessed, I'm Gundrada the sword mistress. I follow my own quest, but for as long as my path and your path lie together I'll keep the beasties off your back. Let's go."

You will find that Gundrada is now willing to accompany you on your quest, but she might well desert you if the going gets too tough or she gets bored. Go to **35**.

17

Malice says nothing, but disappears with a wan smile. You are left to try your luck on the conveyer belt. When you have been trundling along for about fifteen minutes, you eventually realise that the corridor is endless. Looking around you, you see a hole in the floor to your right. If you can jam something in there, perhaps you can stop the conveyer belt. What will you use?

A goblin statue. Go to **41**.

A spanner. Go to **24**.

18

"How dare you?" Oakley roars. "Little Acorn is not illegitimate! You will pay for that slander, miscreant!"

Oakley extends his branches and pulls you slowly - painfully slowly - into his gaping maw. Your adventure ends here.

19

Fatilla accepts the gold without a word and waves you past with his club. Counting your blessings, you plunge down the well to **45**.

20

The goblins are deafened and confused as you rocket past them. You soon find a way into the castle through a darkened door, and emerge into the wellway room. Unfortunately, Fatilla the Hun is waiting for you on the well steps.

"Hold it there, young dungy-thingy," Fatilla slurps unattractively at you. "Nobody gets by when Fatilla the Hun is on guard. Now, give us what you've got or first I will blip you and then I will blop you!"

If you offer him a key, go to **11**.

If you offer him a bar of gold, go to **19**.

21

"Aye, that's the one" Oakley intones. "You may pass, adventurer. The doors ahead are open, but not unguarded. Good fortune in the greenwood, but mind where you step."

Oakley's face disappears. You can now choose your two objects - out of the horn, the key and the gold - and pass on to **6**.

22

The wheel wobbles a bit as you tentatively cross it, but you manage to reach the door with the Sword above it. Note the codeword ATTACK and then go to **13**.

23

"Well, alright then" Gundrada agrees, handing you the gold. "I suppose that's fair. Well, now I've saved your life and paid you for your services, I'm going to get back to my own quest. Good luck."

Taking the gold with you, you pass on to **49**.

24

The conveyer belt grinds to a halt. Fortunately, there is a small door to your right, through which you exit. You are now standing on a narrow bridge made of stone. As you begin to cross it, a large transparent image of Malice's head appears to your left.

"I will give you one more chance," Malice says threateningly. "You will be allowed to live if you now pledge yourself and your endeavours permanently to me alone. Do you so pledge?"

If you say yes, go to **50**.

If you say no, go to **34**.

25

"Sorry, that's not the correct answer" Mellisandre informs you. "You'll still have to face Oakley, though - you'll just have to guess his secret." Go to **30**.

26

Malice screams with rage as a black storm cloud appears above her and strikes her with a bolt of lightning. She disappears, leaving behind her a shrill echo of her rage. You can now leave this chamber, victorious over your greatest foe.

If you have the codeword ATTACK, go to **48**.

If you have the codeword DEFENCE, go to **29**.

27

The correct answer is *river*. Because he is feeling charitable today, Merlin will also allow *stream*, *brook*, *spring* or *water* as answers.

If you answered correctly, go to **32**.

If not, go to **4**.

28

You leave Hordriss to his own devices and walk out of the room. It takes you into the Forest of Dunn, where the purple twilight leads you along an overgrown path. You eventually find yourself at a tumbledown building. As there is no way to skirt around it without straying from the path, you may wish to enter through the open door.

If you enter the building, go to **51**.

If you want to try your luck in the woods, go to **9**.

29

You are now in the final chamber. There is a goblin statue before you, which has a gleaming shield on its arm. As you retrieve the Shield of Justice, there is a tremendous explosion of light and you hear Merlin's voice booming through the chamber:

"Spellcasting: U-N-I-T-E."

You are back in the Great Hall of Knightmare. An excited Pickle runs up to take the Shield from you, as Treguard and Merlin congratulate you heartily on your victory.

"You have proven equal to the Knightmare challenge" Treguard commends you. "Walk from my halls as a champion of chivalry!"

Well done, but are you up to the rigors of series 5? Come back next issue to find out.

30

As Motley and Mellisandre seem to have nothing more to say to you, you leave the Crazy Heifer. Back in the woods, you come to a clearing where there is a large oak tree dominating the glade. There is also a small tree stump on which there are some objects: a key, a bar of gold and a horn. Before you can take any of them, a large and ancient face forms on the oak tree. You have met Oakley, the grumpy old tree troll.

"Leaf mould! It's a thief!" Oakley exclaims. "Stand still, thief. You may only pass this place by proving your intelligence. I have been standing here since time immemorial, but I have a secret that none may see or tell from my appearance. What is it?"

You must provide an answer to this, or Oakley will certainly destroy you. What will you say?

"You have an illegitimate son." Go to **18**.

"You are frightened of squirrels." Go to **36**.

"Your trunk is hollow." Go to **21**.

31

If you have the codeword BARGAIN, go to **12**.

If not, go to **46**.

32

"Truth accepted" Merlin smiles. "Well done. As a reward, I gift you the spell HIBERNATE. Now, farewell."

Continue on your way to **10**.

33

The wheel wobbles a bit as you tentatively cross it, but you manage to reach the door with the Shield above it. Note the codeword DEFENCE and then go to **13**.

34

Malice causes the bridge beneath you to crumble and start to fall, so you have to run hurriedly to the exit. You now stand in another round blue chamber with a single exit. Before you have time even to think, Malice crashes into the room in a flash of lightning.

"Enough!" she roars. "I lose patience. Contrary to your beliefs, this is not a game. You thwart me, and so I destroy you!"

You must act quickly now or Malice will do as she says. Do you have the magic you need to defeat her?

If you can cast the STORM spell, go to **26**.

If you do not have this spell, Malice burns you to a crisp with her evil magic and your adventure ends here.

35

As you leave the chamber, the goblin horn sounds again. You hurry up a stairway into the level two clue room, where purplish light streams in through a small window to reveal a bar of gold on the table. Before you have time to grab it, four goblins come scurrying into the room.

If Gundrada is still with you, go to **52**.

If you foolishly abandoned the sword mistress, you are defenceless against the goblins' attack. Perhaps next time you will show more compassion to those in need, but this adventure ends here.

36

"How dare you?" Oakley roars. "To think that I would be afraid of a stupid rodent - the thought is preposterous! You will pay for that slander, miscreant!"

Oakley extends his branches and pulls you slowly - painfully slowly - into his gaping maw. Your adventure ends here.

37

If you have the codeword BARGAIN, go to **14**.

If not, you must now leave the chamber. Go to **46**.

38

The path brings you to another clearing, but this one is ominously dominated by a large spider web that hangs between the trees. There is a portal visible about one

hundred metres away from you. As you start to sprint towards it, the horrifically enormous body of Ariadne, the giant tarantula, scuttles speedily into the clearing behind you. You have no chance of reaching the door before she catches up with you, so let's just hope you have the weapon you need to defeat Ariadne.

If you can cast the HIBERNATE spell, go to **43**.

If you do not have this spell, go to **8**.

39

"Very well" Hordriss nods with a flicker of a smile. "Call me when you have the statuette. My calling name is Malefact; call three times and I will appear. And don't forget to remain true to your promise, for one cannot countenance treachery."

Note the codeword BARGAIN and then go to **28**.

40

"You must be joking!" Gundrada laughs. "You'd be in pieces within minutes. Look, I've repaid my debt to you, so now I'm off. See you."

Gundrada takes the gold and runs off, presumably to continue her own quest. Well, that's that then. You pass on, empty-handed, to **49**.

41

The conveyer belt does not stop moving. To make matters worse, a circular buzzsaw blade comes whirring down the tunnel towards you. You manage to avoid it, but you cannot possibly hope to keep it up forever. Your adventure ends here.

42

The goblins swarm around you and within moments you feel their little teeth biting into your flesh as you are pinned to the ground. Your adventure ends here.

43

The magic causes Ariadne to drop immediately to the forest floor and sleep soundly. You do not wish to hang around any longer, even if your adversary is hibernating, so you run to the exit. You emerge onto the banks of a wide moat that leads over to a colossal fortress. This is the Dunswater, and it bars your way to the Tower of Time, the gateway to level three. A cowed ferryman waits in a rowing boat and calls out to you gruffly.

"Deep is the Dunswater, and cold," the ferryman states. "The fare for the crossing is silver or gold."

If you have a bar of gold, go to **15**.

If, however, you cannot pay for your ride, you are forced to remain in Dunkley Wood forever, where your likely fate is far too horrible to describe. Your adventure ends here.

44

"Ah, at last" Hordriss says approvingly as he sees you approaching him. "Please, sit down."

You sit on a stool opposite the warlock. He continues writing for a few seconds before looking at you with an amused expression.

"Well, adventurer, you needn't bother to explain yourself - one is fully aware why you are here" Hordriss is at pains to assure you. "But if you wish to reach level three and redeem something, you don't stand much chance without my help. But then, of course, one does desire something in return. Upon the path which you follow lies a small goblin statuette. It is not the prettiest of items, but it should prove most useful for a certain spell one has in mind. If you agree to redeem this artefact for me, I will reward you with magic. Well, do you accept my pact?"

If you agree, go to **39**.

If you decline, go to **28**.

45

You are in a room with four windows and a door to your left. Gundrada the sword mistress is here, trapped in a set of head-and-hands stocks. As she waves to you, a hunting horn blares through the room.

"I say!" Gundrada yells. "You over there! Are you just going to stand there and watch me suffer? Let me out of here and I'll help you in your quest."

She nods towards a sword that is lying by her side.

"How will you help me?" you ask her suspiciously.

"With old Slash there, of course" Gundrada answers as if you are a simpleton. "Undo the catch on this thing and I'll come along with you, and chop off any heads that want chopping! What say, bargain?"

If you agree to this, go to **16**.

If you leave Gundrada where she is, go to **35**.

46

You are in another circular blue room. This one leads into a corridor that has a conveyer belt for a floor, and it appears to be the only way out. As you approach the belt, a large transparent image of Malice appears before you.

"Welcome, dungeoneer" Malice says insincerely. "Welcome to my kingdom, for Malice is now the undisputed queen of the lower level. Only my subjects can progress beyond this point. You do, of course, wish to become one of my subjects?"

This sorceress has you at something of a disadvantage, and you will have to reply to her in some way.

If you say yes, go to **50**.

If you say no, go to **17**.

47

"Sorry, that's not the correct answer" Mellisandre informs you. "You'll still have to face Oakley, though - you'll just have to guess his secret."

Go to **30**.

48

You are now in the final chamber. There is a goblin statue before you, which has a jewelled broadsword clasped in its grip. As you retrieve the Sword of Freedom, there is a tremendous explosion of light and you hear Merlin's voice booming through the chamber:

"Spellcasting: U-N-I-T-E."

You are back in the Great Hall of Nightmare. An excited Pickle runs up to take the Sword from you, as Treguard and Merlin congratulate you heartily on your victory.

"You have proven equal to the Nightmare challenge" Treguard commends you. "Walk from my halls as a champion of chivalry!"

Well done, but are you up to the rigors of series 5? Come back next issue to find out.

49

You are in a pink room with a barred well in the centre and a small staircase leading to a door. In a set of feet stocks sits a forlorn-looking figure in a brown sackcloth robe. Although his face is completely covered, he seems to be aware of your presence.

"Have pity" the stranger implores you. "Pity a poor prisoner unjustly held. Help me!"

Is this some evil monster in disguise, or are his pleas genuine? Dare you risk the continuation of your quest to help this robed stranger?

If you release the prisoner, go to **7**.

If you would rather not risk it, go to **10**.

50

"Very well" Malice agrees amicably. "Your first directive is to die!"

She fries you with a spell and your adventure ends here.

51

You enter the building. Once inside, you realise that it is the Crazy Heifer Inn. As you begin to push your way through the drunken crowds of woodland-dwellers, you are approached by Motley and Mellisandre.

"Hello, traveller" Mellie says pleasantly. "Please, take a seat."

You allow Mellie to sit you down at a table. While she prepares some bread and ale for you, Motley speaks to you.

"I suppose you're one of those travellers who comes in here penniless, aren't you?" Motley sniffs. "Well, it's bad for business, but the landlord is no friend to me anyway.

But listen, adventurer - if you can prove your worth, I might just tell you Oakley's secret."

"Ooh, are we setting a challenge, Motley?" Mellisandre asks eagerly.

"Yeah, but I'll ask the question, thank you" Motley glares. "Now, erm, let me think for a minute..."

"Spear-scarred and weary of war" Mellisandre cuts in. "And no balms could heal these wounds."

Motley glares at Mellisandre, but joins her in looking at you expectantly for an answer. Well, what will you say?

Sword. Go to **25**.

Shield. Go to **3**.

Warrior. Go to **47**.

52

"Oh good, goblins!" Gundrada cries with relish. "Just the sort of exercise a girl needs. Don't worry, dungeoneer - I'll soon see to them."

Gundrada uses her blade to drive the nasty critters away. Then her gaze falls on the gold bar.

"Ooh, gold!" Gundrada exclaims. "I'll have that, if you've no objections."

If you allow Gundrada to take the gold, go to **5**.

If you offer to fight her for it, go to **40**.

If you tell her that she should present it to you as a reward for rescuing her, go to **23**.

PUZZLE PAGE ONE

Treguard is the character responsible for all of these quotes, but whose death is he talking about? Name the series, episode, dungeoneer and cause of death.

1. "Now it's time for you to join _____, but not, I'm glad to say, down in the pit where you dropped him."

2. "Just in case you didn't realise, team, that wasn't a shooting star. It was your friend _____ taking the big leap."

3. "If only you'd gained some of Merlin's magic, then you could have made the spider hibernate."

4. "A slip for _____, team, and now the rest of you must fall with her."
5. "You chose the right path, but you didn't stay on it!"
6. "It's easy to see where you went wrong, team. You were told to be an amber gambler!"
7. "It was squares, not steps, that fed the combination!"
8. "FLOAT spell or no FLOAT spell, there was only one way down to level three and you didn't take it."
9. "What a shame you didn't take the comb when it was so obviously needed."
10. "The situation called for defensive or offensive action. You did neither, and turning the lantern off did not save _____ from the guard."
11. "The armourer's gauntlet could have saved you, but the secret of its use you never earned!"
12. "It's the only sure way to get rid of a goblin and get back your dungeoneer!"
13. "Rotten luck! A fifty-fifty chance, but without the full reward from correct riddles you chose left when right was right."
14. "A fatal error of timing I'm afraid, team; and now it's time for you to leave us."
15. "The ring wasn't for selling, girls; it was for using! And if only you'd used it, you'd still be with us."

REMEMBER HIM?

Series 1/2. Level 1/2.

GUMBOIL

Edmund Dehn played the Dungeon guard with the large spot on one cheek. Gumboil could commonly be found guarding doors, wellways or bridges, and he was never prepared to let anyone pass readily. Like most Dungeon guards, however, he could often be won over by a bar of gold, tricked or incapacitated with magic, or satiated with a password. However, failing any of these options, Gumboil was always prepared to use his large two-handed sword to dispatch any intruders. Luckily for the dungeoneers, however, he never managed to bag himself a victim.

Gumboil suffered from a serious alcohol problem, the result of which was that the knight made his last two appearances on Nightmare whilst drunk. These scenes include the now famous incident involving Folly's Sorcerer's Stone trick during Julian's quest, and a later altercation with Casper the key and dungeoneer Steven. The scene with Julian, Folly and Gumboil is undoubtedly Gumboil's longest ever appearance on the show, and the one for which he is perhaps best remembered. As we all know, Folly managed to convince Gumboil that he had been given a valuable magic object that was completely invisible to all but the cleverest people. Well, the old ones are always the best, aren't they?

Other memorable Gumboil scenes include his very unsuccessful battle with Cedric in level two during Mark's series 2 quest, and the knight's outrage when dungeoneer Danny used magic against him twice within three rooms during series 1. Having used a spell from Lillith to make Gumboil itch uncontrollably, Danny soon used another spell from Cedric to knock him out. Scenes such as these really did set Gumboil up as something of a joke character; he was not a very effective guard, anyway. However, he would certainly have killed if the team had not been equipped to deal with him.

Fear Factor: 3 He was mostly too much of a joke to be scary.

Killer Instinct: 2 He would have killed under the right circumstances.

Humour Rating: 5 Up for a laugh when intoxicated.

Oscar Standard: 7 Hammed up very nicely.

CLASSIC QUEST

Series 4.

Quest: The Cup.

Dungeoneer: Giles.

Advisors: Robin, Andrew and Brett.

Home town: Somewhere in the New Forest, Hampshire.

Team score: 7 out of 10.

Another high-quality quest from series 4, which concluded this series in a most memorable manner.

Level One: A slightly wobbly trip through the Place of Choice leads to the chamber of Dooris. A score of two out of three riddles is enough to earn Giles passage into level one. The first room features Merlin, disguised as monk trapped in the stocks, which is one of the wizard's favourite pastimes this series. This time, however, a key is needed to release Merlin, which Giles agrees to find and collect. Merlin directs Giles into finding the eye shield under an orange cloth, and then Goody, the witch, turns up with her magic broom and chases Giles out of the chamber.

A walk through the Forest of Dunn leads to the Crazy Heifer, where Motley is entertaining the punters. After a quick chat with Giles, the jester gifts the team the spell DASH. This is needed back in the woods, as Giles is pursued by a band of goblins. After escaping this threat, Giles arrives in Oakley's glade. Giles and the team answer all three of the tree troll's riddles correctly, and Oakley gives Giles some information that leads him to collect a bottle labelled *Sniff* and a spanner from the tree stump.

Giles then meets Mellisandre at Dungarth, and the dizzy maiden mistakes the dungeoneer for an assassin. When a real assassin turns up, Giles and Mellie both make speedy exits. Giles then has a second encounter with Goody, who sends him on a ride on the conveyer belt. The spanner is required to bring the device to a halt, and then Giles exits into the wellway room. Fatilla is on guard here, but the *Sniff* bottle incapacitates him enough for Giles to sneak past and go down the wellway, into level two.

Level Two: Giles releases Gundrada from the stocks and she fights off an armoured behemoth for him. An encounter with a very drunk Brother Mace gives Giles a *Joker* card (although it's almost a Three of Hearts) before he reaches his second door monster, Doorkis. Yet again, the team answer two out of three questions correctly and Giles progresses to Dunkley Wood. Here Giles enters Ariadne's glade, where he picks up a bar of gold. The card is played when Ariadne arrives, and Motley magically appears. He uses his wits to ridicule the giant spider until she retreats, and Giles moves on to the Dunswater. The ferryman accepts the gold as payment for a ride to the Tower of Time, where Giles walks down a staircase and into level three.

Level Three: Giles finds Merlin's key in the clue room. He calls Merlin, who crashes into the picture for his only level three appearance in series 4. Merlin congratulates Giles on honouring his bargain and rewards him with the spell TINY. Further challenges see Giles running past two skull ghosts to reach the Corridor of Blades, where he very nearly gets sawn in half. A brief meeting with Mogdred follows, which results in Giles running along a falling bridge to the relative safety of the Block and Tackle.

Once things start to move, Brett starts to guide Giles in a most haphazard and alarming manner, which Treguard, Pickle and the other advisors find very amusing. Giles then arrives at the Transporter Pad, where the season ends. Treguard brings Giles back to the antechamber with the spell UNITE, and then Merlin appears in the Great Hall of Nightmare, making his final appearance on Nightmare to wish everyone a very merry Christmas.

Summary: An intelligent and enthusiastic team, whose quest was cut short by the end of the series.

OUR TIME IS NOW

By Rowan DT

A few months ago, I was working as a boom operator on a short film for a director friend and I saw something that fundamentally proves that the time is right for Nightmare's return. I've written in these hallowed e-

pages before about how a new series of Nightmare may not be quite up to par with the original, but on the whole it'd be a good thing to have Nightmare back on our screens. And, as I'm about to show you, now is the time.

We were shooting out in Surrey and, as I was being driven down there by the sound designer, I noticed something incredible in her car. Zippy, the zip-lipped yellow character of Rainbow fame, was sitting on her dashboard spewing out pleasant fresh smells and I couldn't believe my eyes. Rainbow ran from 1972 to 1994, and I can guarantee you that at absolutely no time between 1972 and 1994 could you buy a Zippy air freshener for your car, even though the loveable scamp was regularly on television entertaining children.

So why is it that now, ten years after the show came off the air, you can buy ridiculous merchandise based on one of the characters? The answer's actually pretty simple, and it's the same one you'd get if you were to ask why you can see Nightmare (a show that came off the air ten years ago) every evening on Challenge TV, or why you can go into any video shop and buy a Rainbow video, or The Magic Roundabout, or even Dogtanian and the Three Muskehounds.

Why can you go into a games shop and buy a collection of eighties arcade games for your PC? Why can you get emulators that let you play games on old computers that went bust in the nineties? Why can you buy T-shirts with pictures of Gary Coleman, Transformers, Pacman and those ridiculous HOME TAPING IS KILLING MUSIC slogans you used to get on LPs?

It's all retro! The people who are buying air fresheners for their cars today are the same people who used to watch Rainbow when they were kids. The biggest videogame market today is the twenty-to-thirty-somethings with disposable incomes - the same people who used to play arcade games in the eighties and computer games in the nineties. People buying DVDs today used to watch Rainbow, Postman Pat, Mister Benn and other such programmes back when they were kids. People like to re-live their youth for all sorts of reasons and the manufacturers are taking full advantage. Why do you think Nightmare is advertised on Challenge as *that eighties cult classic* so often? For the most part, the people watching the Challenge repeats are the same people who watched it on CITV back in the dark ages.

But even the younger generation born in the nineties are getting in on it. The eye-gougingly irritating *Gamezville* (aimed at either pre-teens or the mentally ill, I can't quite fathom it) regularly has a retro spot, talking about games that are practically older than the presenters. Modern mobile phones always have simple, retro games on them and they're getting a revival accordingly. The market for the old stuff is branching out all over the place, so a brand new series of *Knightmare* would have its audience.

In many respects, it's a mixed blessing. A lot of shows and games from that era are far, *far* superior to the stuff they churn out today, so there's no real harm in enjoying it now if you missed it first time around. But it does raise the issue of whether we're just getting bogged down in the past, and there's no real progress any more. *Doctor Who* was around in the sixties, and it's coming back next year. If *Knightmare* were to return, it would need to be markedly different (while keeping the spirit and good points of the original) and handled very carefully if it wanted to avoid getting tarred with the retro brush, and ignored by the pseudo-forward-thinking retro detractors who'd rather play tosh like *Driver 3* (or *Driv3r* if you're an IDIOT) than *Galaxian*.

Tread carefully, team.

Some thought-provoking stuff there, Rowan. About Challenge using the phrase "*that eighties cult classic*", it always seems to me that they say *Knightmare* is an eighties show when they're showing series 4-8, and a nineties show when they're showing series 1-3, which is, of course, the wrong way around! You're right about *Knightmare* having an audience at the moment, of course, but would a whole new series really live up to our expectations? I wonder...

CREATURE FEATURE

Series 3/4. Level 1/2/3.

THE ARMoured BEHEMOTH

This silver-armoured warrior was one of the scare factors in series 3 and 4, and a formidable one. The creature appeared to be human, but its true nature was something never fully explained: *"This warrior is a behemoth and less than human."* - **Treguard**. Possibly this particular enemy was indestructible, as Velda indicated to James in series 3: *"The thing cannot be destroyed; only damaged!"* - **Velda**. Whatever its nature, the purpose of the armoured knight was primarily to scare dungeoneers out of chambers by clanking along after them, waving its large broadsword in a threatening manner. The creature was also sometimes to be seen guarding a wellway or portal and, in series 4, formed part of the challenge at the Transporter Pad.

Prolonged scenes involving the behemoth in series 3 include the creature's pursuit of dungeoneer James in level one, through the valley and the Vale of Vanburn, and Martin's meeting with the knight at the level one wellway. Martin had turned into a ghost at this stage in his quest, and managed to frighten the behemoth away by saying *"Oi! Boo!"* The advisors and Treguard enjoyed this one.

The armoured behemoth was seen far less in series 4. Apart from the three times the Transporter Pad appeared in the programme, the behemoth was only in two other scenes. Early in the series, it was guarding the wellway to level two. Helen II had to outwit the creature by becoming invisible using a magic dagger of darkness. Then, near the end of the series, Gundrada had a brief swordfight with the behemoth after Giles had released her from the stocks. Unfortunately, we never got to see what would have happened if Alistair or Dickon had ended up on the creature's transporter platform in level three. Perhaps Giles would have been the one to show us, but there just wasn't time.

Fear Factor: 6 Definitely a dangerous enemy.

Killer Instinct: 1 Really was only a scare factor or deterrent.

Gore Factor: 4 What really lurks beneath that armour?

Humanity: 7 Less than human, but just how much so?

Pay attention, readers, because this is tricky. For each actor or actress in the table below, you must identify as which character they made their first and last appearances on Knightmare. Print off this page and fill in the table if you like.

Actor.	First character.	Last character.
Bill Cashmore (Snapper-Jack, Honesty Bartram, Bhal-Shebah.)		
Edmund Dehn (Gumboil, Giant, Igneous, Automatum.)		
Stephanie Hesp (Elita, Pixel, Heggatty.)		
Tom Karol (Olaf, Dwarf, Mrs. Grimwold.)		
Clifford Norgate (Hordriss, Owen, Oakley, Smirkenorff, Dreadnort.)		
Natasha Pope (Velda, Brangwen, Morghanna.)		
Guy Standeven (Troll, Granitas, Olgarth.)		
Paul Valentine (Motley, Fidjit, Sylvester Hands.)		
Lawrence Werber (Cedric, Casper.)		
John Woodnutt (Merlin, Mogdred.)		

KNIGHTMARE LOCATIONS
Orford Castle, Orford, Suffolk

Orford Castle. Vital Statistics:

Location: Orford, Suffolk.

Century of Origin: 12th.

Also Known As: Eye shield scenery.

Series featured in: 5.



This is a view of Orford Castle that can be seen through the eye shield, with its flag flying, in series 5.

Next Issue: Castle Rising, Norfolk.

KNIGHTMARE UNIVERSITY CHALLENGE

The questions below relate to creatures and monsters from Nightmare. If you answer the starter for ten points correctly then you can have a go at the bonuses for five each, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. See how well you performed by reading the legend at the very end of this section.

1. Man of bones with blade of steel; only Fear can make you real. (10)

- a. It's less than a man, but more than a goblin. (5)
- b. Floating traces of violent death. (5)
- c. They're blind and deaf, but smell is all they need to find their food. (5)

2. Which famous Nightmare creatures claimed one victim during their six years on the programme? (10)

- a. Which floating ghost killed Claire in series 2? (5)
- b. Which amphibious warriors killed Rebecca in series 8? (5)
- c. Which large man of stone played a part in Ben's death in series 7? (5)

3. Which creature did Greystagg use to block her causeway at the end of series 6? (10)

The following Nightmare subordinates were shown first under the control or charge of which characters? It might not be their first appearance ever on the programme - just their first with a character in charge of them.

- a. Goblins. (5)
- b. Miremen. (5)
- c. Khar the Cobra. (5)

4. Which series 4 dungeoneer was the first to meet an assassin? (10)

- a. Which series 3 dungeoneer had a fatal encounter with an ogre? (5)
- b. Which series 2 dungeoneer was the first to meet a dragon? (5)
- c. Which series 8 dungeoneer was the last to be chased by goblins? (5)

5. Which creature is Treguard describing here? "A sort of troll, only bigger and squashier, and definitely nastier." (10)

- a. "The only thing you can say in their favour is that they're terrible cowards." (5)
- b. "The strands of her web are extremely sticky; if Alistair touches one he'll be trapped forever." (5)
- c. "If they get a grip it's fatal, so keep a good lookout." (5)

Answers:

1. Skeletron. (10)

- a. Hobgoblin. (5)
- b. Skull ghost. (5)
- c. Cavernwrights. (5)

2. Goblins. (10)

- a. Cavernwraith. (5)
- b. Miremen. (5)
- c. Troll. (5)

3. Pooka. (10)

- a. Skarkill. (5)
- b. Raptor. (5)
- c. Mogdred. (5)

4. Alistair. (10)

- a. Kelly I. (5)
- b. Mark. (5)
- c. Rebecca. (5)

5. Mire trog. (10)

- a. Assassins. (5)
- b. Ariadne. (5)
- c. Snapdragons. (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.

Let's travel to the end of series 2 and join Steven and his friends in the Dungeon depths.

From Weston-Super-Mare there came
Steve and chums to play the game.
With the spider they took care,
Then Folly made some kitchen fare.
With Igneous it became clear
That Steve was soon to disappear!
With useful magic talisman,
The glove wrapped up the cunning plan.
The Troll thought he had found a meal,
But Steve sloped off with unseen zeal.
Mildread led to fuse's glow,
Then lasers cracked the floor below.
A key was used to clear the well,
Then down to level two Steve fell.
There he proved Cedric to impress,
And soon was armed for good progress.
Through Ariadne's music hall,
Casper nearly caused a fall!
Drunken Gumboil soon was calmed,
And Steve moved on again, unharmed.
But then, at last, the quest got rough,
For Merlin's riddle was too tough.
Steve blundered onwards, in a mess,
But first, of course, a game of chess.
Then came another Dungeon well,
Just as darkness blackly fell.
Steve was forced to have a sleep,
Another win for Treguard's keep!

PUZZLE ANSWERS

Challenge question:

All the actual knights that appeared on Nightmare!

Treguard's Death Quotes II.

1. Akash. Killed by Lillith. Series 2, episode 7.
2. Simon II. Falling of a cliff. 3, 4.
3. Nicola I. Ariadne. 4, 7.
4. Catherine. Causeway. 5, 2.
5. Jenna. Causeway. 5, 10.
6. Sumaiah. Dreadnort. 6, 4.
7. Naila. Trial by Spikes. 7, 8.
8. Michael. Fireball. 8, 7.
9. Mave. Lillith. 1, 2.
10. Simon I. Gibbet. 1, 4.
11. Martin I. Bomb explosion. 2, 1.
12. Chris III. Blocker. 5, 14.
13. Helen I. Life force. 1, 6.
14. Jeremy. Block and Tackle. 4, 14.
15. January. Sylvester Hands. 6, 8.

Firsts and Lasts:

Actor.	First character.	Last character.
Bill Cashmore	Bhal-Shebah (s8, e1)	Snapper-Jack (8,9)
Edmund Dehn	Giant (1, 2)	Automatum (2, 16)
Stephanie Hesp	Pixel (5, 2)	Heggatty (6, 15)
Tom Karol	Olaf (2, 2)	Mrs. Grimwold (3, 16)
Clifford Norgate	Hordriss (3, 4)	Smirkenorff (8, 10)
Natasha Pope	Velda (3, 1)	Brangwen (3, 16)
Guy Standeven	Olgarth (1, 1)	Granitas (2, 16)
Paul Valentine	Motley (3, 1)	Motley (8, 10)
Lawrence Werber	Cedric (1, 3)	Casper (2, 16)
John Woodnutt	Merlin (1, 3)	Merlin (4, 16)