

THE EYE SHIELD

Issue 1

December 1995

50p

FIRST EVER
ISSUE !!!

DAVID LEARNER
INTERVIEW
PART ONE !!!



FOR



Knightmare

FANS

EVERYWHERE !

Message From Me....

Welcome to the very first issue of "The Eye Shield" ! Who knows, this could be the beginning of a national institution ! I hope you enjoy everything that follows, I would be grateful for any feedback - good or bad ! Don't miss the first part of the interview with David Learner on pages 5 & 6. The interview was an extremely kind gesture by 'The man they call Pickle' , and I am extremely grateful for it. Thank you David !! You will also find "The Dragon Queen" by Catherine Jackson, who also includes her mysterious picture - any guesses ?! More contributions like this please.

By the way, I must apologise for the distinct lack of photographs and pictures in this issue - but actually printing or scanning them is not at all easy. Maybe next time.....

Has everyone been watching the brilliant Knightmare repeats on the Sci-Fi channel ? We don't have Cable, and so far my neighbours' attempts at recording them for me have been disastrous. I hope you had better luck !

How do you feel about "The Eye Shield" as a title ? I think it sounds good, but I also think the Eye Shield spoiled "Knightmare", as nothing ever happened when we looked through it ! Remember to write to me with any opinions on the repeats, this fanzine or anything else. The address can be found on page fourteen. Meanwhile, be sure to keep pestering the controllers at CITV - bring back Knightmare !!!!!

Enjoy the rest of the issue,



Letters Page

This is perhaps the most original feature of "The Eye Shield"..... a letters page ! Basically, every time I receive a letter from a reader I will consider it for this page. Literally everything will be considered, so you can write and tell me about your favourite characters and puzzles, ideas for a new series of Knightmare, as I said - absolutely anything !

The people at Broadsword Television have kindly supplied me with a bagful of Knightmare badges - so I have decided to reward everyone whose letter is printed with a badge ! Every issue I'll keep you updated on which of our readers has won the most badges. So far our leader is Harjinder Lall of Essex who receives a badge for the following masterpiece :

I am writing to express my feelings on the changes in Knightmare from series three to series four. I believe the changes were too sudden - Knightmare was hardly recognisable from the three previous series. Knightmare

lost a lot of the excitement and things like the eye shield seemed to detract from the atmosphere of the programme.

Obviously I have had to edit the letter slightly but I hope you got the gist of the point he made. What do you think about series four ? Do you agree with Harjinder ? Write and tell me what you think !

The address for all letters is on page 14. Get writing !!!!

Remember this.....?

This page will take a look at some of the classic puzzles and traps to grace Nightmare castle. At the foot of the page you will find a 'Marks out of ten' box, so I will explain what each part of the box means...

Difficulty is perhaps obvious - how difficult is it to beat ?

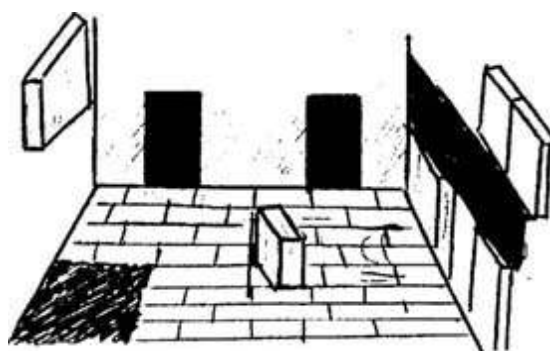
Killer Instinct judges how good the puzzle is at killing off dungeoneers !

Gore Factor tells you how sick you would feel upon seeing a failed attempt to beat the puzzle !

Fairness decides how fair the puzzle is in terms of giving the team a chance to get past it.

Now, lets look back at one of those traps !!

SERIES 4 : LEVEL 2/3 : THE BLOCK AND TACKLE



Surely this room is the most infamous of all challenges to face any dungeoneer ! Although this trap was only featured in series four, I have lost count of the number of hapless teams to reach a grim end in this chamber - so much so, that by the end of the series it had been moved from level two to level three !

In fact, the challenge faced was fairly simple. The team had to merely avoid the collapsing floor on the far left, whilst dodging the odd flying brick which became increasingly dangerous as more and more blocks slid from left to right - and back

again!

Undoubtedly, total calmness was required from all concerned, whilst so many teams seemed to die in a fit of blind panic ! As a reminder, I shall leave you with a final example. Remember Simon and friends from Wales? As an enormous hole appeared on Simon's left, he was guided quite expertly.

"Simon - sidestep to your left.....". Says it all really!

DIFFICULTY: 9 Danger from all angles !

KILLER INSTINCT: 10 The ultimate dungeoneer killer.

GORE FACTOR: 8 Squashed by a block, or stumbling down a pit.

FAIRNESS: 6 Perhaps too much for level two!

DAVID LEARNER INTERVIEW !!!!!

Just in case you hadn't noticed, I have in fact, completed an interview with David Learner , who of course played Pickle in Nightmare !!!!

This interview was the first article I did for the fanzine ; and because David answered in such detail, I have decided to stretch the interview over two issues.



E . S : Did you always want to be an actor ?

D . L : No. I never had that ambition in the true sense of the word. R.A.D.A (Royal Academy of Dramatic Art) was the only drama school I'd heard of, so I applied. Weirdly, they accepted me, but I've had what I think they call a portfolio career. I may no longer be an actor this time next year , though I do seem to have been saying that for twenty years !

What are your hobbies and interests outside of acting ?

I enjoy fine wine, old movies and writing letters of complaint to anyone whom I think deserves them - such as bureaucrats, or people who try to build roads through forests. I write music and have recently acquired a synthesis module which allows my digital piano to produce six hundred different sounds on 64 different channels. I can now re-create the 1812 Overture in the comfort of my own home, with MIG fighters and hydrogen bombs instead of cannons. It's just as well I live in the middle of nowhere !

What was your 'Big Break' into acting ?

Playing Marvin the Paranoid Android in "The Hitch Hiker's Guide to the Galaxy". I'd played him on stage all over the country and in London as well. No one could actually

tell it was me, but I think I prefer anonymity. I've had great difficulty convincing people I played Pickle, because Tula Tuke's brilliant make up changed me so radically.

How did you get the part of "Pickle" ?

I'd played Larry, *another* depressed robot, for Broadsword in a programme called "The Satellite Game". Unless you were one of the lucky few to own a 'squariel' you won't have heard of it, but we made about 36 programmes in all. At the time, Nightmare's producer Tim Child was considering an assistant for Treguard, and as usual in this job I was in the right place at the right time.

Were you aware of "Nightmare" before you joined the cast ?

I'd seen part of one episode. I was hooked and remember marvelling at its sheer originality. I certainly had no thoughts, though, of wanting to be part of it - but that's just because I'm very lazy!

Were you nervous about the infamous problem of working with children ?

Nightmare demanded such high levels of concentration and involvement from the children, meaning fools were not suffered gladly. Without exception the children treated us as professionals, and we treated *them* as professionals. The only contestant tantrum I remember was from a girl who wasn't allowed to wear her favourite shirt on the show. She was GIBBERING with anger! Oh, and the one who believed her radio mike wasn't working, and kept stuffing her T-Shirt into her mouth to be closer to it. I remember the guy on sound wanted to slap her VERY hard, though we usually avoided physical damage to the contestants. Usually. I remember one poor dungeoneer who led his team to a nasty death, only to re-appear the next day to finish the recording *black and blue*! It's just possible his team-mates decided to show their annoyance towards him in a dark alleyway somewhere in Norwich.....

Did your role as Marvin the Android prepare you for Pickle the Elf ?

Marvin prepared me for a lot of people thinking they were the first to say, "Feeling depressed, are you? Eh, eh?", and then falling all over the place at the massiveness of their wit and originality. I decided that Pickle was daft as a bucket, so I prepared for him by watching Sun readers on the London Underground !

THAT'S ALL FOR THIS ISSUE ! MAKE SURE YOU GET THE NEXT ISSUE TO FIND OUT ABOUT DAVID'S TIME AT KNIGHTMARE, HIS THOUGHTS ON KNIGHTMARES DEMISE, THE FUTURE, AND MUCH MUCH MORE !!!!

THE KNIGHTMARE QUIZ !!

I have put together a short quiz which should test even the most hardened Nightmare fan! You can find all of the answers on page 13, and you can

find out how much of a Nightmare boffin you are, with the grades box at the bottom.

- 1. What was the series and year when Treguard first met with an assistant ?**
- 2. Can you name Nightmare's first ever winning dungeoneer ?**
- 3. Name every wall monster ever to grace the dungeon. (Oakley not included - he is a tree after all!)**
- 4. How many winning teams were there in 1989 (Series three) ?**
- 5. Who are the three elves to inhabit Nightmare Castle ?**
- 6. Can you name Mogdred's female partner in series three, and series four ?
(Two different characters)**
- 7. Who was the dungeon 'locksmith' in series seven ?**
- 8. Which inn did dungeoneers often visit in series four ?**
- 9. Name the Ogre and Witch who enjoyed a beautiful marriage throughout series three.**
- 10. Who is the mindless mechanical warrior?**

Check your answers with those on page 13, and see how your mark compares with the table below.

10: A true champion of Nightmare !

8-9: So near, yet so far.....

6-7: You would never reach level three.

4-5: Goblin Fodder !!!

0-3: Call yourself a fan !?!

ADVENTURE TIME !

Believe it or not, adventures at Nightmare Castle are still going on ! No matter what is decided by the @#**%£ ' s at C.I.T.V the dungeoneers just keep on coming to the great dungeon door, waiting for Treguard to invite them into a world of magic and mystery. However, as usual - all of it is mere fantasy, where all you need is imagination - and as we all know, imagination knows no bounds !

This is where I come in - hopefully with a little help from you readers out there ! "Adventure Time" will be an ongoing series, creating the latest goings on in the dungeon, with a typical suspense ending to end each one. There follows a brief beginning to a new adventure which is, of course, open - ended. From then on, *you* have to provide the next instalment. You may decide to kill off the dungeoneer, or you may wish to whip up a glorious victory. It is also possible that I might just print my own continuation of the story (if yours aren't good enough !). Get the idea ? O.K, here goes.....

SLAM! The dungeon door closes behind. A new quest has begun. Fearful, yet curious, David the dungeoneer awaits instructions from his guiders. "Where am I?". David stands in a large, damp chamber with no more than a small shaft of light from above to illuminate the room.

With no apparent threat, David moves forward. "Move no further !" shouts Treguard, "this chamber is far more dangerous than you think!". Suddenly, the room shakes as the surrounding walls begin to move in on David.....

TO BE CONTINUED.....

THE DRAGON QUEEN

Yes, here it is - the first part of the excellent adventure story kindly sent in by Catherine Jackson. I have decided not to interfere with the story at all, so I have printed it exactly as it was sent to me. If you feel that you can match Catherine's achievements don't hesitate to write immediately. Don't forget - the address is on page 14.....

It was a dark and sinister night as Treguard galloped towards Nightmare Castle on his trusty steed. As he galloped through the forest, his heart was beating like a drum. His mind was working over time. He thought that the trees were trying to get him, trying to stop him getting to the castle, but he got through safely. His eyes gocused on the upcoming outline of Nightmare Castle. As he entered the castle courtyard, Pickle was there to meet him:

"Master, Master!" he said, with a sense of urgency in his voice.

"What is the matter with you" said Treguard.

"It's Merlin, he has been trying to get hold of you all day. He's on the screen now!"

"All right Pickle, I'm on my way".

As Treguard climbed up the stairs to the anti-chamber, he wondered what Merlin wanted so urgently. There had been no activity on Mount Fear for a long time. As he approached the screen, a vision of Merlin appeared:

"Treguard, thank goodness you're back. All is not as quiet as we thought".

That's all for this time. Don't miss out on issue two where you will find the second, much larger instalment of "The Dragon Queen". Also, thanks again to Catherine for sending in the story !

Remember Him.....?

As you may have guessed, this page will be similar to "Remember This...." ! Here, I will be looking back at some of Knightmare's most legendary characters, so the title could easily become "Remember Her.....", for obvious reasons !

Once again, there are categories to explain at the foot of the page. Fear Factor - just how scary is the character ?

Humour Rating tells you if the character has a sense of humour or not.

Killer Instinct is the same as it was earlier. How good is the character at killing off dungeoneers.

Oscar Standard decides whether the actor concerned is convincingly realistic.

So, without further delay, here goes.....

SERIES 1-4 : LEVEL 1/2/3 : MOGDRED

Here he is, surely the most frightening character ever to haunt the dungeon. Played by John 'Merlin' Woodnutt, Mogdred appeared to epitomise the general atmosphere of Knightmare's early years. Occasionally you would find him capturing maidens in level one, but Mogdred was far more at home scaring the wits out of dungeoneers foolish enough to encounter him in the lower levels.

There are endless examples of quests clearly thrown off course simply by an eerie, echoing and thoroughly evil cackle from this man. Yet, for all of his threats, taunts, and sneers - Mogdred rarely chose to kill dungeoneers himself, though he did often hurry dungeoneers into a fatal error. In fact, this was the very reason for Mogdred's existence. Children are easily frightened, and this man did so comfortably. Just one problem - the hat spoils the image !

FEAR FACTOR: 10 Literally terrifying!

HUMOUR RATING: 6 A certain sick humour I suppose!

KILLER INSTINCT: 4 All mouth ?

OSCAR STANDARD: 9 Evil personified

THE CRYPTIC KNIGHTMARE WORDSEARCH

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

WORD CLUES

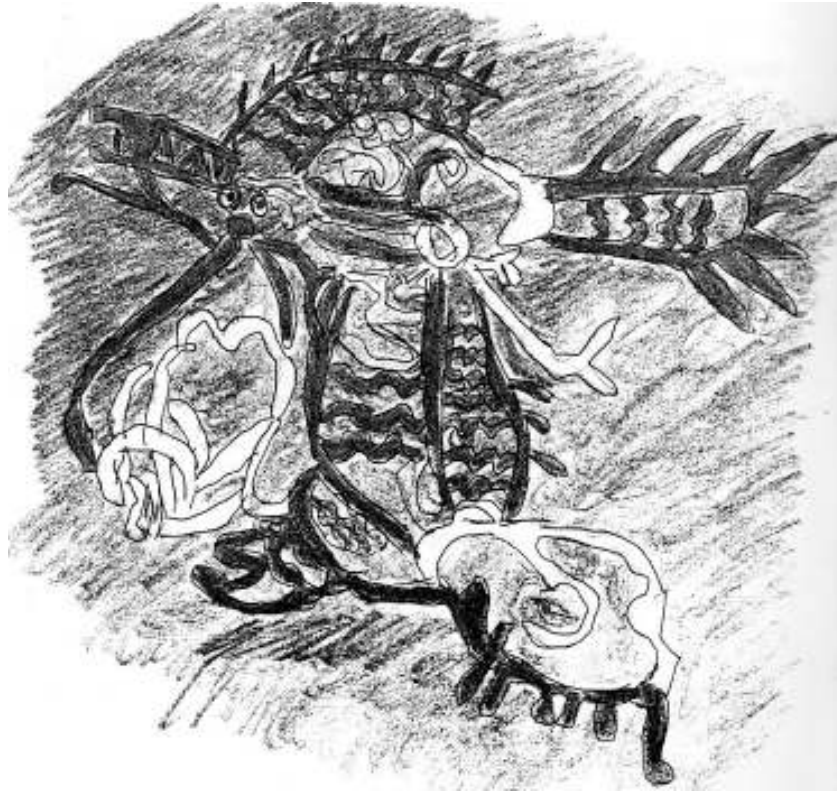
- 1 Treguard's assistant #1
- 2 The original level 3 bad guy!
- 3 The dungeons favourite wizard
- 4 Treguard's assistant #2
- 5 The 'portly' monk
- 6 Jester #1
- 7the key !
- 8 Jester #2
- 9 Mr. Confusing
- 10 Original level 1 sorceress
- 11 Treguard's current arch-enemy
- 12 Rocky wall monster

☹☹☹☹☹ By Richard McIntosh ☹☹☹☹☹

ART DESK

This page needs no introduction. If you have any Nightmare based pictures to send in, you know where to find the address ! Meanwhile, take a look at yet another contribution from Catherine Jackson. As you can see, it is an excellent picture . I won't insult you by telling you what it is !

As a reward for her efforts, Catherine receives a copy of the most recent Nightmare book. Thanks must go to Broadword Television for so kindly supplying me with the book. If you want to win an even bigger prize, don't miss issue two. More about that later.....



PUZZLE ANSWERS

First of all, here are the solutions to the cryptic word search clues given on page eleven.....

By the way - you still have to find the words - I can't do everything for you !

1. Pickle
2. Mogdred
3. Merlin
4. Majida
5. Brother Mace
6. Folly
7. Casper
8. Motley
9. Hordriss
10. Lilith
11. Lord Fear
12. Granitas

Now, here are the answers to the extremely tough Knightmare quiz on page 7.

1. Series 4 / 1990
2. Mark Wickson
3. Granitas, Olgarth, Igneous, Brangwen, Golgarrach
4. None

5. Velda, Pickle, Elita
6. Morghanna (Series 3), Malice (Series 4)
7. Fidjit
8. The Crazy Heifer
9. Mr & Mrs Grimwold
10. The Automaton

I HOPE YOU MANAGED TO PROVE YOUR KNOWLEDGE OF THE WORLD'S
GREATEST TV SHOW. LOOK OUT FOR MORE OF THE SAME NEXT TIME
!!!!

And so we reach the end of the first ever issue of "The
Eye Shield". Obviously there is plenty of room for
improvement, which is why you really should buy issue
two!

I can promise to give you all that you have found in this
issue and much more...! As you may have noticed earlier,
there will be a major competition prize to give away next
time - again kindly supplied by the lovely people at
Broadsword !

Issue two will be available in March - I know it seems a
long time away, but I have my mock A-level exams straight
after Christmas ! Make sure you remember to get issue two
in March - now I'm off to celebrate my birthday !! I will
be 18 on December 4th. Best wishes to everyone and have a
great Christmas. See you next time !!!!

ACKNOWLEDGEMENTS

Special thanks must go to the following people :

Ray, for kindly letting me use his computer
Dad, for photocopying
Catherine, Harjinder and Richard, for contributions
David Learner, for his generosity and help.
All at Broadsword TV for their invaluable support in
gaining readers and supplying all prizes.
Suggs, Madness and Newcastle United for keeping me sane
over the last few months !

**BACK AGAIN ON MARCH 1ST.
DON'T MISS IT !!!!!**