


THE EYE SHIELD



Issue 25

January 2004

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MESSAGE FROM ME

Welcome to issue twenty-five of *The Eye Shield*, and Happy New Year from Eye Shield Towers. Thanks to the efforts of Pam Glennie and RowanDT, you can now finish reading their articles from last issue. Thanks again for those, you two. Another reader-originated article begins this issue as well, as Richard Temple begins a rundown of fifteen classic Knightmare villains. Thanks for that, Richard.

Fans of the current *Adventure Time* format should take note that it will be taking a break for a while from next issue to make room for some more of my interactive quests. Enjoy Ben's quest this issue while you can, and if anyone wants more then, well... as I so often say, contributions are always gratefully received. In the meantime, if you think you can achieve the hereto unachieved by winning series 1 or 3 then be sure to keep reading *Adventure Time*.

Elsewhere this issue you can take a walk on the wild side - or the smelly side, anyway - as we enter the Sewers of Goth, you can watch in glee as Greystagg and Maldame battle it out in the ring, and you can take a look into a magical world with the Spell Grid. I really do spoil you, don't I?

Challenge question: Which is the odd monk out? *Cedric, Brother Mace, Brother Silence, Brother Strange.*

CORRESPONDENCE

Here is something from Richard Temple.

Dear Eye Shield.

I was and still am a big fan of Knightmare (since I saw series 4 as a kid) and I just discovered this section of www.knightmare.com so I thought I would write an article listing my top fifteen Knightmare villains of all time.

Thank you, Richard. Your article is interesting and original, and I'm looking forward to finding out the identity of your favourite villain. Is it Lord Fear, Mogdred, or someone completely different? Thanks for getting in touch.

Joe Grocott-James discusses two unfair deaths from series 8.

Dear Eye Shield.

With reference to teams 2 and 3 from series 8: A lot of conversations with Knightmare characters work out automatically – if you have the right item, spell or piece of information, it is usually pretty much impossible to go wrong. However,

these teams both let their conversations work out automatically (team 2 with Honesty Bartram and team 3 with Maldame), and died as a result. Team 2 had to give away their sight potion, which they needed in the Corridor of Blades. I think they were supposed to give Honesty Bartram the red key, their other choices in the clue room being a glove and a giant needle. With team 3, Maldame offered no help in return for asking the team to deliver an amber globe for her, and after they died in the fireball room, Treguard said that they could have got some extra magic from Maldame. Admittedly, team 3 had to make sure that they got the RISKY potion rather than the TRAPDOOR potion from Honesty Bartram in level 1, but they got that information from a spyglass, and they were additionally warned by Stiletta. Honesty Bartram initially wanted the globe for the talking book in level 3 of the same quest, but they had to persuade him to accept the gold instead. But in these two cases of Daniel with Honesty Bartram and Nathan with Maldame, they had no previous warning or information.

Fair points there. Most purchases and barterers did run automatically, and, particularly in the case of Nathan, you could argue that it was unfair to expect them to alter the course set by the character with no clues to help them. I must say that I think Daniel's death in the Corridor of Blades was thanks to Gideon's erratic guidance more than anything else, but undoubtedly the potion would have been much more useful to them than key. As for Nathan, I think his death was very unfair. He should have won, thus preventing the introduction of the dreaded Short Cut later in the series, and there was certainly no way they could have known to push Maldame for a reward. Having said that, I think they could have completed that final chamber without any magic if the advisors hadn't lost their heads.

REMEMBER THIS?

Series 7/8. Level 2/3.

THE SEWERS OF GOTH

This was Lord Fear's first line of defence in series 7 - the dank and uninviting environment of the sewers below his tower home. Fear himself described them as follows: *"The rankest, stenchiest subterranean passages in this world or any other."* - **Lord Fear**.

The Sewers of Goth consisted of a small platform that led off into a river of green and yellow detritus, which bobbed and rippled with small waves. Fortunately, dungeoneers were not required to swim along the sewers to the exit, but were taken across in a boat. The rower was usually Grimaldine, who spent a lot of time hanging around level three on his

search for the Brollachan. Barry had Greystagg to row him instead of Grimaldine. During the boat ride, it was possible for teams to gain information and spells for use on level three from their rower, so the Sewers of Goth could prove to be a crucial point in the quest. It was as they were rowing through the sewers, for example, that Grimaldine told winning dungeoneer Julie about the three pieces of the arken shield that he had hidden throughout the level to use against Lord Fear.

The Sewers of Goth were an interesting new addition to series 7, and certainly looked to be as disgusting as Lord Fear said they were. Their value as a Nightmare room was purely aesthetic, however, as the sewers themselves did not pose any immediate threat to the quest. However, it was a crucial point of level three where the team's fate could be decided, so the Sewers of Goth could be classed in the same league as such rooms as the stained-glass window in series 2 and 3, and the round room where bargains with Hordriss and Malice were fulfilled in series 4. As Goth moved to level two for series 8, so too did the sewers. Snapper-Jack seemed to enjoy hanging out here, as he often used the Sewers of Goth as a venue for asking his riddles.

Only Daniel and Michael got boat rides through the sewers in series 8 - Michael was rowed by Sidriss after saving her from Snapper-Jack, while Daniel used a *fearsome* potion to turn into Lord Fear and force Sylvester Hands to row him across. At other times, the way to exit the sewers was simply to walk off-screen. During Rebecca's quest, two miremen were seen wading through the green murkiness of the sewers, which was a nice Nightmare moment. The Sewers of Goth lost something of their status in series 8, however, as they were no longer a sign that victory was not far off, and they became much easier to escape from. T

hey are certainly very memorable, though - as I type, a striking image of the green water with yellow streaks comes unbidden to my mind. I suppose such a vivid depiction of such an environment as a sewer is more likely to stick in the memory than such things as stained-glass windows and castle courtyards. Yes, although the Sewers of Goth are perhaps not best classed as a Nightmare puzzle or trap, they certainly are a convincing and impressive Nightmare room.

Difficulty: 5 An object and/or wits were sometimes required for a boat ride, or Snapper-Jack's questions.

Killer Instinct: 2 There was never any problem as to how to get out.

Gore Factor: 10 This room was designed to be disgusting, and so it was.
Fairness: 9 A good addition to level three, which perhaps lost something when it was moved to level two.

ADVENTURE TIME

The score is **Dungeon 9, Humans 3**. Dungeoneer Ben is facing the challenges of level two, and is currently on a mission of mercy to rescue Elita.

In the next room, Motley the jester is sitting on a wooden table. When he sees Ben, he smiles warmly and hails the dungeoneer.

"Welcome, dungeoneer" Motley calls. "Motley the jester at your service. I'm in a good mood today, I can tell you, because I've finally managed to get my own back on that foul-mouthed cavern elf! So, what are you called?"

"I see our gaoler is happy about his achievement" chuckles Treguard. "I do hope you're not going to rain on his parade, Ben."

"I'm Ben" the dungeoneer introduces himself. "I've already met your prisoner, and I said I'd ask on her behalf whether you might consider letting her out."

"No chance!" Motley laughs contemptuously. "Elita put me in the stocks once or twice too often just because she has no sense of humour. Well, she's in my power now, and she's not coming out until I decide to show mercy. That is, *unless* I decide to show mercy."

"Will you do it if I return your folderol?" Ben asks, offering the gaily-decorated object out.

"Absolutely not!" Motley scoffs. "She's my prisoner! I'll have that back, though."

Before Ben quite realises what is happening, the jester has leapt forwards and snatched his folderol from his grasp.

"You have to release Elita now" Ben insists. "I've returned something of yours, so you owe me a favour: that's the rule!"

"This has nothing to do with the *Greater Game*" Motley returns shortly. "It's my prerogative. Now do me a favour and **PUSH OFF!**"

"Think, team" Treguard urges them. "What else have you got that might change his mind?"

"Spellcasting:" says an advisor. "C-H-A-R-M."

"Oh..." Motley says suddenly, staring blankly at his folderol for a few seconds. "I'm sorry, young sir, what were we talking about?"

"I asked you to release Elita" Ben reminds him.

"Well, a fine young gentleman such as yourself has only to ask and I, Motley, your humble servant, shall do your bidding" the jester bows graciously. "It's a good thing you found my folderol because it controls the spell I used to clamp the stocks shut. I will go to the elf and release her forthwith, then send her to meet you before the minecart chamber. Does this please you, young master?"

"It does indeed," Ben returns.

"Then I bid you farewell, and good luck."

The jester scurries hurriedly off, and the advisors direct Ben out. He emerges into a vast stone cavern. The only exit is blocked by the skeletal features of a colossal marauding catacombite.

"Extreme warning, team, there's no way past this entity," Treguard says gravely.

A flash of blue light fills the room, and Elita is standing beside Ben.

"Ah, Ben" smiles the cavern elf. "I came as soon as I could. I don't know what you did to that stupid jester, but it was certainly enough for him to set me free and apologise crawlingly. And it looks like I've arrived just in time. Spellcasting: F-I-L-L-E-T."

The bones of the creature crumble and fall, leaving the exit clear. Elita guides Ben through the rubble. They step through the door and into the minecart chamber.

"There's no accounting for taste here," Elita snorts snootily. "You wouldn't catch me in one of these contraptions; mines are for dwarves, not elves. Still, it's the only way for you to get to level three, so let's get you started."

She helps Ben to climb into the cart, then stands behind it and prepares to give it a shove.

"Here we go then, face-ache" Elita says. "Thanks again for the rescue, and good luck!"

"Well, you were very lucky to be able to make a friend of Elita" Treguard tells the team as Ben trundles down the mineshaft. "But don't celebrate too soon: you're in the third level now, and the Dungeon's toughest challenges await you. All that has gone before has prepared you for this; I just hope it's prepared you properly."

Ben is standing in a gloomy cave with one exit. A scroll lies at his feet. The advisors tell Ben to pick it up and read it to them, which he does.

"Two foes caught in conflict strong, don't hang around here for too long," Ben reads. "Don't follow where the first has beckoned, the dragon's wyrd will floor the second."

Once the advisors have written this down, they direct Ben out. He emerges into the level three clue room, where the choice between a large round shield, a bar of gold and a red bottle labelled FIREPROOF awaits them.

"Choose carefully, team" Treguard advises. "But remember what the scroll said; don't tarry too long!"

The advisors gabble and whisper for a while, then Ben ventures an opinion.

"I think we're past the point in the Dungeon where a bar of gold can get us out of trouble" he says. "Let's take the other two."

The advisors agree, and Ben picks up the shield and the potion. The advisors direct him out, onto a wooden bridge that spans two mountains. A blazing fire burns in the middle of the bridge, although the wood appears to be unharmed.

"A formidable obstacle, team, but I fear the worst is yet to come" Treguard says ominously.

Echoing laughter fills the ravine and Mogdred's sinister face appears above Ben.

"Welcome to level three, Ben" the fiend drones levelly. "I, Mogdred, seek to make my power known here, by ruining the plans of the one who lies in wait. She rejects my power, but I will emerge victorious. Will you join the fight, and pledge yourself to me, Ben?"

"No" Ben replies at once.

"I thought not" Mogdred sneers. "But she who lies in wait does not wish you to have passage, and it is in my interests, therefore, to help you. I expect you think you can pass the fiery obstacle that awaits you, but I happen to know that an even greater pyre awaits you on the path ahead. If you wish to pass both, you will have to trust me."

A portal appears on the path beside Ben, wavering precariously over the precipice.

"There" Mogdred smiles. "Follow my path and be a winner. Spurn me and you burn, like all the fools who have crossed me before you!"

Mogdred melts away silently. The advisors discuss whether they should take the potion and cross the bridge, or follow Mogdred's path.

"I don't think we can trust him," states an advisor.

"But what if he's telling the truth about there being another place to use the potion?" asks another. "He might want us to get through so he can take over the level."

"We shouldn't trust him," Ben asserts. "The scroll told us not to follow where he beckoned, or something."

The advisors agree, so Ben takes the potion and is able to pass harmlessly through the fire. He steps through the door and into Merlin's chamber. The advisors direct him towards the glowing M on the table. Once Ben touches it, there is a flash of lightning and a vision of Merlin appears.

"Ah, congratulations Ben!" booms the wizard encouragingly. "You have come far, and very wisely chosen not to trust the word of my disreputable alter-ego. Still, there was some truth in his words. To ensure your continued progress, I gift you the spell *freeze*. Also, to aid your victory, I gift you the spell *unitas*. Now, press onwards, and good luck to you."

Merlin disappears in another blinding flash, and Ben is directed out. He finds himself in a cave that is overgrown with stunted roots. Between Ben and the only exit towers a colossal hobgoblin. When it sees Ben, it growls menacingly and raises a round shield that has a green eye on its surface.

"Extreme warning, team" whispers Treguard. "This threat is dangerous enough, but that shield only complicates matters."

A blinding green glow emanates from the eye and envelops the dungeoneer.

"Your life force is fading, team, you must do something now!" exclaims Treguard.

"Use the shield," instructs an advisor.

Ben swings the shield up in front of him and a blue glow begins to dominate the cavern. There is an enormous explosion, which causes both shields and the hobgoblin to disappear without a trace. The advisors are then able to direct Ben out. He walks into another large cavern with two doors on the same wall, one of which he has just entered through. Most of the space in the room is filled by an enormous brown earth dragon. His gigantic eyes blink with interest as he spots Ben.

"Oh, hello" comes a soft and learned voice from the dragon's brain. "It's so nice to meet another dungeoneer after all this time. What is your name?"

"I'm Ben" the dungeoneer replies. "And I'm on the quest for the Sword."

"My name's Owen" rumbles the dragon. "That means noble, you know, but perhaps you have heard me say that before to one of your kind?"

"Yes, I have" Ben affirms.

"Then you should also know that I share my dragon magic with wise and witty young people" Owen reminds him. "But are you one of those people, Ben? Well, there's only one way to find out."

"Hmm, this could be tricky team, for if Owen has dained to show his face in the Dungeon again then you can be sure he is keen to show off his oh-so-extensive knowledge" remarks Treguard. "Listen carefully to his words whatever you do, and be absolutely sure of yourselves before you venture an answer."

"Listen carefully, human," advises Owen. "It is less than everything that exists anywhere in any world. Poor people have it, rich people fear it, and if you ate it you would surely die. What is it?"

The advisors natter amongst themselves for a while.

"Tricky this" Treguard interjects helpfully. "But if you do not venture the answer then you will surely get it from the dragon!"

The advisors ask Owen to repeat the riddle as they consider Treguard's clue.

"It is less than everything that exists anywhere in any world" the dragon booms. "Poor people have it, rich people fear it, and if you ate it you would surely die."

"Of course!" cries an advisor. "It's *nothing!*"

"Ah, a superior intellect at last" smiles Owen. "Congratulations, all of you. As a reward, I gift you a spell called *eagle*. Use it only against your direst foe, for the magic is indeed powerful. Now, you'd best get going, Ben. Farewell."

The next room is dominated by a sheet of fire that flares up from a grille and roars menacingly.

"It seems that Mogdred was telling the truth, team" Treguard notes. "Should you have trusted him, or do you carry the means to pass this peril?"

The advisors are unworried.

"Spellcasting:" declares the spellcaster. "F-R-E-E-Z-E."

A sheet of ice covers the grille and stops the flames. Once Ben has slid awkwardly over this, the advisors are able to direct him out. He emerges into the stained-glass window room, where the choice of four paths awaits. It is not going to be too difficult, however, as the hilt of the Sword of Freedom glitters tantalisingly on the far-left walkway.

"You must retrieve this quest piece by touch, team, but don't dither about it!" Treguard says.

The advisors take Ben over to the path and direct him down it. As he reaches the hilt and it disappears, the stained glass clears to reveal a colossal image of a sinister black-clad sorceress.

"This level is my kingdom, and mine alone!" Morghanna proclaims grandly. "None shall successfully contest my power, and especially not you, puny dungeoneer. I call upon the forces of the dark side..."

"Come on, team!" Treguard urges them. "You must take action or your quest ends now!"

"Spellcasting:" pipes up an advisor. "E-A-G-L-E."

A golden light fills the room. A giant burning Golden Eagle lands on the floor in front of Morghanna.

"What sorcery is this?" she cries in disbelief. "I have never seen..."

But the gigantic golden bird silences the sorceress with an ear-piercing screech, before the room is literally enveloped by the bright golden light. When it dies down, there is no sign of either the eagle or Morghanna.

"That was an interesting spell, team" remarks Treguard. "And it has saved you from your direst foe. But hurry on, for your quest cannot be judged as successful just yet."

Ben walks along the path and into an enclosed cave. There are no exits, but the blade of the Sword glitters at his feet. The only other thing in the room is a giant stone slab with an anvil on top of it.

"Some very clear clues here, team, but you will not win unless you follow them," points out Treguard.

The advisors direct Ben forwards, and he picks up the second and final part of the Sword. He is then directed to stand on the stone slab, in front of the anvil. Then the advisors are silent for a few seconds.

"The Sword is still in two pieces, team" Treguard tells them. "You can't redeem it in its current state."

"Spellcasting:" says the spellcaster. "U-N-I-T-A-S."

The Sword of Freedom appears in front of Ben, stuck into the anvil.

"And...?" Treguard prompts them.

"Pull it out!" cries an advisor.

Sure enough, the Sword slides out, and Ben is transported back to the Great Hall of Nightmare Castle. Treguard calls Merlin, and much celebration occurs.

"Congratulations!" says Merlin to Ben and his advisors, who are called Michael, Robert and George. "You are all champions of chivalry, and will walk from these halls as the latest heroes to conquer the Nightmare Dungeon. Spellcasting: H-O-M-E."

Ben's victory has reduced the Dungeon's lead to 9-4. The next Adventure Time heralds a fresh approach for the feature, so look out for it.

KNIGHTMARE IN 2004. Part Two.

By Rowan DT.

In my last article, I harped on at length about how a new series of Knightmare may not be all that great. I may be wrong, of course, but on the whole it was a rather dreary affair. And as the song says, always look on the bright side. This time I present to you a life-affirming list of wonderful ideas about what the absolute best possible thing is for Knightmare in 2004 and the future in general. There are a few miserable bits, but on the whole it's going to be great, so read on, chums.

Firstly, we turn to the magical silver discs of the twenty-first century. Many would suggest that a DVD release of all eight series with plenty of extras would be a super thing. And it would be, but... how would it be released? A huge boxed set made up of loads of DVDs with all eight series spread across them? Off the top of my head, running at forty-five minutes for two episodes, all eight series of Knightmare back to back weighs in at a rather lengthy two thousand, eight hundred and eighty minutes, or forty-eight hours. At an absolute stretch, let's say we could fit six hours (or sixteen episodes) on a disc (probably without extras). So that's one disc per season (at the absolute limit, remember. If anyone knows how much you could fit on a DVD, do write in and correct me). Now we're looking at eight discs. Bung on another disc for some extras and you've got a hefty nine DVD set. RRP? Something in the region of about sixty or seventy pounds, I'd have thought. To make any profit out of developing a boxed set like that, they'd need to sell a fair few of them. But Knightmare is a cult, and it's extremely unlikely that every single Knightmare fan would be prepared to spend that much cash just so they could watch any episode whenever they wanted.

So what other options do we have? Well, each series could be released individually. That way you could just buy your favourite season for about fifteen or sixteen pounds and enjoy it to your heart's content. That way, we'd have eight separate DVD releases. But herein lies another problem. The extras that would make Knightmare on DVD so desirable are actually pretty limited. I mean, what do we have? Some new interviews, behind the scenes footage, trailers and links from the original CITV run. That's all I can really think of off the top of my head. Aside from the short documentary that Challenge made, the only really extensive and insightful interview-based piece about the show comes from Debbie Glover's

homemade documentary. As such, if each season of *Knightmare* were released as separate DVDs, then the extras in each disc would have to be largely identical. When you'd bought one disc, there'd be almost zero point in spending fifteen odd quid on another one if you're going to be treated to nothing new (other than a different season). If the limited extras we have were spread across all eight releases individually, they'd look a bit thin. Also, if each disc had new and exciting stuff we've never seen before, your average fan would probably want to buy them all anyway, which takes us back to the problem of the full boxed set. No one wants to spend fifteen pounds on each disc if the full set could (conceivably) be available for about seventy.

The only conclusion I could come to on the matter was that releasing absolutely *all* of *Knightmare* on DVD might not be possible, and even if it did happen, the number of people willing to shell out oodles of cash for it would be pretty low. After all, it's essentially a game show and it's not so great to watch when you know the outcome (especially if you watch it over and over again). However, I cannot bear to cast any aspersions whatsoever on the hard work done by the DVD campaign and their extensive petition. A DVD release for *Knightmare* isn't out of the question, and I think the most viable way this could come about would be in a *Best of DVD*.

What I imagine here is a single DVD containing all the extras I mentioned earlier with a special show hosted by one of the stars (Hugo Myatt would be best, probably) containing clips (and maybe full episodes) of the best moments of *Knightmare*, charting the show's history and evolution in chronological order. Maybe it would contain the best deaths (in which case a clip-based show would be more appropriate than a string of full-length episodes centered entirely around a death) or show all the winners (maybe not as popular, as people mainly remember *Knightmare* for the deaths).

Such a release wouldn't be expensive and would be far more likely to attract people who remember the show but weren't diehard fans than an expensive and exhaustive release of every single second of *Knightmare* footage ever. (Numbers fans will be pleased to note that there are one hundred and seventy-two thousand, eight hundred seconds of *Knightmare* out there.) It's also possible that such a release would be on VHS as well, something nigh on impossible with full seasons.

So what is the absolute best thing for Nightmare in 2004? What would be the single greatest Christmas present a Nightmare fan could want? More repeats on Challenge? Well, wonderful that they are, they're not available to everybody, and are marred by scummy adverts. So what can it be? What is the one single, final conclusion I've come to over these two articles? It's probably not what you're expecting. My proposal for the absolute best possible thing for Nightmare right now is a full repeat of seasons one through to eight on terrestrial TV. BBC? Channel Four? I don't know. What I do know is that it'd be available to everyone, it'd attract new fans and it'd be brilliant.

I suggest that they be shown one episode a week (as *The Powers That Be* intended it), perhaps kicking off the repeats with a fantastic new documentary with brand new interviews and the full story of Nightmare right up to its demise, followed by the first ever episode, with all eight seasons being broadcast over the following months. How great would it be? It'd bring back the stretched-to-snapping-point suspense lost by Challenge showing one a day, and if you really wanted to watch them whenever you wanted, you could always tape them.

Pop it in a time slot similar to Challenge's (say six or seven on a weekday evening - Friday night would appease the hardcore among us) and you've got practically everyone who saw the show ten to fifteen years ago tuning in to rekindle the memories and boost the show's popularity, possibly culminating in a brand new series (but whether that's a good thing or not is up to you) and the aforementioned DVD interest. Perhaps the repeats will cause the audience of the show to skyrocket beyond all proportions and a full boxed set of all eight series would become a commercially viable release. It's just an idea, but it would be completely super.

So, support the Challenge repeats by tuning in every day, keep up the campaigns for DVDs and a new series and why not write to whoever has the rights to Nightmare (I have no idea who it is these days) and suggest a full series of repeats? You know it's for the best.

PUZZLE PAGE ONE

Okay, here's something new. I'm sure you can name the characters responsible for the following quotes as usual, but can you remember or work out what clue objects they are talking about?

1. "Due to a temporary misunderstanding with other factions, I am unable to retrieve it in person."

2. "_____ is good, but is it real, huh? Is real? All right, is!"

3. "It's absolutely no use to me... it's a very, sort of, common metal."

4. "It is a fair token indeed. No one would carry this instead of a weapon if their feet were on the dark path."

5. "You should find Smirky waiting for you. If you give that to him, you should have no trouble getting to level two."

6. "I haven't had a properly boiled egg since I lost it."

7. "It disintegrates skeletrons when you get really close to them. It's jolly good fun, bits of them fly everywhere!"

8. "I don't think that's a weapon, Pickle, more a token, I think."

9. "It looks like yellow beads, but it's not, it's _____."

10. "You needed the _____ to subdue this creature. It was the challenge you were told to accept but of course you declined it!"

11. "There is a small trinket inconveniently placed in this level which one desires. You will have no trouble recognising it; it is a simple _____."

12. "Get close enough, not too close, to throw it. When you can see her feet, chuck it."

13. "If you hang on to it a moment longer than you need to, the Opposition will destroy you for sure."

14. "The bloom is off the rose, yet _____ may still please her."

REMEMBER HIM?

Series 4/5. Level 1/2.

BROTHER MACE

The tavern monk from series 4 and 5, played by Michael Cule. Despite the fact that Mace spent a lot of time in a drunken stupor talking very bad Latin, he was helpful and friendly. Mace was clearly a devoted man of the Church and he took his duties very seriously. He was always ready to help dungeoneers with spells, information or hints if he thought they deserved it, and was always a friendly and reassuring character with his rich, booming voice and his imposing figure. Mace had no time for evil creatures in the Dungeon, as his victory in a battle of wits with an assassin during Nicky's quest in series 4 clearly shows. There was also a strong comedy element to this scene - as Mace ended up knocking out the assassin with a joint of meat - that was often present when Brother Mace was around.

Although Mace's first appearance with Helen early in series 4 was a somewhat mundane affair involving a riddle and a spell, the character soon blossomed into a great comedy player. Brother Mace's comedy value was particularly high towards the end of series 4, when he was turned into a giant lizard by Hordriss via Dickon, and then appeared with Giles in a very drunken state. This scene is undoubtedly funny, particularly when Brother Mace cannot find the joker card he is looking for in the deck he has in front of him. I believe that this occurrence was a genuine mistake by Michael Cule that was not edited out in order to add to the comedy of the scene. Not every character could have believably pulled off something like this, but Brother Mace could because he often made us laugh.

Another bit of spontaneous comedy was when Ben asked Brother Mace to prove his identity in series 5. This was obviously a complete surprise, but Michael Cule reacted very well to it. Other memorable scenes featuring Brother Mace include his iniquitous card game with Sylvester Hands in the forest in series 5, and his meeting in the same series with Chris

whilst he was a goblin. Mace is a memorable character who could be very useful to the quest, and was often used for comedy value too.

Fear Factor: 4 He's no pushover, so watch out if he doesn't like you!

Killer Instinct: 1 I guess if Chris hadn't persuaded him...

Humour Rating: 10 He loved to laugh, and was also good for laughing at.

Oscar Standard: 9 Very well acted, and some excellent improvisation.

CLASSIC QUEST

Series 8

Quest: The Shield of Justice.

Dungeoneer: Oliver Dawn.

Advisors: Anthony, David and Matthew.

Home towns: Leicester and Melton Mowbray.

Team score: 3½ out of 10.

The first-ever quest was examined in TES ages ago, and now it's time for the last-ever quest. I could quite easily get embroiled in a sermon about what a bad idea the Short Cut was and how this quest should not have had time to take place at all, but it's best, I think, to stick to the facts.

Level One: The quest begins in the clue room. Here Oliver uses a spyglass, through which Lord Fear and Lissard contrive a plan to speed up the blades in the Corridor of Blades, thereby stopping Oliver from using the Short Cut. The scroll gives the most obvious indication ever of the correct clue objects and the team very nearly make the same mistake as Richard and friends at the beginning of the series by ignoring what is blatantly written in front of them, but fortunately Treguard manages to guide them into taking a dowsing rod and a spellbook from the table.

In the next chamber, Sidriss is making Motley fly around in the air and he is not enjoying it. Oliver gives Sidriss the spellbook and she brings Motley back down to earth. Oliver then tells Sidriss about the Corridor of Blades, and she decides that Smirkenorff is the only one who can cast a spell to slow the blades down again. She gives Oliver a dragon-charming spell called CREEP. Oliver and Smirkenorff meet in the next chamber, and

the spell makes Smirkenorff very friendly. He gives the team a spell called BURST to slow the blades and tells them that the entrance to the Short Cut is in the trapdoor room. Fortunately enough, Oliver arrives in that room next. The dowsing rod is used to reveal a door and Oliver goes into the Corridor of Blades. Bizarrely, the spell is not cast but the blades are moving normally. (I sense a production error!) Oliver survives the blades and exits the tunnel.

Level Two: Erm...

Level Three: In the clue room there is a spyglass sequence where Lissard shows Lord Fear his extensive plans for keeping Oliver out of Marblehead - he has blocked the sewer tunnels with a mire trog and also placed a booby-trapped false Shield into the final chamber next to the real Shield. From the table, Oliver picks up a *sight* potion and a bottle labelled *power to rule* to give to Maldame. There is no time for any further development of these plot lines, though, as Oliver enters one of Lingham's passages where a skeletron is on guard. The Dungeon bell sounds, signifying the end of the very short final quest season. Treguard sends Smirkenorff on his final Nightmare flight to rescue Oliver from Lingham.

Summary: To be completely and shockingly honest and candid, I don't think for a moment that this team would have got to level three under normal circumstances. There was a lot of bickering among the team members and they seemed very disorganised, and their stupid initial disregard of the scroll clue was infuriating. I think they were not a very good team, and that a full three-level Dunston victory would have been a much more fitting end to the programme. There, I said it!

PICKLE GOT PICKLED HERE

By Pam Glennie

Pickle seemed to excel as a character when around the younger players, where he would often sit with them and be at least a reassuring figure. Often his facial expressions would help the team decide on what conclusion to draw from an event.

Of course I am biased, but I believe the contribution Pickle made to Nightmare is immeasurable, and count him as one of the all-time great characters. Because he was an elf this gave his persona some leeway - he could be more excitable or more emotional without being branded an inferior character. Just about all the characters in Nightmare were fearless and hardened to emotion, and it was interesting how Pickle could cross this boundary. Where a man may be put into question over emotional behaviour, Pickle's genetics allowed the crossover, making him a unique and popular character.

It was during season six that David Learner moved into the new Broadsword game show, Timebusters. This was a children's television show much like Nightmare in the children-orientated, role play, past times genre, but it was slightly different in concept and screened on the BBC. It is a shame that Timebusters is often spoken of with such disregard, and often seen as inferior to Nightmare. Of course, it would be hard to compare any show to the award-winning formula of Nightmare, but Timebusters' basic outline worked on a team of children time-travelling on a bus to a certain era to collect knowledge and artefacts to succeed in the game by getting the time capsule away from the villainous Dr. Paradox. One episode usually equalled one adventure.

No show can ever match the originality of Nightmare, so on this premise I feel Timebusters was unfairly branded. David acted in this show after he had left Nightmare. At the time Broadsword claimed that if any Nightmare viewer could spot Pickle in Timebusters then they could claim a prize! The plug was later pulled on both Nightmare and Timebusters, for reasons widely debated. (*Other Nightmare actors I spotted in Timebusters include Mark "Lord Fear" Knight, Michael "Brother Mace" Cule and Samantha "Malice" Perkins - Jake.*)

In 1996, David played Mr. Alfredo the fire-eater in a two-episode special of the Famous Five on CITV. That year he also was involved in an early RPG game called *Realms of the Haunting*, where he played Belial, the ultimate bad guy of the game, who was a far cry from Pickle and not quite as stunningly attractive as the elf either, but let's not go into that. *Realms of the Haunting* was a sort of live action game, where the players' choices lead to different filmed scenarios. Apparently it was one of the first RPG games to have live action footage scenes with actors incorporated into the game play.

Since then David has appeared as a contestant on *Supermarket Sweep* and done several voiceovers for adverts, but TV appearances have always been much thinner on the ground for David. These days and generally most of David's acting life dominates the stage. His theatrical appearance count is something quite impressive like over 80 plays, including award-winning performances. His most recent appearances on stage are listed on his profile page on the RADA website.

It may seem odd that thousands remember an actor of such calibre for playing an elf in a children's TV series, but it is clear that David Learner himself acknowledges this in prior interviews and is thankful for the support. It is no trivial matter if thousands of people can remember and respect a character for their contribution to their life/childhood. I loved Pickle as a child watching his antics after returning from school, and even as an adult something ignites that illuminates the child inside, plus he isn't too hard on the eyes!

If you had been wondering about the ambiguous title of this piece, it is a reference to my realisation of the impact Nightmare has had on my life and the people around me. Before entering castles my family will often stop and chant the true or false rhyme. People understand what I am on about when I tell them my life force energy is critical, and put the kettle on. When on a day trip with my mother she came across a wipe clean notes board, and immediately scribbled *Pickle got pickled here*. It was her graffiti that really made me realise the full extent of the Nightmare acknowledgement. But it was only when I spoke to other Pickle fans online that I realised the full extent of Pickle's impact on so many people, inspiring me to write this article. It is true I write a huge glowing review for the show and David Learner, but I would like to end by saluting David's portrayal of Pickle, in a show that has left an impact on so many people, a character that brings back the magic of childhood.

An excellent sentiment to end on. Thank you for that, Pam.

CREATURE FEATURE

Series 8. Level 1.

SNAPDRAGONS

These nasty little creatures were small red dragons that lurked in the new-look dwarf tunnels of series 8. As the dungeoneer walked along the tunnel, snapdragons would burst out from the wall and snap their jaws in the centre of the tunnel. If anyone had been caught in these jaws, that would have been an end to the quest. However, like so many Knightmare creatures, snapdragons were only ever intended to scare the teams, and stop them from wasting time by loitering in the tunnels. It probably took most viewers by surprise when a snapdragon first popped out of the wall, but they soon became just another part of the background. I think that, although snapdragons were a novel new idea, they soon lost their verve.

Some teams found the snapdragons scarier than others did, and we need look no further than the first episode of series 8 for proof of this. At the beginning of the episode, Richard became the first dungeoneer to meet up with the snapdragons. His advisors were very cool and calm and did not panic. Richard was told to walk along the middle of the tunnel, avoiding the walls, as the advisors watched for snapdragons. Later in that episode, Daniel met the snapdragons, and Gideon - the most famous and infamous advisor of all time - went absolutely bananas! He was shouting, panicking and overreacting (just like he did with everything he saw in the Dungeon, really) which resulted in Daniel dashing blindly down the corridor at top speed. This did no particular harm or good to the quest overall, but I do find it interesting how Richard's team (one of the worst teams ever) dealt with the snapdragons much better than Daniel's team (one of the best teams ever) did.

Although most of the snapdragons were nameless entities, we did get to know one particular snapdragon quite well. He was called Snapper, and he lived on Snapper-Jack's hand. Snapper has been described in a previous *Remember Him?* as a sock with eyes, in Paul McIntosh's scathing review of Snapper-Jack. It's true that Snapper wasn't all that convincing, but I never hated him *that* much!

Fear Factor: 4 They didn't look particularly scary, but were very sudden.

Killer Instinct: 0 Never even got close.

Gore Factor: 2 They were just miniature dragons, really.

Humanity: 1 I guess we're all vertebrates, aren't we?

PUZZLE PAGE TWO

The Spell Grid

This is a lot like the Truth Grid, except that you have to match up the characters with the spells they gave to particular dungeoneers. I have chosen some characters that only gave spells once as well as some spells that were only used once, so there should only be one possible correct solution.

Character	Spell	Dungeoneer
Merlin	JOKE	Julie I (series 3)
Hordriss	LOOK	Karen (series 2)
Mildread	TRANSFORM	Daniel I (series 1)
Velda	AVAUNT	Michael (series 8)
Motley	BEAUTY	Chris II (series 3)
Mellisandre	DANCE	Ben I (series 5)
Sidriss	ITCH	Jeremy (series 4)
Grimaldine	SESAME	Alan (series 6)
Cedric	RUST	Cliff (series 3)
Lillith	KNOT	Steven (series 2)
Brother Mace	FLARE	Kelly I (series 3)
Heggatty	SPEED	Simon IV (series 7)

THE BIG ISSUE

Iona Kennedy played two different sorceresses to accompany her main character, Sidriss. Both Greystagg and Maldame represented female opposition to Lord Fear, and vied with him for power. As we know from the Knightmare website, Maldame was brought in to replace Greystagg and the tight costume that went with her when Iona Kennedy fell pregnant. So, was she an adequate replacement?

GREYSTAGG: The queen of the witches and ruler of Witch Haven, featured in series 6 and 7. She spent series 6 deciding to refuse an alliance with Lord Fear, and became his enemy in series 7.

Advantages: Greystagg commanded quite a bit of power in the Dungeon, particularly in series 6 when she was the undisputed ruler of Witch Haven in level two. With her cool and commanding manner, Greystagg was very regal and obviously possessed the qualities of leadership. Despite the fact that Lord Fear tried to cajole and bully her into signing an alliance with him, Greystagg did not allow herself to be intimidated and back down.

Disadvantages: It seems to have been quite easy for Lord Fear to oust Greystagg from Witch Haven completely, so perhaps the power that she seemed to possess was not actually that strong. At the end of Julie's winning quest, Greystagg strode into the chamber where Lord Fear was trapped with the intention of wreaking her revenge on him. Whatever she did clearly did not cause Lord Fear any lasting damage, as the incident was never mentioned again. It could be argued that Greystagg was all show - a character with little substance once you scratch the surface.

MALDAME: The queen of the mire world in series 8. Maldame disapproved of Lord Fear building his two towers in her realm, and requisitioned Linghorm for herself with the help of Daniel II. This was plenty to earn Lord Fear's enmity.

Advantages: Maldame ruled level three unchallenged until Lord Fear turned up, and apparently commanded quite a lot of respect in the mire world. When Lord Fear challenged her sovereignty by building Linghorm and Marblehead, she promptly stole one of the towers from him and refused to move out. She refused to be swayed by Lord Fear's threats and did all she could to fight back at him. She was a determined woman and helped dungeoneers purely for her own ends, and one gets the sense that if Lord Fear could have removed her from the Dungeon completely then he would have done so. Maldame was clearly a very powerful level three sorceress, something that had been missing from Nightmare since the days of Morghanna, Malice and Aesandre.

Disadvantages: Maldame was brought in purely to replace Greystagg, but the shortness of series 8 really gave her little time to establish herself, although she was in it an awful lot. Her haughty manner and contempt for

Lord Fear meant that often Maldame might just as well have been Greystagg, except in a costume that was more suited to hiding a pregnancy bump. There is nothing particularly memorable about Maldame to set her apart from Greystagg and you could argue that, as Maldame spent a lot of her time hiding behind a balcony, or as a face on a screen or in a window, Greystagg might have just as well been used, as these situations were designed to hide Iona Kennedy's pregnancy.

I prefer Greystagg every time, mostly because I feel that Maldame was just a pointless replacement for her. Still, doubtless Maldame has her fans out there, if they wish to make themselves known.

TOP FIFTEEN KNIGHTMARE VILLAINS

Part One

By Richard Temple.

15. Fatilla The Hun (Series 4): This Dungeon guard was not the brightest villain that ever appeared in Knightmare, but he was certainly memorable with his catchphrase: *"I will blip you and then I will blop you."* He never killed a dungeoneer but would have killed one (Simon) if not for the intervention of Pickle. He only appeared in one series but I still have fond memories of this hopeless Hun trying to prevent dungeoneers getting to level 2.

14. Honesty Bartram (Series 8): The new trader, taking over from the more notorious (and far better in my opinion) Julius Scaramonger. I may be being a bit harsh here since he only had ten episodes with which to prove himself to Knightmare fans, but I never found him as menacing as Scaramonger could be sometimes. He was funny for all the wrong reasons, his habit of stammering over some words drove me nuts and his name was just too corny for words: Sylvester "Sly" Hands was funny, Honesty Bartram wasn't.

13. Malice (Series 4): This wicked sorceress was a scourge to dungeoneers in series 4 (notably Dickon's winning quest), although she sometimes helped in return for something. More often than not she was a foe rather than a friend, but she never killed a dungeoneer.

12. Bhal-Shebah (Series 8): Lord Fear's second red dragon (after the demise of Red Death in series 6) had two personalities, which made for some interesting conversations between Lord Fear, Bhal and Shebah. Bhal-Shebah can claim one victim: he scorched the very first dungeoneer of the series. Lord Fear cast a spell on him later in the series, combining his personalities and re-naming him Firestorm of Marblehead. This kind of killed the character but the series ended soon after so it never really had any effect.

11. Raptor (Series 7-8): Skarkill's replacement as goblin master in series 7 was not quite as good as his predecessor. He never caught a dungeoneer, and I thought that Clifford Barry gave a better performance as Lissard than Raptor. In series 8 Raptor became the master of the miremen, but fared little better in his efforts to thwart quests. He was once scared off by a cat, because he was superstitious.

POETRY CORNER

This is another laudable quest from series 1, that of Daniel I, or Danny to his friends. I quite like this jovial Portsmouth posse, who were one of only three teams to reach the second level in the first series.

From Portsmouth's shores came four young boys,
To try their luck 'gainst Dungeon ploys.
Folly's door test caused no hitch,
Then Granitas's burping glitch.
On to Lillith's in a trice,
Where Danny's Buddha paid the price.
Then on to the monster's maw,
Where soapy bubbles did their chore.
When Gumboil stood before the well,
An itch was caused by magic spell.
In level two with Cedric's shout,
Poor old Gumboil got knocked out.
Danny found a friendly key,
Who talked and helped quite happily.

**Casper helped find Merlin's test,
 Which Dan and chums completed best.
 With info learned and spells to gain,
 The spears were dodged, but all in vain!
 Clue from Folly, then he's gone,
 Yet more doors to ponder on.
 Right was right, but left was taken,
 Folly's clue was fast forsaken.
 A bomb went BANG! What a sound!
 Dan and chums were homeward bound.**

PUZZLE ANSWERS

Challenge question: Brother Silence - he's not actually a monk but an assassin.

Clue object quotes:

1. Malice. Series 4, episode 3. Alistair's quest. Green gem.
2. Olaf. 2, 14. Anthony. Bar of gold.
3. Rothberry. 7, 4. Nicola II. Bar of silver.
4. Velda. 3, 9. Kelly I. Rose.
5. Elita. 6, 12. Sofia. Dragon mint.
6. Merlin. 1, 5. Daniel I. Spell timer.
7. Stiletta. 8, 2. Daniel II. Ring.
8. Treguard. 5, 4. Sarah. Green arrow.
9. Heggatty. 6, 4. Sumaiah. Witch amber.
10. Treguard. 2, 6. Tony. Gauntlet.
11. Hordriss. 3, 15 & 16. Chris II. Hour glass.
12. Motley. 6, 7. January. Defrost powder. (The feet belong to Sidriss.)
13. Treguard. 8, 2. Daniel II. Spyglass.
14. Granitas. 1, 6. Helen I. Flowers.

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Character.	Spell.	Dungeoneer.
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