

# THE EYE SHIELD

Issue 9

December 1997

50p



Best wishes from The Eye Shield !  
**BIG ANNOUNCEMENT INSIDE !**  
**ALL OF YOUR REGULAR FAVOURITES**  
**ONE OR TWO CHRISTMAS SURPRISES !....**

## Message from Me...

Hello once again, and welcome to the ninth issue of The Eye Shield !

First and foremost, my apologies for the delays in getting this issue sent out - I am entirely to blame ! I'm afraid I neglected The Eye Shield in favour of the huge pile of studying I have had recently. However, I have been working extremely hard over the past week or two, and hopefully you have received this issue before Christmas. Sorry, once again !

As for this issue...I have tried to include a couple of one-off features once again, which includes me finally getting my audition (k)nightmare of my chest ! There is also an historic moment on page 31, as I finally get round to writing my first story for The Eye Shield. It is the warped result of me trying to fill in the final page at 2am on a Thursday night.

Elsewhere, all your usual favourites can be found. Adventure Time reaches nerve-wrenching proportions, whilst your memory can jog in the direction of the Cards of Chaos, as well as Simon's quest from series 7.

However, the main purpose of this extended feature-length editorial is that I have a rather important announcement. One or two of you know all about this already, but most of you are still blissfully unaware ! Anyway, down to the beeswax...

In a nutshell, this *could* be the last ever issue of The Eye Shield. However, don't panic ! I assure you, this is just a very small possibility at present, but it is a measure I feel I have to take because of the current situation, which I will attempt to explain for you.

Basically, The Eye Shield has always been a *fanzine* - where the ideas, efforts and work of Knightmare fans has been central to everything. Unfortunately, over the past year or so, these efforts have faded so much that I cannot continue to produce 32 pages four times a year. This is particularly important to the efforts of the BBK campaign. I feel that if we are trying to force a change of heart by CITV, we need to show them that there are *lots* of fans pleading for its return. However, the way things are, I feel we are only making things worse, as there simply aren't enough people there to take part. The number of readers drops with every single issue, and I feel that the time is definitely right for a break.

I must stress that at the moment, that is all I am doing - temporarily pausing The Eye Shield. I am convinced I can drum up enough interest to launch the whole thing over again !

Which brings me neatly to the next points I want to make - relaunching The Eye Shield. I have a number of plans, and a definite aim to generate more interest than ever. I am certain there are plenty of Knightmare fans out there ! So, my plan is as follows...

I intend to do all I possibly can, with all the time and (very little) money I can spare, to make people aware of The Eye Shield. I want to get a big fan base together, so that The Eye Shield, and in particular - the BBK campaign, will be stronger than ever before when it is relaunched. I have the chance to feature Knightmare and The Eye Shield on the Internet, I will advertise in SciFi shops and magazines, other fanzines, teletext, and anywhere else I (or maybe you) can think of !

The reason I feel it necessary to stop producing The Eye Shield in the meantime is because I want to devote my time fully towards gaining new readers. Along with my studies, I don't think I could also continue to type 32 more pages every 3 months !

Meanwhile, whilst The Eye Shield is in limbo, I will be more than happy for you to write to me whenever you want, and I will update you on what is going on. I will write to each of you when a new issue is on the horizon - I promise !

So there you have it ! A real Christmas bombshell ! I'm sorry if you feel I am letting the side down - some of you have put so much effort in, and I want to thank all of you for doing so, and for sticking with us for so long. But for now, all I can do is wish you a Merry Christmas, and enjoy issue nine !

Many thanks to all of you,



## **LORD FEAR'S REVENGE**

**Sean Mallion's story started back in issue 8, and reaches it's exciting conclusion right here !**

Nick entered a large room, which contained the imposing figure of Hordriss. Nick couldn't believe his luck ! He expected it would take far longer to find the wizard. He approached Hordriss cautiously, and asked him for the spell he needed. "Well now" said Hordriss "I don't know if I can just give you the spell". "And anyway" he continued "I couldn't give it to you even if I wanted to just now - I've lost my spell book". Nick couldn't help looking a little downhearted. "Of course" said Hordriss "I would be more than happy to give you the spell, if perhaps you could find the book for me ?...". Nick nodded. "Very well. When you find the book, call for me three times. My calling name is Malifact". Hordriss stood up slowly, and made his way out of the room. Nick left the room through a large archway in the far wall.

Nick now stood in the level one clue room. In it, he discovered a scroll, a ruby and a small pie. After eating the pie, he read the scroll. It read "***Beware the sly one***". Nick pondered this carefully, not quite sure of its meaning. He decided in the end to leave, and after taking the ruby, he realised the only exit was a large staircase leading downwards. Nick soon realised he was about to make his way into level two...

Lord Fear was already in level two. The creatures in the dungeon all stepped aside as he passed them. Fear held his crystal ball in one hand, and Hordriss' stolen spell book in the other. He handed the book to Lissard. "Take this book, Lissard, and head for level one. Take some goblins with you.". Fear continued "Use the book to set a trap for the dungeoneer - now go to work, tuna breath". Lissard bowed, and made his way out of the room.

Meanwhile, as Nick headed down the stairway, he was suddenly captured by Sylvester Hands. "Gotcha" grunted Hands. "Wait !" yelled Nick "I've got a ruby for you ! Let me go, and I'll give it to you".

"Erm...lemme fink !" muttered Hands "Yeah alright then, you gotta deal, but don't go telling no one, uverwise is mightyship Lord F will get me !". Sly took the jewel and

wandered off, as Nick realised what the scroll meant. Now he faced a quandary, as he had to choose between two doorways. Recalling the ancient laws of the dungeon, Nick opted for the right hand door. He appeared to have chosen correctly, as the next chamber was empty, apart from a single tree stump, on which lay the spell book Nick was looking for. "Now you're dead !" hissed Lissard, who suddenly sneaked into the room. He had been lying in wait for Nick, who was now surrounded by goblins ! He knew only one way to get rid of them. By calling "Malifact" three times, Nick summoned Hordriss to the chamber.

"Ah,...goblins !" said Hordriss "Such a distasteful nuisance". Hordriss unleashed a huge lightning bolt which destroyed one of the goblins in a shower of sparks. This didn't look to appealing to Lissard and the other goblins, who all dashed out of the room as fast as they could ! "Lord Fear will get you for this, Hordriss !" yelled Lissard as he made his escape.

Hordriss noticed the spell book, and took it. "Thank you for finding this, Nick" he said "Now what was that spell you wanted ? Ah yes...Reverse.". Hordriss recited one of the pages in the book. Nick felt a slight tingle. "There" said Hordriss "The spell is now yours". Nick thanked Hordriss. "And" continued Hordriss "As a further reward, I will now transport you to level two..". Before Nick could thank Hordriss again, he was whisked away in a cloud of smoke !

Lord Fear was just about to enter level one, from level two, when Nick appeared right in front of him ! "Well.." said Fear "What a pleasant surprise". Nick couldn't help feeling rather frightened as Lord Fear sneered before him. "Any final requests, Nick" cackled Fear "Before I roast you ?...". Nick was extremely scared, but managed to cast the Reverse spell. Lord Fear sneered more than ever "What do you think that is going to do then ?" he laughed "As if your puny magic could overcome one of my fireballs !". Lord Fear raised his hands, and unleashed a huge ball of flames. Nick covered his face, petrified. Nothing happened, leaving Lord Fear looking both confused and embarrassed. Nick seized his chance "Now it's my turn" he said "Spellcasting T-R-E-E". Lord Fear changed into a tree ! Nick grabbed the crystal ball and smashed it against the wall. In an instant, Nick found himself back in the antechamber, alongside Treguard. "Well done Nick !" smiled Treguard "Your name shall join the ranks of Nightmare's greatest heroes !". Whilst Nick enjoyed his moment of glory, somewhere in Dunshelm, a tree was plotting terrible things for Treguard !...

## POETRY CORNER

Jake's poetic attentions now turn to one of Nightmare's final quests, and what a quest it was ! Dare you read all the way through to Daniel's gory end

?....

## DANIEL by JAKE COLLINS

Richard is dead, Bhal-Shebah made him burn,  
So now it's time for Daniel's turn,  
These four Jewish lads came from London,  
And soon found a spyglass which was sure to help them,  
Lord Fear said Stilleta had stolen something,  
In exchange for a pendant she gave Daniel a ring,  
They defeated the skeleton, but the trapdoor was shut,  
So Brother Strange came and opened it up,  
Snapper Jack couldn't fool them at all,  
Lord Fear turned Maldame to rock, like a wall  
Daniel turned her back with his wand,  
She sent him to Linghorm, of which she was fond,  
She gained the key-word, Daniel got a gem,  
He opened Marblehead's doors and then,  
Everyone got a fright,  
When the corridor of blades came into sight,  
And so it turned out, I'm afraid,  
That Daniel got cut in half by a blade.

## PUZZLE PAGE 1

**Skelemersdale's most fiendish, Phillip Melling, has put together a huge wordsearch which is sure to confuse even the best of you ! As well as the 10 words listed here, Phillip has included 3 extra words. See if you can find them all, and be the envy of your friends !**

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

This is what you're looking for ! :  
 (Plus the three mystery words !)

EYE SHIELD  
 LORD FEAR  
 MERLIN  
 BROLLACHAN  
 TROLL

SYLVESTER HAND  
 BLOCKER  
 SMIRKENORFF  
 OAKLEY  
 SPELL

# REMEMBER THIS...?

## SERIES 7 : CARDS OF CHAOS : LEVEL 3

If you cast your minds back to one of the earlier issues of The Eye Shield, you may recall the review of the near-impossible challenge that was the Block & Tackle. Unfortunately for dungeoneers, it seemed that the Lord Fear had attempted a similar fatal challenge with the Cards of Chaos. However, as it was in level three, not too many teams encountered this challenge, and eventually, it was conquered !

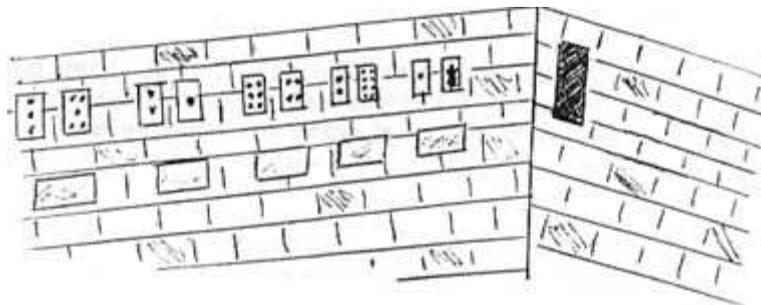
The basic idea of the Cards of Chaos was to follow a pattern of playing cards along a wall. By correctly selecting the next card in the pattern, the dungeoneer could summon another section of pathway, which would eventually lead to the doorway opposite. An incorrect guess would cause the pathway to fall away beneath the dungeoneer, and I don't need to tell you what that would mean !

The Cards of Chaos already appears a rather tricky challenge, looking at the description above, but the general circumstances surrounding the challenge made for genuine tension and excitement. Based as it was in level three, this challenge was unusual in that it took several minutes to solve, and was very slow paced. After the drama and scares throughout level three, with goblins in pursuit and risk of death on every corner, the team would suddenly have to stay cool and calm to solve this most tricky of challenges.

This was often enough of a stumbling block for some teams, as they found it difficult to think clearly if this chamber followed on from something particularly heart-stopping !

Looking at the challenge in more detail, the Cards of Chaos offered a very difficult card puzzle indeed. To Knightmare viewers, the puzzle may seem quite simple with hindsight, but to the actual teams taking part, this puzzle was completely new to them. Be honest - did *you* know what to do the first time you watched ? I'll happily admit to having no idea !

To start, the team were given one card, which was followed by two further cards. The team had to decide which of the two cards should follow on from the starting card, in order to summon the next part of the pathway across the chasm ahead. The method of choosing was based on pairing "like" cards. This could be choosing a red card to match a red card, or perhaps an Ace to match an Ace. After seeing this puzzle a few times, it became easy to spot which cards fitted the sequence.



In some ways, this could be seen as a criticism of the puzzle, as it eventually became clear to regular viewers, although the excitement still remained as we watched to see if the team could pick up on it ! Another minor criticism lies in the final pair of cards in the challenge. Only two teams made it as far as the final pair, and each selected a different final card, yet both got through, and went on to win ! Something was unfair about that, surely ! Julie's winning team appeared to choose correctly by following suit, yet Barry chose the Joker ahead of following suit, on the basis of it being a "wild card". Which was right ? Answers on a postcard !

However, these are just minor complaints, in what was a brilliantly devious puzzle. In terms of fairness to the dungeoneer, the puzzle was not too difficult to grasp, although as I mentioned earlier, if a team wasn't able to stay totally calm and collected, they had little chance of success. A good example would be the first team that encountered this puzzle, which was Simon's team who were the first of series

seven (don't read on if you don't want to spoil Classic Quest on the next page !). As soon as they grasped the basic requirements of the puzzle, which was to summon a pathway by guessing the pattern of the cards. However, as often happens with younger teams, this soon degenerated into a whirl of shouted instructions, and confused orders from all three guiders. Poor old Simon must have been extremely worried ! Yet, despite these problems, in the end the team simply chose the wrong card and plunged to a nasty end.

Alternatively, Julie's winning team later in the series gave a textbook example of conquering the Cards of Chaos ! Simple clear instructions from the guiders, and careful thought before each card selection. Even goblins couldn't put them off ! In my opinion, this challenge was one of Knightmare's real classics. The solution was difficult, but only required common sense. The positioning within level three was ideal, because the team would almost definitely be nervous and excited by that point - and this was the ultimate test of how well they could handle those nerves ! Definitely one of Knightmare's better challenges.

**DIFFICULTY : 7** Tricky to grasp, but by no means impossible to any team

**KILLER INSTINCT : 8** 50% success rate, which is far better than most !

**GORE FACTOR : 3** We can only imagine the horrors that lie within the chasm !

**FAIRNESS : 7** Treguard always ensured the team had the basic idea.

## CLASSIC QUEST

**SERIES 7 : QUEST FOR THE CUP**

**DUNGEONEER : Simon Herd**

**GUIDERS : Matthew Beale, David Roberts, Nicholas Herd**

**Yet another fine effort from Jake Collins for you to enjoy now, with an ending that has links elsewhere in this issue !**

**Level One:** This was the first quest of the season, so Simon was the first ever dungeoneer to wear the new-look helmet. Treguard told the team that they were looking for the cup. In the dungeon, Simon went through some Dwarf Tunnels and was met by Romanha in a courtyard. Romanha was none too pleased to see him, after learning that Simon was looking for Smirkenorff, as she was sworn to protect him from the vengeful Lord Fear, who was still raging after Red Death descended upon Mount Fear a year earlier. Romanha warned Simon to avoid Smirky, or she would "pincushion" him. Majida was annoyed by this, but soon forgot Romanha as she spotted Gold on a clue table, along with some keys, and a Grimlock potion.

Choosing Grimlock and the keys, the team were soon able to swap the Grimlock with Rothberry, who gave them a spyglass in return. This allowed them to see Lord Fear and Raptor discussing the Brollachan, at which point the creature itself arrived. At this point, Fear revealed his plan for the Brollachan to kill Smirky. Using this information to entrust Romanha, Simon was able to get to level two with Smirky's help, but only after Fidjit helped them pass through a locked door.

**Level Two:** Simon arrived in the Valley of Angar, and soon met Grimaldine, who promised him a reward of powerful magic in return for information on how to enter Lord Fear's tower. Next, Simon found Sidriss trapped in a bottle, who said Hordriss would help Simon if he could return her to him. Also taking a green stone, Simon arrived in an inn, where the stone came in useful - Martha gave him a spyglass in return for it. Through the spyglass, the team learned that the entrance to Lord Fear's tower was within the sewers of Goth. Grimaldine was pleased when they found him with this information. He rewarded Simon with the **LOOK** spell, which was invaluable in the fire room. After dodging the fireballs, Simon met Hordriss who was disguised as a tortoise, but quickly returned to normal when he saw that Sidriss was trapped. Hordriss repaid Simon by revealing a descender, which allowed the team to descend into Goth.

**Level Three:** Lissard and Lord Fear gave Simon an insight into the perils that lay ahead in level three, as the team made use of a spyglass. Simon met up with Grimaldine once again in level three, and the Celtic wizard helped Simon to progress through the vile surroundings of the Sewers of Goth. However, the Cards of Chaos proved disastrous for them, as they struggled to make any progress at all. Eventually they made the wrong choice, and Simon plunged to the end of his quest. The quest had lasted until the third episode of the series.

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**Summary :** Easily one of the most enthusiastic teams to take the Nightmare challenge. However, this sometimes got the better of them, as Simon received a barrage of yells for instructions ! In the end this (+ 4 tunnels) proved to be fatal.

Level Reached: Level Three

Room Count : 23 Rooms

**7 out of 10**

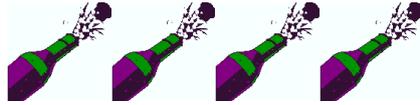
## THE AUDITION...

As it's Christmas, I thought it might be nice to tell you all a little story. So gather round the fire and enjoy a tale that sadly isn't as heart-warming as I wish it was !...

The tale begins in Heaton Manor School in sunny Newcastle back in 1989. Having just been stunned and amazed by the brilliant series three, my friends and I could wait no longer. We were all either 11 or 12, so we had nothing to stop us from applying to appear on Nightmare.

After filling in our form, we had high hopes - and sure enough, a letter arrived a few

weeks later. We had an audition !!



Little did we know, the tough part was still to come. The team, which was myself, Craig, Patrick and Mark, would practise every break time at school. Craig was to be our dungeoner, as I had plans of being the quick-thinking genius controlling it all ! As the audition drew closer, we began to feel both nervous and excited at the same time. Admittedly, I felt this more than the others, as they weren't quite as obsessed as me, but none of us really knew what to expect. All we did know was that during the Easter holidays, we were due for a memorable day in Leeds.

The big day arrived, and the plan was simple enough. Craig and Mark were heading down by car, whilst Patrick and I decided we would have more room on the train for chewing our nails ! Within a few hours, I was sitting with Patrick and my Dad in a hotel reception along with a roomful of other hopefuls. There was no sign of Craig or Mark.

Gradually we began to worry - half of our team was missing ! Then I heard Tim Child calling for us ! Thankfully, he had a message from the others. They were stuck in traffic, and would be arriving soon.



At last ! They did arrive, and now we simply had to wait for our turn....

....We were led through the hotel, and into a small room where both Tim and Sue Child were waiting to audition us. It was at approximately this time when I found it impossible to open my mouth ! Even exams never made me *this* nervous ! Patrick also found it frightening, which left Mark and Craig to struggle alone. Our audition involved a small quest situation which Tim read to us, asking us to solve problems at various points. We solved each problem without any difficulty, but both Patrick and I simply let nerves get the better of us.

It was of little surprise when we each received a letter which included the word "Unfortunately...". Our dream had ended. We settled for watching series four. It wasn't until 1993 that I gained another audition - but that's another story...

**THE END**

# PUZZLE PAGE 2

With his first effort since issue one, my esteemed brother Richard McIntosh has devised a challenge for you. You have only the name Hordriss to help you. To complete the puzzle, just solve the clues, and fill the gaps !

1. \_ H \_ \_ \_ \_
2. O \_ \_ \_ \_
3. \_ R \_ \_ \_ \_
4. \_ \_ \_ D \_
5. \_ R \_ \_ \_
6. \_ I \_ \_ \_
7. \_ \_ S \_ \_
8. \_ \_ \_ S \_ \_

## CLUES

1. \_\_\_\_\_ of Justice, one of the Quest Objects.
2. A highly informative tree.
3. The one and only Dungeon Master.
4. Genie who appeared in the final two series.
5. Knightmare's first ever wizard.
6. Elf who assisted Treguard - and dungeoneers.
7. Where Knightmare is located.
8. \_\_\_\_\_ Hands, resident dungeon thief.

# ADVENTURE TIME

**We ended back in issue 8 with the most tense of endings, as Tom and his team encountered a Hobgoblin, with level three just inches away ! Hold tight and prepare for some scares as Tim and I take charge !.....**

With pounding heart, and adrenaline flowing, Tom stumbled into the cart as well as he could. He could now feel the footsteps of the enormous Hobgoblin as it drew closer. "Cast the spell !!" said Majida, now frantic with excitement. The team began to cast the spell "Spellcasting P-U..". The Hobgoblin raised its club, ready to strike Tom right out of Knightmare Castle....

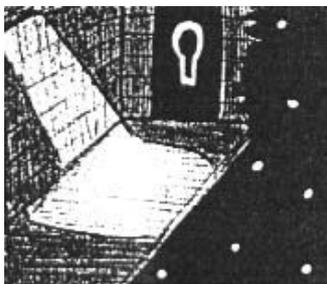
WOOSH!... The club missed Tom's head by inches as the minecart crashed through

the doorway. "Phew !" said Pickle "Surely level three can't be any more scary than *that* !".



Treguard smiled knowingly. The minecart continued to gather speed until it crashed to a sudden stop, hurling Tom out into a chamber. "Welcome to level three Tom !" said Treguard. Tom stood up and dusted himself down. He was now in a cavern like chamber, with two exits in the far wall. Scattered on the floor, was debris of all kinds, such as bones, rocks, and even a former dungeoneers helmet. Tom also took some food he noticed. "This is a section of dungeon unexplored in many years" said Treguard. "We know it well". This did little to suggest that to the team that it would be any less difficult than they feared. Tom exited quickly through the right hand door, saving precious life force.

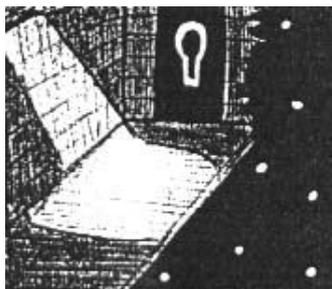
After passing through a dwarf tunnel, Tom emerged into another cavern. It seemed to be totally bare, much to the team's surprise. Suddenly, a head appeared in one of the two doors. When the head emerged, the team realised it was a Cavernwight ! "Blind maybe" said Treguard "But if that wight gets Tom's scent, you have no chance". The Wight paused, as it began to pick up Tom's scent. "Go Tom !" his team shouted. Tom was able to make it to the right hand door before the Wight could get near.



Tom next emerged into a clue room. Tom had to choose from a crystal key, and an ancient key bearing a talisman sign. Tom also noticed a scroll, which read "Take just one key, as only one true key will open the gateway". After some thought, the team heard an evil laughter echoing through the room. "Warning !" cried Treguard "Mogdred is near, choose quickly !". The team opted for the ancient key, as it seemed "truer" to the dungeon. Mogdred's laughter continued as Tom left the room. In the next chamber, the team realised the key would be needed straight away ! A single doorway, blocked by a key, lay at the end of a narrow ledge.

Tom carefully edged along, when a loud goblin horn struck his nerves once again ! "Go quicker Tom !" urged Majida. Tom held out the key as he neared the doorway. A group of four goblins suddenly started scuttling along the ledge. Tom calmly held out the key. The lock disappeared ! "Go Tom !" cried Majida.

Tom once again made it just in time, breathing a huge sigh of relief as the key proved invaluable ! Tom was even more relieved to find himself in a familiar chamber next. This was Merlin's room, and a small talisman lay upon a stone table in the middle of the room. Tom picked up the talisman, and sure enough a bolt of lightning lit up the room. But, this was by no means Merlin. Instead, Tom was joined by a vast image of Mogdred ! "Turn back now Tom !" he said, smugly. Tom stood firm. Mogdred laughed and said "You have no purpose here ! I have captured the quest objects - you cannot win !". With a booming laugh, Mogdred's image faded. "What now, Treguard ?" asked Majida. "I'm not sure...I suggest you move on, Tom - your life force is low". Tom quickly moved on, and found himself in what appeared to be the final chamber. "What now, team ?" asked Pickle.



Tom made his way forward, knowing his life force was fading. "Your original quest is over team" said Treguard "Yet you have reached the end of your challenge. All I can say is congratulations !". Treguard raised his staff, and within seconds, Tom was back with his team, alongside Treguard, Pickle and Majida. "The Shield !" said Pickle. Everyone then realised that Tom's Eye Shield had become the Shield of Justice. They *had* won after all ! "Well done team" smiled Treguard "Mogdred tried to break the rules, but not even he can overcome the Powers That Be !"

"Very well done !" said Pickle, as he and Majida continued to celebrate. After congratulating the team, they were added to the Nightmare roll of honour, before returning home. Then the dungeon doors opened once more for the next challenge....



# A HISTORY OF KNIGHTMARE

**Sadly, after a glorious run, David Bradshaw and Stephen Wilson's look at Knightmare's past reaches an end. Our thanks to David and Stephen. Now enjoy the final chapter...**

**SERIES 8 :** Sadly, series 8, 1994, didn't involve our team ! But, there were a whole load of new teams, and Lord Fear had another new fortress ! He had moved below level 3 ! Into the vast expanse of the great mire, and ready for a new season ! His main new henchman was Snapper Jack, a strange medieval butterfly catcher with an annoying voice and badly rhyming riddles ! But still, his character was menacing, his threats were real, and I found him to be a very good character. Other than that, Knightmare didn't change much from series 7.

Unfortunately, the series had been cut from the usual 16 episodes to 10 for this series, and towards the end there had been a distinct lack of winners. So, a young dungeoneer named Dunston, who hadn't been challenged much was offered an easy short cut from level one to level three, and quickly completed his quest at the beginning of the last show. This was unfair, and went to a completely undeserving team who hadn't proved themselves. I'm not saying they were a rubbish team, but they didn't deserve to win because they hadn't received the full challenge. However, the final tunnel with Hordriss was a great room, but that's not the point. He shouldn't have won. Then, to top it all, they threw another team in and got them to level three within five minutes before the series ended ! Luckily, they had no time to complete the quest, but I still feel this was a bad way to end the series, and even worse that Knightmare's final episode so far is one of the worst I have ever watched.

I felt that despite the Great Mire, and the miremen, this was not as good as previous series', though this was probably due to the ten programme run. And CITV are the ones to blame for that - not Broadsword.

**THE END ?:** It was early into series 8 when we received our regular "The Quest" newsletter from the Knightmare Adventurers Club. A small section in the first page said that Knightmare could be on its last series as it had been cut to ten programmes. It didn't say why.

We immediately went round our whole village and got a petition of fifty signatures who wanted Knightmare back. I got a T-shirt for my efforts but was told no final decision had been made. Early in 1995, it came. The letter spelt doom - on a bright blue piece of paper it said that there was to be no more, and that Broadsword were now working on Virtually Impossible, which I have to confess I didn't enjoy.

The Knightmare story was over, or at least it was the end of chapter one. When would chapter two be written ? There will surely be a sequel, but when ? And what will

happen during the interval. Over the years, I have bought all the books, the board game, a computer game, and recorded all the shows while I watched them. I had all sorts of merchandise, from magazines and videos to clothing and books. I was sure I was ready for Nightmare, having learned from previous disappointments. Stories don't just cut off in the middle. That was not the end. I know it, and somewhere inside them, so do my friends, your friends, Broadsword, and even CITV !

We are in the commercial break, with the end a long way off...

Yours sincerely,  
David Bradshaw,  
with help from Stephen Wilson  
Both Nightmare superfans !

**MASSIVE THANKS TO DAVID AND STEPHEN ONCE AGAIN.  
YOUR EFFORTS HAVE BEEN GREATLY APPRECIATED !**

LOVE WYRMS

**The tale of dragon love, and emotional warfare moves onward once again.  
Yes, it's Rosey Collins' Love Wyrms !...**

Five years had passed since the departure of Esta, Tassie and the baby. Esta had gone home to her cave in the north, whilst Tassie and her son had disappeared to the Mythical Mountains, a famous landmark miles away. Tassie had named her son Orion, and after a brief explanation from his mother about the events in his short life, the youngster wanted to know where his father was. "Orion" said Tassie "we *can't* go and see Daddy". "He's too far away". "Is he alive ?" asked Orion. "I think so...." replied Tassie. "Where is he ?" quizzed Orion. "I have a pretty good idea" frowned Tassie. "Well then why can't we go ?" pleaded Orion. "Because it's too dangerous !! And besides, it's too far for you to travel on your first flight. If you think I'm carrying you all that way, you've another thing coming..." That night a fierce storm broke out. Orion stood at the entrance to the cave, and then flew to the top of the highest of all the nearby mountains. He was very pleased with himself, as he had only just learned to fly. Suddenly, Tassie appeared next to him. "Orion !" she yelled "What do you think you are doing !?". Orion explained that he couldn't sleep, and that he wanted to watch the storm from the mountain. "Alright" said Tassie "But be careful. That storm could get worse. And don't stay up here too long, okay ?". Orion nodded.

Later that night, Tassie set out to bring Orion home. "Orion !" she called. There was

no response. Tassie hunted around all the nearby mountains, becoming increasingly worried. "Tassie !" called out a voice. Tassie recognised the voice. "Esta !" she cried. "What's wrong ?" asked Esta.

Tassie told Esta what had happened. "I see" said Esta "Have you any idea where he may have gone ?". "He wouldn't have gone too far - he's only just learned to fly" sobbed Tassie "Although he does know there are dragons living beneath Nightmare Castle". "So he may have gone there ?" asked Esta. "Yes" said Tassie "He could be looking for Smirkenorff - he has a pretty good idea how to get there". "Well let's go there" said Esta "We could at least ask and see if anyone there has seen him".

Esta and Tassie asked people from all around Nightmare Castle, but no one had seen Orion. Tassie began to panic, and Esta comforted her. "Calm down, Tassie" smiled Esta. "Calm down !?" cried Tassie "How can I ? My son has disappeared !..." Tassie cried harder than ever. " Now calm down" said Esta "Deep breaths...relax...". "Oh shut up !" snapped Tassie firmly " Come on. Let's keep moving". Tassie decided to find Smirky, to see if he could offer any help.

Meanwhile, Orion was struggling bravely to reach his destination. He was indeed trying to find Smirky at Nightmare Castle, but due to his lack of flying experience, he had to keep stopping after a few kilometres for a much needed rest.

When he awoke, it was morning, and Orion noticed a man in a cart carrying bails of hay. The man appeared to be heading for a village. "Excuse me !" called Orion "Perhaps you could help me ? I've been flying for a day, and I'm trying to get to town". "Well" said the man "It might be a bit of a strain for me 'orses, but we'll give it a try".

After about an hour, the horses began to slow down. "Perhaps you're weight is getting a bit too much now, eh?" said the man. "Okay" said Orion "We're nearly there anyway. Thank you very much sir !". "Good luck !" said the man. Orion headed for Wolfenden, after the man had given him directions.

Orion was forced to land just outside Wolfenden, as there was no room to move in the busy market square. As he landed, he noticed two dragons fighting in the distance. Orion moved closer. It was Bhal-Shebah. And he was fighting Smirkenorff !

**WILL SMIRKY BE OK ? WILL TASSIE FIND ORION ?  
TO BE CONTINUED.... (See Issue 11!)**

## **A LAST RESORT**

**Perhaps the biggest tragedy that may befall The Eye Shield is that if issue 10 never sees the light of day, you may never read the conclusion to this epic tale by Carl Bateson. Enjoy it while it's here....**

The team slowly approached the trader, who wore a beaming smile across his face.

"Welcome to Wolfenden's finest goods store ! How can I be of help ?"

"No !" snapped Matt, who had a natural dislike of grinning salesmen. "No !?" said the

salesman "At least let me introduce myself....my name is Julius Scaramonger, and I have a very special deal - just for you !". "Oh great" said Matt "I bet you've got an invisible sword costing a bag of gold, eh ?". This time, Matt received a sharp nudge from James. James apologised to Julius. "Erm...anyway" said Julius "I have for you, this very very very nice lamp. Long lasting, and activates automatically. It only works once though, but it is very very useful". Ah Wok was working at the stall next door, and couldn't resist interrupting. "Actually, why would anyone want to buy a lamp that can only be used once, and what's more, it only comes on when it wants, and fizzles out whenever it decides !"

Julius cast a scowl in the direction of Ah Wok. "Now, may I welcome you to the humble stall of Ah Wok ? I have an up-to-date password to offer you, or maybe you would prefer magic ? I have many spells to offer you...". The boys found Ah Wok's deal to be far more tempting. "What would we be able to buy for a gold bar, or a green gem ?" asked James. "Because I am so generous, I will give you the password, and I will also give one spell of your choice, in return for the gold and the gem". Julius realised it was now or never ! "You don't wanna trust him !" urged Julius "He's just selling words ! At least with me, you can see what you're buying". "Shut up !" squawked Ah Wok. "What spells do you have ?" asked James. "You will see when you buy it, young sir" smiled Ah Wok. "See !" said Julius "He hasn't even got any magic ! It's all lies !". Ah Wok finally lost his temper, and raised his arm to throw a cloud of dust over Julius. The helpless trader was frozen to the spot by the magic powder. This allowed Ah Wok all the time he needed to convince the team that he was the best choice ! Julius stood helpless as he watched the gold and the gem change hands. Ah Wok leaned towards the boys and whispered carefully "The password is 'STORM', okay ? And I will also give you a spell. It is called 'warmth'. And now I must go !". Within seconds, Ah Wok had packed up and begun to wheel his goods away, possibly because Julius wasn't due to be frozen for much longer ! The boys decided not to stick around too long either !....

It was mid-afternoon when the sky began to lose its glow, and the team were doing their best to progress, asking directions whenever possible. They were having little success.

On the same afternoon, after navigating dozens of alleyways, scaling high fences, and being chased by angry farmers, they were prepared to call it a day. Unfortunately they couldn't. They had too much to do before nightfall.

James lead them onward, and headed for a tavern - the town now well behind them. Chickens fluttered around past them, as did all manner of smells - many of which made them feel sick. They stood before an oak door. They were all hoping this was the inn they were looking for.

Matt pointed out an old, rusted sign at the front of the inn. It read "The Crazy Heather". They looked at each other happily, and were just about to enter when the door flew open, knocking John sideways !

The other two realised it may be best to hide, and kept a safe distance as a filthy simpleton wandered out, failing to notice any of them. As soon as he was safely away from the inn, all three dashed through the door, including John - now caked with mud.

As the door creaked shut, the first thing to greet them was the sight of Motley, creating a joyful atmosphere amongst the customers. A barmaid wandered round the inn, with various drinks for different people, and the room was rather dull, with only

small dirty windows to provide light.

The jester stood out amongst the crowd, with his bright red and yellow clothing. Suddenly, he turned and noticed the three new arrivals. Without any regard for his performance, or the viewers, he dashed over and began talking to them.

"What are you doing here !?" he asked "I didn't think they allowed kids in here !

Except those dungeoneers of course - I saw one of them just the other day, wearing one of those new helmets, he was". Motley stopped rambling and looked at them.

"You're not from round here are you ?" he asked. "No" said James "We're dungeoneers actually !". Motley looked surprised. "Well, I'm Motley, the jester - the most famous of them all". Again he stopped, as if struck by a thought. "I'll be straight with you" he said "I don't believe you *are* dungeoneers". "For a start" he continued "There's more than one of you, and secondly I don't see any helmet". The boys protested their sincerity. "It's a kind of an emergency" said James. "Really ?" said Motley suspiciously "Well see if you can answer my questions then, that should prove it". The boys agreed, eagerly. "Now let's see....Name the four legendary quest objects of a quest". "Easy !" exclaimed James "The cup that heals, the sword of freedom, the shield of justice, and the crowning glory". "Okay then" said Motley "A bit tougher this time - describe the new-look helmet for dungeoneers. I should know, I saw it just the other day". John answered swiftly "It's shaped like a basic Knight's helmet". Motley frowned "Hmmm...well if you get this one, I *know* you're right - According to the powers that be, the current team have just purchased the current password - tell me what it is, and you have my trust". The team paused briefly as they tried to remember. "The password is STORM" said John, confidently. Motley smiled.

Just then, a thundering sound of horses drew closer to the inn. "Uh-oh" said Motley "That doesn't sound good. I suggest you all follow me through the back exit, so we can find somewhere safer than here". As they made their escape, Motley explained that it seemed they were being chased - by frightknights on horseback....

The four of them found themselves in a castle courtyard. It was bitterly cold and becoming very cloudy. Ahead lay a wooden staircase which lead to the battlements. In the middle of the courtyard was a table, bearing various clue objects - something of a surprise to the team , who expected to see no more clue objects until level two. The objects were a damp scroll, a dagger, a bronze key, and a green gem, as well as two bottles, marked "Vaporise" and "Stabilise" respectively. Motley examined the objects and found a spy glass beneath the scroll. After holding it to his eye, he threw it to the ground saying "Shame these things don't work any more". Motley then turned to leave "Sorry boys, I've got punters waiting for me - nice meeting ya !".

James was totally confused now - he had endless questions that needed answers. Something very strange was happening - not just to them, but to the whole dungeon. Meanwhile, Matt was persevering with the spyglass "Hold on boys ! I'm getting something !".

They gathered round to look through it. They could barely make anything out when Matt suddenly threw the glass to the ground. James and John looked in amazement as the glass began to glow a bright shade of red, whilst Matt desperately blew his hand to soothe the burning he suffered. "Looks like Lord Fear was onto us quickly there" said James. "Go on !" said Matt "Look at the scroll - don't worry about me !". John unfurled the scroll. It read "A bronze lock bounds the gate together. The path ahead is unstable". The boys were thankful for a slightly easier challenge for a change ! Taking the key and the 'Stabilise' potion, they made their way up the steps

and into the castle....

They found themselves in a large chamber, with mould creeping up the walls, giving a rather damp smell to the area. A vast bronze gate lay at the end of the room, which John immediately tried the key on. With a loud click, the door was unlocked, and began to rise slowly upwards. The boys were delighted to see Smirkenorff ahead of them !.

They carefully stepped onto Smirky's tough back, when a thought struck James. "John" he said "Do you still have that mint ?". "Yeah, sure !". James still looked puzzled "Well how did we have three objects when we are only allowed two ?". "Don't worry about that !" said John "Just make sure we give him the mint, and maybe we'll get away with it !".

And so, all three carefully made their way down Smirkenorff's back. when they felt themselves shaking somewhat. This was because Smirky was slowly turning his head round to see who was there. "Three of you !?" he said "Well I hope the payment is worth it....". John held out the mint, which caused Smirky to smile widely "Very acceptable" he said. "Now where would you like ma to take you ?".

They told him they needed to be at the Grift of Angar. "No problem" said Smirky, and within seconds they were airborne.

"Currently cruising at 10,000 feet" he said with a chuckle. James gulped and tried very hard to stop himself from saying he wanted to go home ! Soon enough Smirky landed with a slight bump. They had arrived in level two.

**ONE LEVEL DOWN, TWO TO GO !  
TO BE CONTINUED... (See Issue 14!)**



The eight answers to Richard's puzzle on page 18 are as follows.....

1. Shield
2. Oakley
3. Treguard
4. Majida
5. Merlin
6. Pickle
7. Dunshelm
8. Sylvester

For Phillip's wordsearch on page 10, I could only find two of the hidden words, TREGUARD, and PICKLE. Good luck on finding the third !  
NB ! A word of warning, having checked the wordsearch, some of the i's are meant to be l's !  
Sorry, but I noticed this too late to change it !

# KNIGHTMARE XMAS

**Web of Adventure:** If any of you are lucky enough to get a PC for Christmas, then you should take the time to visit what I am told is the "only Nightmare web site in the world" ! The address is : <http://members.aol.com/TreguardD/knight.html>

**Early Christmas present:** Sworn enemy of BBK campaigners, Vanessa Chapman, has left her job as controller of CITV. Her job is to be taken by Nigel Pickard which means new hope for our campaign ! Take this chance quickly !!  
Get writing to Nigel !



**Chapman : Leaving !**

## Snow Mission - *An alternative approach to Winter...*

Treguard grimaced, feeling the cold chill of another Winters day as he awoke. Clambering from a large wooden construction on which he had rested for the night, the Dungeon Master cast aside the large squares of cloth he had used for warmth in the night. There appeared to be an exit from this place just a few yards away, although it was still dark.

Treguard stumbled towards the exit, taking care not to lose his footing. He noticed another large cloth, which appeared to be hanging vertically. He tugged at the cloth, and was able to pull it sideways. Much better ! A large shaft of light poured in. This place was familiar.

His pathway now visible, Treguard made for the exit. Treguard now found himself in a corridor. Again it was dull. A faint growling could be heard from further down the corridor. Treguard did not care to investigate. It was cold and he felt hungry. The growling continued, rather like deep heavy breathing. Treguard noticed a flight of steps. His hunger and temperature forced him to continue his journey.

At the foot of the steps, Treguard stood before a vast door of oak. He lifted the latch and it swung open, creaking loudly. Before him lay structures,

