



THE EYE SHIELD

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MESSAGE FROM ME

Welcome to issue 46 of The Eye Shield. Firstly, I'd like to mention that I seem to have gone a bit Jamie-mad in this issue, with his series 2 quest being immortalised in verse down at *Poetry Corner*, and his death being analysed in some detail in both *Remember This?* and *Top Five Most and Least Deserving Deaths*. Believe me, it is a complete coincidence that these three articles have turned up in the same issue - I really didn't realise until the last minute! So, if you're a fan of Jamie and a fellow advocate of his unfair death, you should enjoy this issue. If, however, you don't like Jamie... well, *Classic Quest* is free of him, for now at least.

As some of you may have realised, it is six years this month since I took the reins of The Eye Shield. It is indeed heartening to report that, after all this time, we're at an all-time high for reader-generated material. Within this very issue, Chris Stallard's rundown of Knightmare's level three losers in *Close, But No Cigar* concludes - which four teams failed to make the final cut for the Hall of Fame by the narrowest of narrow margins? Chris will let you know soon enough. Meanwhile, Liam Callaghan will have you in stitches, as he examines comedy cartoons in *Kids' TV Shows I Grew Up With*. *The Adventurer's Adventure* continues, thanks to Gary Day, and Richard Temple facilitates another meeting with disaffected Dungeon Ranger Rio Bolt in the second chapter of *The Fastest Draw in the Dungeon*. Thanks again for all these fantastic contributions, guys - keep 'em coming!

The eagle-eyed among you may have noticed that I have recently been uploading some articles from old issues of TES onto the Lexicon section of the Knightmare Interactive website. I was pleasantly surprised to receive an e-mail from the team behind this impressive on-line Knightmare encyclopedia, asking me to contribute some of my old articles. I would like to take this opportunity to thank the Knightmare Interactive team once again for their interest in and appreciation of my hard work, and for introducing TES to a fresh audience. However, you can rest assured that www.knightmare.com is still, and will always be, the one and only place to read the latest issue of The Eye Shield, as I will not be uploading any articles from the most recent issue until the next issue is on the website.

Oh yes, and one last thing. Just in case you're still in any doubt and/or you care, I just thought I'd remind everyone that the official TES

definition of a wall monster is - and always has been - a spellbound clue room guardian who appears on one specific wall. The wall monsters, therefore, are Granitas, Olgarth, Igneous, Golgarach and Brangwen. Entities such as the Brollachan, the Gargoyle, Medusa and the blockers are all separate creatures in their own right, even though they appeared on walls too. The wall monsters also belong to a larger group of spellbound creatures, which incorporates the door monsters and Oakley. The full consortium of wall monsters, door monsters and tree troll therefore comprises Granitas, Olgarth, Igneous, Golgarach, Brangwen, Oakley, Dooris, Doorkis and Dooreen. Now, I know that some of you have different definitions of wall monsters, some of which do not include Brangwen, thanks to Treguard's heavy implication in episode 302 that she wasn't a true wall monster. However, if only for the sake of convenience, within the pages of my humble fanzine, Brangwen is definitely a wall monster, as is Golgarach, who was never actually described as such on the programme. Right, now that that's all nice and clear, let's get on with it...

Ross Thompson considers the victory of the infamous Barry Thorn.

Did you think Barry and team from series 7 deserved to win? I think they did, because they had a long quest (63 minutes - the longest ever in Nightmare) and he did well, even if he was a bit chatty.

I think Barry definitely deserved to win. Everyone always says he took a short cut, but he didn't really – the phrase above the door referred to the nature of the Corridor of Blades, which was actually an additional challenge in level three for this series. Barry faced the same obstacles as Simon, Alex and Julie in the same series, and more besides. The team came out on top, just as they deserved to after their efforts.

Liam Callaghan shares his thoughts on CBBC's *Raven: the Island*.

The Island series is actually a lot closer to Nightmare than the original Raven. For one thing, the epic quest feel of the series gives it a more definite (and for me, better) objective than the original series, which is just a group of young warriors competing against each other. Also, there's no set pattern as to when (or even if) the contestants get eliminated. You could have a whole week pass without anybody being taken, and then lose two on the same obstacle. Of course, the show is not without its downsides, and the actress who plays Princess Erina, despite her obvious aesthetic value, does not have the same presence as James "Raven" McKenzie. Mind you, I don't think it's her fault, as she's only reading a restricted script. The other downside is that the pace is a little slower. Despite this, I still prefer it.

I see what you mean, Liam, about Raven: The Island being closer to Nightmare, but I still think it's very poor compared to the original Raven series. Raven fans, look out for the second series of The Island (entitled Raven: India) on the CBBC Channel this summer. I'll certainly be watching.

Our final piece of feedback this issue comes from The Eye Shield's original editor, Newcastle's Paul McIntosh, who likes to drop in to Eye Shield Towers from time to time, just to see how his brainchild is faring.

I've been leafing through some of the recent Eye Shield editions - excellent work, although I'd expect nothing else! It must be an even bigger challenge now that the advent of the internet has taken away a lot of the interactive elements that make fanzines what they are, so it's doubly impressive that you still manage to get so much good material together every issue.

Ain't that the truth! Still, I mustn't complain, as I have been rather well off in terms of reader contributions of late, and Ross Thompson and Liam Callaghan have both been giving me regular feedback and help. Thanks again, guys. Paul, I'm so glad you're keeping up with TES, and I hope it continues to please you in the future.

And now, here are the answers to the latest Nightmare QI quiz, along with the scores of all you readers who were brave enough to enter the competition:

1. What was the chant used by Lillith in series 1 and 2 to summon her magic causeway?

Correct answer: "Rock to rock and stone to stone, span the pit and cross the zone."

Cliché answer: "Rock to rock and stone to stone, span the cliff and cross the zone."

Explanation: Despite the fact that the latter quote was used in the first Nightmare book, and has been widely quoted as Lillith's magic chant, listen closely and you will hear that the word is *pit*, not *cliff*.

2. Who conquered Dunshelm in the first Nightmare book?

Correct answer: Baron Vestan of Brittany.

Cliché answer: The Gruagach.

Explanation: Vestan was the one who conquered Dunshelm, with the help of his army, of course. Even though he eventually held supreme power at Dunshelm, the Gruagach never conquered the fortress, but was invited in by Vestan's Master at Arms, Horgan, and then took over from the inside. Treguard was also an acceptable answer for this question, although technically he (and Folly) beat the Nightmare Challenge, rather than conquered the fortress itself.

3. Which dungeoneer was the first to use a trapdoor to change levels?

Correct answer: Scott (series 3).

Cliché answer: Daniel (series 8).

Explanation: Yes, Scott used a trapdoor to travel from level one to level two, which was the one and only time this happened prior to series 8.

4. Which was the final wall monster to appear on the programme?

Correct answer: Brangwen.

Cliché answer: Brollachan.

Explanation: The final wall monster appearance was in the last episode of series 3, when Brangwen appeared with Chris II. Sorry if you don't agree, but this is

TES and, by the official TES definition, Brangwen is a wall monster (despite what Treguard might think) and Brollachan is not.

5. Who was the final character to be seen on Nightmare?

Correct answer: Smirkenorff.

Cliché answers: Lord Fear, Lissard.

Explanation: Yes, I said *seen*, not *heard*, and Smirky can be seen carrying Oliver back to Nightmare Castle during most of the end credits of the final episode.

6. Who was the first female member of a winning team to speak on Nightmare?

Correct answer: Becca (Julian's middle advisor).

Cliché answer: Julie (series 7 winner).

Explanation: The second ever winning team had two female members (Becca and Mary) and Becca was the first one to speak, by giving her name and home town.

7. What does this sequence signify? ISS, ISS, XEL, ISS, AME, EZE, IRE, OES, ISS, ERO, BAG, ISS, NGE, ISS, AME, ISS.

Correct answer: These are the last three letters of the spells cast throughout series 5, in chronological order: DISMISS, DISMISS, PIXEL, DISMISS, SESAME, FREEZE, FIRE, HEROES, DISMISS, HERO, BAG, DISMISS, CHANGE, DISMISS, SESAME, DISMISS.

Cliché answers: Anything to do with ancient languages loses ten points. Any mention of Babylonian or a Druid spell loses fifty points. If you even *think* of suggesting something stereotypical about the Germans, you lose two hundred points! Anything to do with the Klingons loses you five hundred points!

8. What is the title of the first Nightmare book?

Correct answer: Nightmare.

Cliché answer: Can you beat the challenge?

Explanation: Despite being written on the front cover in the same style as the titles for the other Nightmare books, *Can you beat the challenge?* is merely a question for the reader, and not part of the title of the book, as can be clearly seen on the spine.

9. What is the final spell that is cast in the traditional manner (by spelling it out) on Nightmare?

Correct answer: CREEP.

Cliché answer: BURST.

Explanation: By some terrible production error, the final spell awarded on Nightmare (BURST, to Oliver, by Smirkenorff, to slow down the blades in the Corridor of Blades) was not seen to be spelled out in the usual way. Therefore, the last spell to be cast in the traditional manner was Sidriss's dragon-charming spell, CREEP.

10. Which is the only piece of Nightmare canon (TV series and books) not to feature Treguard as a character?

Correct answer: Lord Fear's Domain.

Cliché answer: There isn't one! You either knew it or you didn't.

Explanation: Treguard stars in all one hundred and twelve episodes of Nightmare, of course, and even in the more recent, unsuccessful VR pilot. He is also featured as a prominent character in the first six Nightmare books but, despite being mentioned several times and even being featured in an illustration, he does not appear in the final book, Lord Fear's Domain.

Rank	Name	1	2	3	4	5	6	7	8	9	10	Total
1	Drassil	3	3	4	0	3	1	4	4	4	4	30
2	HStorm	1	4	3	1	4	3	2	4	10	3	15
3	Liam C	1	3	2	2	4	2	4	10	1	4	13
4	Ross T	1	1	1	2	2	1	1	1	1	1	12
5	Martin H	0	0	0	0	0	0	0	2	0	1	3
6	Joe G-J	10	10	1	2	4	4	2	4	3	1	1
7	Pooka	10	2	10	2	1	2	1	3	2	3	-4

Well done indeed, Drassil - you have definitively retained your title, and are truly a worthy Knightmare QI champion!

Now, I wasn't originally planning to kick off another round of Knightmare QI straightaway, but the fact that a few of you mentioned "next time" when you submitted your answers, coupled with the fact that this feature has been a phenomenal success in making The Eye Shield more of an interactive fanzine than it has been for many years, has convinced me that I would be a fool not to! Consequently, the questions for the fourth round of Knightmare QI are listed below. E-mail me your answers, or PM them to Eyeshield on the Knightmare Discussion Forum, by Friday August 24th 2007, and you could be the next Knightmare QI champion! Be warned - a few of these questions have what appear at first to be very obvious answers, but there is more to them if you stop and think. (Well, that *is* the whole point, isn't it?) Don't let your guard down and hit a cliché! Just before we begin, let's offer up a prayer of thanks to Martin "HStorm" Odoni for bringing Knightmare QI into the world. I, for one, shall be eternally grateful for that blessed day. Amen.

1. What was the name of Treguard's second assistant?
2. How many dungeoneers met Lord Fear in person (not including just his hand, or appearances on the television screen in the antechamber) during their quests?
3. Which is the odd elf out? VELDA, PICKLE, ELITA.
4. Who was the first character to say the word "Dunshelm" on the programme?
5. On how many television channels in the UK has Knightmare been shown?
6. Who was the first dungeoneer to reach the wellway chamber at the end of level two?
7. Greystagg's full title was "Queen of the..." what?
8. Motley was absent from how many episodes during his extended break?
9. In terms of the number of episodes from the start of the first series in which they were due to appear, which Knightmare character took the greatest amount of time to make their first appearance on the programme?

10. During how many quests in series 7 do we get to see the firebomb room?

And there we have it. Remember, for each question, a correct answer earns you one point, identifying the cliché earns you a further point, and there are two bonus points available for supplying some Quite Interesting supplementary information. Again, there is one question without a cliché - spot this fact to earn your bonus cliché point for that question. This time, there is another new rule, so pay attention. **Any unanswered questions will incur a penalty of two points each!** An effective tactic that has been employed on occasion in the past is to answer only one or two questions, thereby ensuring that no clichés are hit, which has been a fair enough ploy, but this time things are tougher! Of course, if you're struggling with one particular question, but are fairly sure that you have scored full marks on all the others, maybe you think you can afford to lose two measly little points - it's up to you to decide what risks to take, and how many points to risk!

REMEMBER THIS?

Series 2. Level 2.

ARIADNE'S ORIGINAL LAIR.

Ariadne has got to be one of Knightmare's most famous creatures - well, who could forget a huge, hairy tarantula hogging the screen? She may only have been a camera-trick, but Ariadne could be deadly enough if the team wasn't careful. In her original lair (featured in series 2) the Queen of the Arachnids had several memorable encounters with dungeoneers.

The room that housed Ariadne's first lair had three stone walls with one door on each of them; it was later used as the entrance to the Dungeon Valley in series 3. Once a dungeoneer had entered her lair, Ariadne would scuttle into view from the right-hand side of the screen and come to rest on her web (a small black line that we could barely see) above the dungeoneer's head. She would then begin to close off the exits one by one with her webs, which were created by the same animation used for the WEB spell that Chris's team used against Cedric in this series. If

the dungeoneer didn't manage to get out before all three doors were webbed off, they were trapped and the game was over.

Sometimes, the team would simply have to make a quick exit from the chamber, while Ariadne blocked off an exit or two for good measure. In this case, there was no real danger of being trapped. However, the race-against-the-clock scenario made for exciting viewing. The additional task of collecting a quest piece (as in the quests of Mark and Neil) occasionally made the challenge slightly harder, which really added to the tension of the scene.

For dungeoneers Steven and Jamie, the challenge was made more complicated still. Steven was told by Cedric that he had to whistle or sing in order to appease Ariadne. Upon reaching the spider's lair, all three exits very quickly became webbed up and it looked like Steven was trapped! However, whistling a tune that sounded suspiciously like the French National Anthem caused the webs to disappear and Ariadne to scuttle away - a strange but enjoyable scene.

As for Jamie, he was given the additional task of rescuing Gretel from one of Ariadne's webs. In doing so, he used up his only chance of escaping himself - a spell called FREE - and got himself trapped in Ariadne's thrall! Apparently, the team needed another spell (called MEDAL) in order to escape, but they had been too slow in picking up its pieces in the previous chamber, so the Automatum chased them out before they had time to complete the task. (Hmm, that sounds like a mighty contrived death to me!) Of course, what the team should have done was to get Jamie to stand right next to the web that contained Gretel (the one on the left-hand door) and then cast FREE. Jamie should then have bundled Gretel through the open door before Ariadne had the chance to drop another web. Still, I suppose that doesn't sound like a very likely scenario.

Difficulty: 7 Intimidating, tricky and deadly!

Killer Instinct: 6 Poor old Jamie paid the ultimate price for his chivalry.

Gore Factor: 3 Unfortunately, Ariadne didn't actually eat him!

Fairness: 4 Well, Jamie's death was one of the least fair of them all!

ADVENTURE TIME

The never-ending journey through the Nightmare Dungeon continues, with the score standing at Dungeon 13, Humans 5. A fresh quest begins, led by dungeoneer Becky.

Becky's quest begins in the smoke-filled cave of Mildread, the vile old witch. She is bent over her cooking pot as usual, towards which the advisors guide their dungeoneer. On the far wall, two doors are open.

"Have a care here, team," Treguard warns. "Mildread's not exactly what you'd call a friend to dungeoneers."

"I don't know how you can say that, Treguard," Mildread cackles, as she turns around to face Becky. "I'm always getting dungeoneers bursting in unannounced, but I don't blame them for being rude. In fact, I help the little darlings all I can, and you, dear, are no exception. What is your name?"

"Becky," she replies.

"If you want to get out of here without meeting an early death, Becky, I suggest you listen to me," Mildread slurps. "If you turn left, your life's bereft; if you turn right, you'll do alright. There, that's all the help I feel like giving you today. Be off with you, before I decide to prove Treguard right after all."

The advisors have no qualms about directing Becky through the right-hand door. She emerges into a room with a chequered floor, one door on the opposite wall, and a table containing several objects. The advisors direct Becky over to the table, and ask her to describe the objects to them.

"There's a bar of gold, a silver key and an egg timer," Becky tells them.

"Don't touch yet, Becky," Treguard warns. "All these things must be earned."

There is a cracking, rending sound as the opposite wall transforms into the features of Phelheim. The doorway is now surrounded by colossal lips of stone.

"Look upon the face of Phelheim, puny dungeoneer!" the wall monster declares. "If you are to earn knowledge, you must first give me truth. I have three riddles, and here is my first. I know a word of letters three; add two and fewer there will be. What is it?"

The advisors seem to be stumped, so Treguard helps them out.

"You have to think about this very literally, team," he tells them. "Take two letters away from fewer and what do you have left?"

"Few!" declares Becky in a fit of inspiration.

"Truth accepted," says Phelheim. "Here is my second. What starts with an *e*, ends with an *e*, but contains only one letter?"

"Think about different kinds of letters, team," Treguard advises. "This is certainly a tricky one."

"The alphabet," Becky says at length.

"Falsehood!" Phelheim thunders. "Envelope was the truth I sought. Here is my third. It can be measured, but has no width, length or height. What is it?"

"Time," is the team's answer.

"Falsehood," Phelheim says again. "Temperature was the truth I sought, for though time has no width or height, it does have length. One alone is the score. Your quest is for the Crown, yet you may not rule. All other knowledge is denied you!"

Phelheim's face disappears from the wall, so the team turn their attention back to the objects. With no clues as to what they should take, the advisors tell Becky to pick up the bar of gold and the egg timer. They then direct her out through what was once Phelheim's mouth, into a small blue cave with a single exit. Beside the doorway, a large chest is sitting on the rocky floor. There is a silver keyhole on its front.

"Well, team, there's something here that requires closer investigation," Treguard remarks. "But do you have the right tools for the job?"

Becky tries to open the chest, but it is firmly locked and the lid will not budge. Despondently, the advisors are forced to direct her out of the cave. She arrives underneath a large stone archway that leads into a ruined castle. The entrance is being guarded by Fatilla, who hefts his club when he sees Becky.

"Ooh, a dungeoneer!" the barbarian guard declares. "How lovely - my master will pay me well for this. Hold still, little dungeoneer, while I blip you and then blop you!"

"You don't have to kill me to be paid!" Becky exclaims. "Look, I can pay you right now to let me through!"

"What can you pay me?" Fatilla asks, his interest sparked.

"How about this egg timer?" Becky offers hopefully.

"Give over," Fatilla scoffs. "I'm not the kind of guard you could bribe with his own laundry, you know - you'll have to do better than that!"

"How about this bar of gold, then?" Becky suggests.

"Yes, okay then," Fatilla agrees, accepting the ingot in his pudgy hands. "Go on through, but if you meet Mogdred, you've never met me, okay?"

Becky agrees to this bargain, and Fatilla slopes off with his bar of gold clutched firmly to his chest. The advisors direct Becky through the archway, past some ruined walls, and then through a black portal. She emerges into the small settlement known as Holngarth. There is an exit available via a thatched roundhouse, but it is being blocked by the imposing metal figure of Dreadnort.

"Warning, team, there's something rather unpleasant on guard here," Treguard remarks. "And I rather think you'll need more than an egg timer to get out of this one."

"I seek a word!" Dreadnort intones. "Give me a word, dungeoneer. If you give me the correct word, you may pass. If you give me the wrong word, or if you give me no word, then I take a limb instead! Perhaps an arm, perhaps a leg, or maybe even a head. Give me a word, now!"

The advisors are paralysed with fear and disappointment, for they have no word to give. Becky is forced to await her fate.

"With no word," Dreadnort roars, "you have reached journey's end!"

The colossal robot reaches out and grabs Becky's right arm in an iron grip. There is the sound of ripping muscle and cartilage, as well as a piercing scream, before the screen blacks out and the Dungeon bell sounds.

"Ooh, nasty!" Treguard exclaims with relish. "Well, team, I hope Merlin manages to reattach that arm before you meet up with Becky. You really needed more information from Phelheim, for without it you rejected the key and left the password sitting idle in that chest. Spellcasting: D-I-S-M-I-S-S."

Yet another failure increases the Dungeon's lead to 14-5. Surely the next quest will fare better? If you care, read the next Adventure Time to find out.

CLOSE, BUT NO CIGAR

By Chris Stallard

Rather than rating the teams that managed to conquer the Dungeon, this article looks at the teams that made it to level three but, for whatever reason, failed to push on to victory. It has often been stated by some fans that certain teams were very unlucky not to win, and therefore this article focuses on them. This includes teams who perished in level three, as well as teams that were "timed out" by the end of the series whilst on the final level. As I will be focusing on teams that made it to level three, I will rank the teams by an overall rating, which is split into four marks-out-of-ten categories:

Appeal - How much did the team grow on the watchers?

Excitement - Were there many memorable moments in the quest?

Intelligence - The old chestnut; did the team condemn themselves by their own actions?

Luck - A low rating helps here. How lucky were the team to progress, and how unlucky were they not to win?

So, with all that being as clear as the "opposite" riddles that led to the downfall of Vicky & co in series 4, here are the teams in reverse order:

4. **Sofia**, Claire, Kim & Emma, from Bournemouth. (Series 6)

A brilliant young team from series 6, who fell for the lack of one correct answer in the final level. (Where have we heard that before?) This team, in a rare showing for series 6, enjoyed a lively first level, including a memorable encounter with Julius Scaramonger, using the ring to make Sofia bigger in order to scare him into giving up the dragon caller. Another memorable encounter followed when the dungeoneer insulted Elita after being provoked! (How many wanted to respond in a similar way, I wonder!)

Level two saw the team find a rare Ring of Phobia, which had almost certainly been left deliberately by Fear, as it would cause a dungeoneer extreme damage to life force. They then embarked on a mission to see Ridolfo returned to being a minstrel by giving the ring to Hordriss (in disguise as a witch) who vowed to use it to torment the Opposition. Ridolfo later burst in on the team as they encountered the Dreadnort, to provide the password.

Level three saw the team struggling with the Level Three Entrance Exam for Aspiring Sorcerer's Apprentices (Hordriss was the invigilator, this time not in disguise) where they could only answer one question correctly. The team then insulted Elita again, but had to apologise quickly as they were threatened by Skarkill! However, Sofia soon fell to her death, as the team did not know the causeway combination, which was on the diploma scroll awarded to the lady who passed the exam...

Appeal - Enjoyable to watch, as they put their heart and soul into the quest. Also memorably had a go at Elita, not once but twice! (About time too!) **8**

Excitement - The youngest team of the series led to much excitement. The fact that they died late in the quest and at the end of an episode (only the second and last time this would happen on Nightmare, unless you count Richard at the end of series 1, in which case it was the third and last) added to the tension. **9**

Intelligence - No obvious signs of idiocy. **9**

Luck - No extra help. The fact that they died due to an incorrect riddle was a throwback to series 3. **2**

Overall - A strong team that fell for the want of a single answer. **8.5**

3. Leo, Matthew, Simon & James, from Bromley. (Series 3)

A high quality team from surely the greatest series of the game. The team's intelligence was on hand early, as they earned a perfect score from Brangwen (the only team ever to do so) and throughout the quest they dealt with encounters confidently and with due consideration, easily passing Merlin's test and confidently getting past a then unknown quantity in Hordriss the Confuser. The only criticism of the team is that they may have lacked the charisma to make the watchers feel true empathy with them.

(I realise that comment will enrage most of you, but I preferred to watch enthusiastic teams who really threw their weight into the quest rather

than the more professional, conservative quests that simply plodded through the Dungeon.)

Despite this minor criticism, the team can be classed as supremely unlucky not to win, failing as they did by getting just one riddle wrong in level three. (How many 13 or 14 year olds are going to know about Avebury Ring?) In any other series, Leo and his friends would almost certainly have been champions.

Appeal - On a personal note, I couldn't take to their style, but even I will admit their level three performance was thrilling. **7**

Excitement - Level three was thrilling, but their style was rather too professional. Their level one also seemed to drag on, which is a common complaint for this series. **7**

Intelligence - All were extremely on the ball, each team member contributing to the effort and nobody being marginalised. Perhaps the most intelligent team to appear? **10**

Luck - Very unfortunate, as their only mistake was to incorrectly answer a virtually impossible riddle. They had little to no extra help. **1**

Overall - A winner in any other series but series 3, which seemed to be designed not to be won! **9**

2. Martin, Darren, Lee & Jamie, from York. (Series 3)

Another high quality attempt from series 3, which I rate higher than Leo's quest. Looking at the early stages of the quest, they seemed to be anything but winners, as they struggled with the simple task of guiding Martin out of the pool when the shark appeared. However, this proved to be just an early oversight, as the team quickly showed themselves as being sharp and confident, with Martin being perhaps the most smart-arsed dungeoneer to appear, after Barry of course! This was shown in level one, when he dominated the joke scene with Motley in the kitchen.

The quest progressed by seeing Martin become more of a dominant force, with the advisors almost having to rein him in! This is shown by his constant desire to be involved in all discussions and decisions, which is of course understandable, as it was his *life* they were messing with, after all! However, despite Martin's attitude, it is clear that all members of the quest put all their effort into it, as was shown when they failed Owen's difficult riddle (although it was easier than the riddle Leo had to answer) when Martin just sighs "right, let's go" displaying none of the confidence

the team had had just moments before. Without Owen's magic, they were, of course, doomed...

Appeal - I liked their style, especially Martin's. However, even I will admit it would irritate a lot of people. **8**

Excitement - Some of the most memorable scenes from any series were included in their level three effort, including Martin's death at the hands of Morghanna. **8**

Intelligence - Not as good as Leo & co, but they were sharp and considered their actions. **8**

Luck - None that I could see, and again it was just one riddle that condemned them. **1**

Overall - A strong team, equal with Leo, but I found them slightly better to watch. **9.5**

1. Giles, Robin, Andrew & Brett, from Hampshire. (Series 4)

The unluckiest team in the history of the programme! They started confidently by dealing with Motley to gain magic, which they used immediately, and then answered Oakley with ease. They then took their time to size up the objects and make their choice, and went on to negotiate the conveyor belt and Fatilla without difficulty. Then, after dealing with the second character in the stocks in their quest, (reaching overkill here now!) they dealt with Brother Mace and the door monster quickly, and played their Joker card to escape Ariadne, still showing confidence and humour despite the danger of the situation.

They progressed to level three and came into their own, retrieving Merlin's key to gain a spell, and then dealt with the Corridor of Blades with relative ease, although they did seem to be hit at one point! They escaped Mogdred on the bridge (the last time he was seen on Nightmare) despite panicking slightly, and then dealt with the Block and Tackle in their own unique way! However, all of this was in vain as they were timed out at the Transporter Pad by the end of the series. This was a grave injustice, as they were surely only a few rooms from victory and had just beaten three of the hardest challenges in the Dungeon's history!

The Christmas story was foolish (given that it was filmed in the summer) and the fact that Treguard seemed almost gleeful when he dismissed the team only added to the sense of frustration. The team aren't exactly convincing when they say they want to go home, and clearly look hacked

off as Treguard spellcasts. Over sixteen years on, this ending still leaves a bitter taste...

Appeal - I enjoyed watching them, as they showed consideration but also humour. **8**

Excitement - Their encounter with Ariadne was memorable and their level three performance was the most memorable of the series. **9**

Intelligence - Considered and answered well. **9**

Luck - None whatsoever! They are the only team in the game's history to be denied victory purely by luck and not their own actions. **0**

Overall - Not the greatest, but certainly the most unlucky of the non-winning teams, and they would still be justified in feeling cheated. The fact that Treguard spellcast DISMISS instead of HOME was the final insult, as the team was whisked away from victory without even a goodbye. The angry looks as the spell was cast were completely justified. Quite why the quest could not have been edited (as in the case of Richard from series 1) to fit in their victory is beyond me, as much of the quest, like series 4 in general, contained unnecessary eye shield and/or conversation scenes. Surely a victory would have been a more satisfying end than what actually occurred? A truly unlucky team... **9.5**

So, there you have it, then. If you disagree with any of this, you know what to do...

A brilliant, informative rundown, Chris - thanks again.

PUZZLE PAGE ONE

A Monstrous Challenge

Match up the creature or monster on the left with its episode spread (first episode to last episode in which it appeared) on the right. There is only one correct solution to this, but it may not be as hard to find as you might think at first!

Creature	Episode Spread
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Ariadne	301 - 808
Armoured Behemoth	304 - 516
Assassins	202 - 216
Blockers	108 - 305
Cavernwrights	101 - 316
Cavernwraiths	301 - 416
Door monsters	602 - 606
Goblins	401 - 416
Pookas	404 - 515
Samurai	408 - 714
Skull Ghosts	501 - 614
Wall monsters	202 - 610

TOP FIVE MOST AND LEAST DESERVING DEATHS

Sometimes when a dungeoneer snuffed it, there was clearly no one to blame but the team themselves. Sometimes, however, the watchers at home were left feeling slightly indignant on the part of the defeated team, as their demise had, perhaps, been a trifle unfair. Of course, ideas about what constitutes a fair or unfair death may differ greatly from Nightmare fan to Nightmare fan. For example, I personally am not all that bothered about the injustices surrounding Sofia's death, but I am well aware that some of you out there in Nightmare Land are. Here are my own personal top five most and least deserving deaths. If you disagree, send me yours - I'd just love to include them in a future issue!

Most deserving:

5. Anthony, Alan, Mark and Darren.

Time on Nightmare: Series 2, episodes 13 & 14.

Level reached: 1.

Cause of death: Fatal fall from Lillith's causeway.

These four dreary boys followed hot on the heels of Julian's winning team, but they had practically doomed their quest by the end of the same episode in which their predecessors had won! Several times Treguard told the team to examine all the objects on the level one clue table with care, and several times they read *Potion* as *Poison*. Their downfall was richly deserved, and came as something of a relief, quite frankly: *"If you can't read labels then you can't read the writing on the wall."* - **Treguard**.

4. Richard, Jonathan, Paul and Edward.

Time on Nightmare: Series 1, episodes 6, 7 & 8.

Level reached: 3.

Cause of death: Dead end at the Wall of Jericho.

When I was whittling the many deserving deaths down to my top five, I found that I had several names from series 1 on my list of possibles. It is, perhaps, unfair to judge the teams from this series too harshly, as they really were going in blind, and acting as guinea pigs to some extent. However, Richard's death always makes me despair at the team's sheer stupidity and carelessness - they were being handed victory on a silver platter, with a ridiculously easy level two followed by a simple choice of objects in level three, but they blew their chance by taking a dagger instead of Joshua's horn. Even in the first series, this should have been an easy choice to make: *"Why are you carrying a weapon of so little use to one who's blindfold?"* - **Treguard**.

3. Richard, Rebecca, Angela and Rowena.

Time on Nightmare: Series 8, episode 1.

Level reached: 1.

Cause of death: Roasted by Bhal-Shebah.

I have gone on about these brainless idiots at some length before, but I still can't get over how stupid they were to completely ignore the scroll clues in the level one clue room. This was the fourth series in which scrolls were used to give clues for objects - there's simply no excuse for what they did. I have read on Richard's website that they were following the old Dungeon rule about avoiding weapons, but this only ever applied in the absence of further clues. Without Stiletta's green blade, they earned no clues from the warrior thief, and so were unable to open the trapdoor

at the end of level one: *"You haven't returned anything to me either, so the code says I don't owe you anything!" - Stiletta.*

2. Neil, Jason, Craig and Mark.

Time on Nightmare: Series 2, episodes 7, 8 & 9.

Level reached: 2.

Cause of death: Whack on the head from Cedric.

Again, I have harped on about this before. As the only team ever to be given an object clue from a wall monster after getting only one correct answer, and earning a spell from the Dwarf with the same dismal score in level two, Neil and friends were clearly told that they were being gifted SHOVEL. They worked out that it was a spell, but they also took it upon themselves to spellcast SPADE instead! Even when that didn't work, they still didn't get the right name. Still, it was good to see Cedric bag a victim, as he had obviously been desperate to for some time: *"The spell you were given was SHOVEL, not SPADE. How would you like someone to get your name wrong?" - Treguard.*

1. Simon, Andrew, Richard and Andrew.

Time on Nightmare: Series 4, episodes 7, 8 & 9.

Level reached: 2.

Cause of death: Fatal fall at the Block and Tackle.

Well, it couldn't have been anyone else, really, could it? Andrew (in the red jumper) obviously did not know left from right, so his instruction to Simon to sidestep straight into a large hole was perhaps not a complete surprise. It was a laugh-out-loud moment, but a completely stupid mistake which led to a richly deserved death: *"You were never very good at manoeuvring, were you?" - Treguard.*

Least deserving:

5. Simon, Deborah, Mark and Claire.

Time on Nightmare: Series 3, episodes 3 & 4.

Level reached: 2.

Cause of death: Fatal fall off a cliff.

In the level two clue room, Simon found an amulet that made him invisible when he held it. Treguard commented that such things had been found before, which was a reference to Steven's quest in series 2. However, Steven also had a glove with which to hold his amulet, so that he could be visible when necessary. Simon's advisors, on the other hand, had to guide a shimmering star around, and there was no way to check Simon's position

without putting the amulet down on the floor. This state of affairs was tricky and awkward, and was bound to cause problems in the first cave of the Cavern Range. It was an unfair situation for the young team: *"Just in case you didn't know, team, that wasn't a shooting star. It was your friend Simon taking the big leap."* - **Treguard**.

4. Helen, James, Rachel and Craig.

Time on Nightmare: Series 4, episodes 1, 2 & 3.

Level reached: 3.

Cause of death: Mogdred and his haunted sword.

Helen's quest (as you probably know by now) has always been one of my favourites; it was certainly as high in quality as Martin's, Leo's, Daniel's and Nathan's. Hordriss had given the team two spells - TRANSFORMATION and BUT - and specifically said that the former was far more powerful than the latter. It was a reasonable assumption, therefore, to think that the powerful spell was supposed to be used against Mogdred, the ultimate enemy, despite the imminent danger of the haunted sword. This team deserved to win, and were robbed of victory by a strange contradiction: *"Too long, team, your magic was too long. What you needed here was the shorter spell."* - **Treguard**.

3. Chris, Paul, Keith and Kieran.

Time on Nightmare: Series 5, episodes 12, 13 & 14.

Level reached: 2.

Cause of death: Eaten by a blocker.

Well, do you know what Chris's ideal level two scenario was? To this day, this is the only Nightmare death that I can't quite reason out. Obviously they should have taken Motley's folderol, and so been able to meet the jester and learn the password, but what exactly could they have done to stop Chris from turning into a goblin, or to release that frozen firestone? It beats me: *"It's the only certain way to get rid of a goblin and get back your dungeoneer."* - **Treguard**.

2. Jamie, Paul, Joseph and Saranjit.

Time on Nightmare: Series 2, episodes 10 & 11.

Level reached: 2.

Cause of death: Trapped by Ariadne.

This team had the task of collecting three parts of a broken MEDAL spell whilst being chased by the Automatum, which would have been hard enough under any circumstances. As it was, the first part of the spell didn't disappear for ages after Jamie had walked on it, and the

Automatum turned up and got in the way far too quickly. A possible reprieve was granted when the team got a spell called FREE from a cavernwraith, which they used to free Gretel from Ariadne's web. However, Gretel then stopped Jamie from exiting the chamber whilst Ariadne spun another web over the only available door! The only thing they could have done would have been to stand right next to the web in which Gretel was trapped, cast FREE, and then run out of the door at once, before Gretel could waylay them or Ariadne could spin another web: *"The trouble is, team, you don't have the MEDAL spell, do you? And what's worse, you've already used FREE! Ah well, it's a tangled web we weave, and unfortunately, you've trapped yourselves right in it."* - **Treguard**.

1. Nathan, Karen, Stephen and Catherine.

Time on Nightmare: Series 8, episodes 4, 5 & 6.

Level reached: 3.

Cause of death: Fatal fall through a hole in the floor.

Well, what more can I say about this one? There's no way, even in level three, that the team should have been expected to ask Maldame for a spell without any kind of prompting. Okay, so the advisors could have taken more care not to guide him into that hole, but the reason given for their demise was just pathetic: *"Some extra magic might have helped you with this very difficult puzzle, team, and you could have got that magic from Maldame. But you didn't, did you?"* - **Treguard**.

KIDS' TV SHOWS I GREW UP WITH

By Liam Callaghan

COMIC CARTOONS.

Having covered in detail a selection of my favourite action cartoons in the previous issue, I shall turn my attention to the older, more comedic variety for this article. One big difference between this and the previous article is that, while most of (if not all) the shows dealt with there were American in origin, there's a distinct majority of British material here. Another point of note is that, technically, some of these shows have been around since before my time, and were already repeats when I saw them initially, but I don't mind. For the record, the oldest show here dates back to about 1970 - anything older will be discussed in the section on TV

mainstays. (This also has the advantage of leaving room for more shows in this section!) So, if you're in the mood for another stroll down memory lane, here we go!

Disney's Duck Tales.

I'll be covering Disney in more general terms in the section on TV mainstays, but worthy of a special mention here, from when I myself was growing up in the 1980s, is Duck Tales. This era of Disney also gave us Chip and Dale: Rescue Rangers, Tailspin and Gummi Bears, but Duck Tales was the best. Featuring Scrooge McDuck and his nephews Huey, Duey and Louie (who, of course, have another, more famous uncle, Donald Duck), this was one of many cartoons over the years to personify animals.

Scrooge, you may remember, was the richest individual in Duckberg, and was as miserly as his Dickensian namesake, making for plenty of opportunities for humour, although not nearly as many as those provided by his pilot, Launch Pad McQuack, whose only flying lesson consisted of a "crash course". The show was actually quite clever with some of its scripts; one episode that I remember in particular paid homage to Alexandre Dumas (more on him in my Literary Adaptations section with Dogtanian and the Three Muskehounds), entitled "The Duck in the Iron Mask", which involved a journey to the fictitious land of Montedumas.

Having since read Dumas' works extensively, I can appreciate some of the jokes a lot better retrospectively. Also, I recently got the opportunity to subject this show to the infamous test of time, when the Duck Tales movie came to BBC2 a couple of months back. I had never seen it before, and found it quite enjoyable - in particular, the theme tune, which, unusually for cartoons, has aged equally well. I was singing along to what lyrics I could remember at the end, and it felt like I was six years old again. Hurrah for Disney!

Danger Mouse.

Made by the Cosgrove-Hall group, also responsible for Count Duckula and Victor & Hugo, Danger Mouse was their first success, and also the series that spawned the others. Count Duckula himself made his first appearance in an episode of this very series, albeit looking a little different (although still recognisable), and bungling French bank robbers Victor & Hugo were in turn a spin-off from the Count. As for Danger Mouse, where it all started, I presume the title to be a parody of the

1960s TV thriller *Danger Man*, which starred Patrick McGoohan - although never having seen it, I can't comment.

They've actually been showing a few episodes of *Danger Mouse* on weekday lunchtimes recently, so I thought I'd see how it had aged. It did bring back a few memories, of the one-eyed white mouse and his assistant Penfold the hamster, thwarting the evil plans of Baron Silas Greenback, and the memorable title sequence, which featured DM and Penfold running from several round black bombs with the fuses lit - although the only one that went off happened at the end of the otherwise very ordinary closing credits.

It also reminded me of a few things that I didn't know - such as their tiny vehicle (they're rodents, remember) emerging from under a paving stone near Trafalgar Square; also, the character of *Danger Mouse*, like *Count Duckula* and *Hugo*, was voiced by the one and only David Jason, who also provided the narration for this one. While the storylines seemed standard fare for British action-comedy cartoons, the thing that struck me was the use of language. There were several jokes in this that I would not have got as a child (even if I'd seen these particular episodes, which I'm not sure I did).

There was also plenty of wordplay, the trademark of great British humour; in one episode, for instance, DM found himself in the 12th century, face-to-face with a rather unfriendly knight in armour. They managed to fit in just about every play on words with knight/night you can imagine - just the right side of cringeworthy, but cutting it very close sometimes. I'd imagine that this would be true of other Cosgrove-Hall series if I saw them again; I can't say for certain, of course, because I *haven't* seen them in a long time - but as for *Danger Mouse*, having viewed it now through adult eyes, I can properly appreciate why it was the huge hit that it was - an 80s classic, without a doubt.

Count Duckula.

Another hit for the Cosgrove-Hall group, *Count Duckula* (another parody title, as I'm sure you all worked out for yourselves anyway) was a rather unlikely vampire duck - unlikely because he was a vegetarian, due to an unfortunate mix-up in a resurrection attempt, in which his absent-minded, broken-armed Nanny had used tomato ketchup instead of blood. Nanny and long-suffering butler Igor would try to help the young Count cope

with both the title he didn't quite measure up to, and the villain of the piece, Dr Von Goosewing, who was probably the funniest character.

His conversations with his invisible (or imaginary?) friend Heinrich made for plenty of chuckles - as seems to be a tradition with all Cosgrove-Hall series, Von Goosewing's name was yet another parody, of the famous vampire hunter Van Helsing, and indeed Von Goosewing was forever trying to catch a vampire. Another famous detail of the series was whenever they wanted to go somewhere, their home, Castle Duckula, doubled as a transporter of sorts - they needed only to set the controls for their destination of choice, and the castle would teleport instantaneously to the desired location.

The one episode I do remember well (mainly because I had the companion storybook as a child) was when they went to Duckula's cousin Rory McDuckula's castle in Scotland, and they actually went by van, instead of their usual method of transportation. Duckula thought he was going to the Glensparrows Hotel, and was in search of the Loch Ness Monster. I remember this well because there was a joke in it that has always stuck with me - Rory was keeping up the act of this being the hotel, and was escorting the young Count to one of their magnificent "four-poster bedrooms".

When they entered the room, Duckula immediately cried foul (fowl?) as the bed wasn't a four-poster. "But the bedroom is - look, a poster on each wall!" Perhaps a little cringeworthy when remembered, but it's still clever manipulation of the English language, which is my favourite type of humour - I say this as a lifelong fan of Ronnie Barker, and a recent discoverer of "I'm Sorry I Haven't a Clue" on Radio 4. Anyway, as for how well Count Duckula has aged, I honestly have no idea, but while I'm not going to go out of my way to do so, it would certainly be interesting to find out.

Captain Zed and the Zee Zone.

Don't let those American accents on most of the characters fool you - this is a home-grown show, the kind that back then I regarded more as an action cartoon, but I'd probably be more inclined to view it as comedic if I were to watch an episode now. Of course, exactly how much I'd enjoy it if I saw it now, I have no idea. However, I can remember this one reasonably clearly. Several episodes spring to mind, and so I'd probably enjoy it at least in part.

Of course, I think I might have expected the same five years ago of Teenage Mutant Hero Turtles, but the humour here was probably a bit better. This was actually filled with lovely little touches that were so appropriate to the theme, which, in case you'd forgotten, was that Captain Zed and his sidekick PJ, and his pet, Spring (a cat that barked instead of meowing), flew around Dream Land in a ship that looked like a pillow, representing Dream Patrol, helping children all over the world to "have a nice dream".

Other touches included the pillows-for-epaulettes that all the Dream Captains had, and the monitor staff at Dream Base were all sheep - presumably they'd got there by being counted by kids who couldn't get off to sleep - and they deployed Dream Ships like a military operation. The baddies in this were the Nightmares, the evil Snort and his bungling assistant Mutter; and, in a couple of episodes, the dream-eating Curtain Monsters. I think, looking back, for comedy value, Mutter was probably the funniest character - there's something endearing about an incompetent villainous sidekick.

For the record, this wasn't the only cartoon set in a world of dreams - the Americans gave us Pottsworth & Company, which was about four kids and their eponymous dog, who would have adventures in the Dream Zone, thwarting the plans of the Nightmare Prince. It was entertaining enough when I was a kid, but certainly not as good, I would have to say. As for Captain Zed, I won't be going out of my way to look at this show again, but if it should happen that an opportunity comes along, I will take a look to see how it's aged.

Henry's Cat.

More primitive-looking animation here, this is another home-grown cartoon that I remember quite vividly from my childhood years - the first series was made in the same year I was born (1982). This show actually had the distinctive factor of three different theme tunes during the course of its run - only one of which had words. Looking back on it now, it almost looks like the sort of show that would have originated in books, but the official website makes no mention of such, so I can assume that if there were any books at all, then they came out to accompany the series, rather than being adapted for television (which would have put this show in the Literary Adaptations section of this feature).

The episodes, as I recall, used fairly basic animation and simple narration to tell quite a wide range of stories, ranging from simple everyday situations such as the then-novelty of buying a computer, to dreams and fantasy worlds like fairytales and pirates. It was expertly narrated by Bob Godfrey, who also produced it - and had also produced the original Roobarb cartoon. He really did give a lot of depth to what could easily have come across as extremely naff - but instead it worked, and worked well.

It also helped that the characters were so distinctive, and all different colours, including the blue-grey Chris Rabbit, the orangey-brown Douglas Dog, and the inevitably pink Pansy Pig (which, with a name like that, may have been an early attempt to put a homosexual character in a kids' show - but don't quote me on this!). Not to mention the sometime villain of the piece, Rumbaba (equally inevitably, a black sheep!). This much made it a sure-fire success - for young children's shows, you need to have lots of easily distinguishable characters, and having them all different colours is the easiest way to do that (a logic that actually worked even on adults' shows in the early days of colour TV).

Again, as for how well it's aged, and how it would look through older eyes, I can't comment, but as with Mr Benn, because the animation was primitive to begin with, it's probably not going to seem any more dated now, and any quibbles can just as likely be attributed to the fact that it was, after all, aimed at younger children. And, for the record, when researching for this article, I did find an official website for this show, and the images I saw did not make me cringe in the slightest. So, just one question - who was Henry?

SuperTed.

Another action-comic hybrid, this classic '80s cartoon told the heroic tale of a factory-reject teddy bear who was rescued by a Spotty Man from Outer Space and given special powers, which were triggered whenever he uttered his secret magic word (which remains a secret to this day - to be honest, I don't think even the series' creators ever decided its identity). Of course, SuperTed and Spotty always had to thwart the evil schemes of Texas Pete, and his sidekicks, Bulk and Skeleton (the latter voiced by Melvin Hayes, using the same camp voice that earned him fame in the classic sitcom, *It Ain't Half Hot Mum*).

As I said was the case with the Cosgrove-Hall cartoons, this too had scope for parody - in both cases, I would imagine that the idea behind it was that some of the parents might be keeping an eye on what their children were watching, so slip in some reference that the children won't understand until later in life, but the parents would get immediately (and could explain to inquisitive offspring). One that I vaguely remember was a story in which Spotty's spots had been stolen, and the whole thing was done in black and white, in the manner of old films like *The Maltese Falcon*.

Quoted as an author in the episode was the name "Raymond Chandelier" - of course, a tip of the hat to American whodunit writer Raymond Chandler, whom I have never read, but I understand that the episode played out like one of his books. Another episode I remember with some distinction was when Texas Pete, always no1 on the weekly chart of *Most Wanted Criminals*, was suddenly usurped by somebody else. He hated only being no2, so he and his sidekicks joined forces with SuperTed and Spotty to catch the new no1 - only for this good deed to take him all the way down to no33 on the chart! Again, I haven't seen this in years, but what I do remember of it suggests that it would still hold up as entertainment for kids today.

Telebugs.

Definitely aimed at younger children, this, like SuperTed and Captain Zed, was a sort of comic-action hybrid cartoon. The Telebugs (no connection whatsoever to the Teletubbies, I must emphasise from the start) were three robots created by Professor Brainstrain (who couldn't pronounce his r's) to help mankind. Their day job was working as roving reporters for TV executive Arch McStarch, whose catchphrase - "Great steaming haggis!" - still brings a smile to my face even now, remembering it so many years later.

Of course, it's worth pointing out here that pretty much every Scottish character in a kids' show seemed to be called Mc-something or other (I am not singling this show out - Count Duckula's Scottish cousin's name was McDuckula, and of course Duck Tales stars that Scottish cliché Scrooge McDuck). That aside, this was an entertaining five minutes to start Children's ITV. One little detail I loved about it was that the Telebugs' names actually stood for things - Chip was a Co-ordinated Hexadecimal Information Processor (which explains why he was always saying "I calculate..."), Samantha was a Solar-Activated Micro-Automated Non-

inTerference Hearing Apparatus (a slight cheat), while Bug was a Binary Unmanned Gamma-camera, along with his "pet pup" Mic, a Mobile Independent Camera.

There were a whole host of villains - perhaps the main ones were Bullybyte and Magna, with their Angel Brain computer, and Dr Albert (brother of Professor Brainstrain) who created two Binods, evil counterparts to the Telebugs themselves. But they all pale into insignificance compared to the most memorable baddie, Zudo (short for Zero-failure Universal Data Optimiser), who was created as a goodie by Professor Brainstrain himself, but thanks to a short circuit turned rotten - with his catchphrase, "Zudo power - evil OK, evil OK!" Totally bonkers, totally endearing.

Each story typically lasted through a week's worth of episodes (i.e. five), and probably worked better this way than if they had been single stories in half-hour episodes. Strange, but there you go. I think I read somewhere recently that this show got a new lease of life a few years back as the Gigglybytes - but I've never seen that, so I can't say. The one thing I can say, though, is that I remember this series with great fondness, and would be very curious to see how it's aged.

Pigeon Street.

I must admit that until I did some research for this article, this show had completely skipped my memory. But as soon as I saw the title, it came flooding back - not any individual episode storylines, but the characters, and the songs. Aside from the theme song, which if memory serves falls into the "so bad it's good" category, most of the characters had some sort of song to identify them. To my ears, the most memorable character theme had to be the song about Long Distance Clara, the juggernaut driver. There was quite a range of characters.

Aside from Clara, there was her husband, Hugo the chef, Dr Glossop, his wife Mrs Glossop and their children, Molly and Polly (the twins) and Gerald, Bob who runs the bike shop and keeps the eponymous pigeons, Mr Baskerville and his hound, Watson(!), Mr Macadoo who owns the pet shop, and many more besides. This was another of those shows that only ran for a limited number of episodes, and I can't really remember much, if anything, of the episodes themselves, but thanks to a little bit of research, the characters and the songs are now once again firmly ingrained in my memory.

As for the test of time, well, considering the style of the animation, it would probably work just as well today - while some shows have animation that for the time is cutting-edge, but a few years down the line looks dated, this, and many other British shows, make no concession to up-to-the-minute imagery, and if it looks deliberately primitive, it will still look the same twenty-odd years down the line. So I'd bet that this one would hold up - after all, the animation in this series was like no other. You'd never mistake this one for anything else!

Postman Pat.

No reason to limit the term "animated" to merely the drawn and painted kind - model animation is just as valid. I don't think they were written by the same company, but there seems to be something comparable about Postman Pat, Fireman Sam and even their modern counterpart Bob the Builder (which I've never actually seen), in that they are all stories of everyday life in a simple yet diverse community, in this case the idyllic village of Greendale. There was never any real danger to their way of life, and indeed nothing life-threatening ever happened.

There was no real animosity between characters, either - the most they had to deal with was normally some stray sheep on the road, or maybe a heavy fall of snow. But it worked, and probably still works today. There is really something very English about this series, and I don't believe that this could have worked anywhere else in the world. But I'm not about to make a list of racial stereotypes - oh no. I'm going to say two magic words - theme tune. It was a perfect match for the series, setting the pace perfectly for the relaxed and jollified atmosphere that was abundant. It is surely impossible not to smile when singing this theme song. Everybody now, "Postman Pat, Postman Pat, Postman Pat and his black-and-white cat..."

Wallace & Gromit.

These two characters - clay-animated, in the tradition of shows like Morph and The Trap Door - don't quite originate from my formative years, but deserve an honourable mention because I do enjoy them. This is probably because there have so far been only three half-hour specials and one feature-length outing to feature these two characters - they don't have a series as such, and that just makes them a little bit more special, because a Wallace & Gromit feature is something of a rarity. Plus

of course, like all good comic animation in this country, the humour has appeal for grown-ups as well.

Wallace, voiced by the wonderful Peter Sallis (to some perhaps now better known for this than for his ongoing thirty-four year stint in *Last of the Summer Wine*), is the eccentric bald-headed inventor with a fondness (bordering on obsession) for cheese and crackers, while Gromit, his faithful canine companion, seems to be the brains of the outfit. It's the expressions on Gromit's long-suffering face that convey it all. He's almost longing, at times, to quote (or at least paraphrase) Oliver Hardy - "That's another fine mess you've gotten us into!" - to his owner, but he never utters a word. This was a stroke of genius - in the early stages, Gromit was going to have a voice, but somebody had the idea that he could say much more with just his eyes.

This one decision has probably played a huge part in the pair's success. If Gromit had spoken as originally planned, then it probably would still be entertaining, but it wouldn't have nearly as much clout as it does. Of course, I was in my teens by the time it first came out, and I'm only twenty-five now, and twelve years isn't that old in cartoon terms. I still find it very entertaining, and I suspect I will continue to do so, but it should be stressed that for a kids' programme, this is still very young. The question here is not "how has it aged?" - the answer to which is, "fine so far" - but "how *will* it age?" - to which the answer is not yet known, but at a guess, I'd say it should do pretty well.

Round the Twist.

I'm taking even more liberties here, as this isn't even a cartoon, but this live-action piece from Australia had very cartoonish storylines. The adventures of the lighthouse-dwelling Twist family (Pete, Linda, Bronson and their dad Tony) never failed to amuse, in a live-action show that in every other sense of the word qualified as a cartoon. Based on the books by Paul Jennings (although the stories as originally written all happened to completely different, unrelated characters), the surreal and cartoonish sense of humour in these storylines was unforgettable.

From the ghost that haunted the outside toilet in the very first episode, through to a seagull engulfing an entire lighthouse with its doings, a square dragon's egg, a lipstick that would make any member of the opposite sex want to kiss you, underpants that gave their wearer immense athletic prowess, all the way along to a family of musical ghosts that

provided the finale (and one of several continuous story themes), the first series was generally considered to be the best, and I have to agree with this.

Mind you, the second series, made three years later (with a different set of children, but mostly the same adult cast), was still pretty good, and still based on the Paul Jennings books. We were treated to a chicken that could do arithmetic, a ghost in a public toilet trying to impress his supervisor by being as scary as possible, a fox fur that came to life when fed with lemons from a particular tree, a machine that could make you older or younger, and my personal favourite, the finale about the shipwreck from a century earlier, in which the ghosts of the crew were trying to prevent the same thing from happening again (which had again provided a running story theme with these two ghosts appearing intermittently and talking about it) by possessing the bodies of Pete and the Gribble gang to save the ghost of their ship.

At the turn of the millennium, I discovered later, there were two more series made. Sadly, for the most part, these did not have anything like the same magic as the earlier series, and there are two good reasons for this - all but two of the regular cast were different, and the stories were no longer based on Paul Jennings' books (at least I assume so, as he wasn't credited on them). Still, the old ones hold up well today, and it's not hard to understand why - the storylines were already bonkers back then, so they won't seem more so retrospectively. It's similar to the principle that applies to series like *Dad's Army* - when they set it in the past, so it can't date. Overall, yes, I remember this fondly - I even caught up on some of the old episodes a few years ago, and they were still fun. Well worth checking out if you get the chance.

Overall, then, a large slice of nostalgia, and once again I've only scratched the surface - I haven't even mentioned *The Family Ness*, or *Jimbo and the Jet Set*, but there's only so many shows I can reminisce about in the one article! These comedic cartoons are probably a more mixed bag on the whole, because the notion of good fighting evil isn't an overriding factor, as it inevitably was in the action ones. On the other hand, there tended to be less continuity to the storylines, and you can watch most of these series (with the notable exception of the *Telebugs*) in just about any random order you like, without it making any difference whatsoever - a feature I do love about the action cartoons, which were typically half-and-half, or in some cases driven entirely by long story-arcs.

I think I've demonstrated that my personal enthusiasm is much greater when it comes to action cartoons, but at the same time, the comedic cartoons seem to age better. Don't ask me why - it just works out that way. This is not that different, all things considered, from grown-up television. While classic sitcoms are repeated ad infinitum (and, as a fan of many of these comedies, I don't have a problem with that!), drama series do not tend to get the same treatment. Then again, there is a kind of logic to that. Some have said that thrillers are less exciting once you know the outcome, and sometimes this is true - but if something tickles your funny bone, you'll keep coming back to it when you need a laugh. And people will always want a laugh - hence, classic comedy will endure. And so will comic cartoons!

Thanks for that stroll down Memory Lane, Liam. Again, I'm going to nominate my personal favourite from the shows you've mentioned. This time, it's Count Duckula - on my bedroom wall in front of me right now, I can see five character stickers from this show (featuring Count Duckula, Igor, Nanny, Dr Von Goosewing and Castle Duckula's magic clock) that came free in packets of Trio bars about eighteen years ago! Ah, so many memories... Next time, Liam delves into the world of literary adaptations.

CLASSIC QUEST

Series 2

Quest: The Shield.

Dungeoneer: Anthony Haig.

Advisors: Alan, Mark and Darren.

Home town: Ash, Hampshire.

Team score: 1½ out of 10.

This team followed hot on the heels of Julian's winning band... and completely messed up their quest before the end of the same episode in which Julian won!

Level One: After pulling the lever at the Wheel of Fate, Anthony is dumped into the usual four-door starting chamber, where a depressed Folly is sitting on the floor, looking very sorry for himself. Treguard gets the jester to explain what is wrong - his laughter has run away and he can't find it! Once he has persuaded Anthony to help him find his laughter, Folly cheers up a bit. The jester advises the team to listen at doors for traces of his laughter. They do this successfully (though rather slowly) and guide Anthony out of the room.

A bomb room follows, which the advisors manage to make seem dull and boring with their dreary guidance. Anthony makes it to the clue room, where Igneous is on guard. With only one riddle out of three answered correctly, Igneous refuses to part with any useful information. This is particularly unfortunate as the team cannot read properly, it seems, and reject a vital bottle of POTION, mistaking it for POISON! They pick up a jar of humbugs and a bar of gold from the table, thus sealing their fate. Anthony has to leave the clue room through the left-hand door, as this is where Folly's laughter is coming from. (Interestingly enough, this is the only time the left-hand door in the Igneous/Brangwen clue room is ever used.)

Combat Chess follows, which the team complete with few problems, although they manage to make it seem about as interesting as a wet weekend in Skegness! A meeting with Olaf by the pit of maggots follows, which involves a fairly standard bribe with a bar of gold. Olaf happily agrees to let Anthony through in exchange for the gold, but the next chamber is his last. It is Lillith's cavern, and Folly's folderol (containing his laughter) is keeping the sorceress company. Lillith soon spots Anthony and demands to know what he wants. The team have enough acumen to realise that they need the laugh from Lillith, but she is far from inclined to acquiesce to Anthony's request:

"Beware, young intruder - the laugh may be on you!" - Lillith.

Lillith demands a toll as usual, and she is very unimpressed with the humbug jar! She explains that a potion would have earned the team's passage through the Serpent's Mouth, before throwing Anthony out rather spectacularly. Anthony becomes the third and last dungeoneer to plummet into Lillith's pit, but he's the only one who actually looks like he's falling after the ledge disappears!

Summary: Dull, dreary, slow, stupid, pointless... if you're thinking about re-watching this quest, why don't you switch off your TV set and do something less boring instead!

REMEMBER HER?

Series 3. Level 1/2.

VELDA

Velda was the first of Knightmare's three elves. Like Pickle, she was a wood elf, although her personality was far less sunny than his. Velda carried a crossbow and several daggers, and lived in the realm of the Elven Kin, which could be all too easily accessed from Knightmare Castle during series 3. Velda soon became aware of this fact, and voiced her displeasure about it whenever she could. She was played by Natasha Pope, the actress who also brought us Brangwen and Morghanna.

Velda's first appearance was in the first episode of series 3. She had a brief encounter with Gavin, who had to win her over with courtesy in order to earn her help. Upon being asked if she would please let the dungeoneer pass, Velda parted with a step clue and set Gavin on the right path. This was a strange little scene, the premise of which was never revisited.

It was more usual to meet Velda in the Vale of Vanburn, which was the rocky area with the waterfall at the end of the Dungeon Valley. It was here that Velda's extreme dislike for goblins was revealed, as well as her affinity for seeing off ogres by kneeling them in the privates!

In the Vale of Vanburn, Velda gave Simon a step clue after he had thrown down a gauntlet to prove his allegiance to the quest, turned up in answer to a horn-blast to shoot the Armoured Behemoth for James, and rewarded Kelly with a TRANSFORM spell in exchange for a rose: *"It is a fair token indeed; no one would carry this instead of a weapon if their feet were on the dark path."* - **Velda**.

The trend that James set for calling Velda with a horn was continued later in the series, when Scott called her to get rid of the Armoured Behemoth in the Dungeon Kitchen. After dispatching the enemy, Velda held forth for some time about what a travesty it was that she kept having to answer dungeoneers' calls for help, and told Treguard to find a way to mend the breach between the two worlds or risk an elf invasion! This was Velda's most outspoken and fiery appearance, and summed up her character rather well, as Treguard was quick to point out: *"Such a vibrant young lady, don't you think? Or perhaps strident would be a better word."* - **Treguard**.

Velda's final two appearances (in episodes 13 and 14 of series 3) saw her bound and tied as a helpless prisoner, and it was Julie's and then Martin's task to free her in order to earn her help. In her one appearance on level two, Velda had to be rescued from some goblins by dungeoneer Julie. In return for this aid, Velda gave Julie a large green gem, which she described as an elven stone. In series 5, this snippet of information was explored further, as it was revealed that Elita would do just about anything for a green stone. Hmm, now that's a useful tip to remember...

Julie's rescue scene was pretty much played out all over again in the next episode, as Martin found Velda tied to a wall. He had a key with which to free her, in exchange for which she gave him a useful hint and a step clue. This was a slightly inglorious final appearance for the character, who had certainly proved to be an important (well, loud anyway) part of series 3.

Fear Factor: 6 Armed and dangerous!

Killer Instinct: 1 If handled incorrectly, she could have proved deadly.

Humour Rating: 2 Seemed to take life very seriously indeed.

Oscar Standard: 7 A little one-dimensional, and rather forgettable, I'm afraid.

THE ADVENTURER'S ADVENTURE

By Gary Day

The Adventurer is now in a hall with a massive pit stretching from the right-hand side to the left-hand side of the room. There is a throne on the opposite side. He spies a scroll on the floor and picks it up. It reads Jump and he wonders what it could mean. He thinks that it must be the final step, and so the three steps are hop, skip and jump.

He walks to a square at the edge of the area he is on and decides to hop in the square. This reveals a step in front of him. He then skips onto the square, and the next step appears. He then jumps onto the square and the final step appears. He then walks across to the other side of the pit in front of the throne, a bolt of lightning shoots from the ceiling, and an old wizard appears before him.

Merlin:

Well done, Adventurer! You are the first person to ever get all three steps for this dungeon. Excellent, excellent, young sir! Well, I suppose I'd best ask you what quest you are on first.

Adventurer:

I am on a quest to rescue a captured elf from the dungeons below.

Merlin:

A most noble quest indeed. Well, I can offer you some magic to help you complete this quest, but first you must prove you have wisdom. I shall ask you three riddles.

Here is my first. There was a man sent on a quest, the gods wanted to try a test, a Gorgon's head he did find, he beat her as he used his mind, before he tried the success rate was zero, so please tell me the name of this hero.

The Adventurer thinks for a little while and then answers.

Adventurer:

Perseus.

Merlin:

Truth accepted. Here is my second. Theseus was on a mission, he had to navigate his position, in the middle of a maze, the maid to save looked out and gazed, but tell me now if you will, the monster that he had to kill.

The Adventurer thinks for a moment and the answer comes to him.

Adventurer:

Minotaur.

Merlin:

Truth accepted. Here is my third. There were ladies on a rock who sang to sailors as they passed. Those that tried to approach them ended up sinking in the sea. Who are these women that sing so deadly?

The Adventurer is not sure what he is referring to. He can picture the women but cannot remember the name. He struggles for a while and then gives an answer.

Adventurer:

Enchantresses.

Merlin:

Falsehood. Psirens was the truth I sought. Two truths is not bad, so two spells I can offer you. The first is a defensive spell and is called Shield. The second is an offensive spell and is called Jolt. Bear in mind that these spells can only be used once each. Ahead of you and below you will find my alter-ego, Mogdred. You must face him and defeat him to complete your quest. If you make it to level three, we shall meet again. Now, I must go. Spellcasting: J-U-M-P!

With the casting of the spell, Merlin jumps through the wall and disappears. The Adventurer exits the room, and is now faced with a bridge. He is about to begin to cross the bridge, but then Mogdred's face appears overhead.

Mogdred:

Ah, you have survived so far in my dungeon, Adventurer. Look upon Mogdred, Adventurer, look upon Mogdred and quail! Do you pledge yourself to me, young Adventurer, or do you choose not to? Bear in mind that if you do not pledge yourself to me, this bridge will disappear. Mwwwhahahahahahaahahahaaha!

The Adventurer thinks about whether to pledge himself until he has crossed the bridge, but he feels that he should not pledge himself to Mogdred at any stage of the adventure.

Adventurer:

I choose not to pledge myself to you, Mogdred.

Mogdred:

No? Then stay awhile; stay forever! Mwwwhahahahahahaahahahaaha!

With the cackle of Mogdred, the bridge disappears, and Mogdred's face disappears as well. The Adventurer wonders how he can cross to the other side now! He thinks long and hard and remembers how Merlin has just escaped. He has seen a scroll with the word Jump on it, so he also has the spell.

Adventurer:

Spellcasting: J-U-M-P.

After the spell has been cast, he suddenly leaps across the chasm to the other side. Feeling good, the Adventurer continues through the portal, into a room with many fireballs flying across the path. It seems like a difficult challenge to get through without being hit by at least one fireball. Then a voice can be heard.

Treguard:

Warning, Adventurer! You are in grave danger, as you are in the Fireball Gauntlet. There is only one way you can go, and without adequate protection you will not make it to the other side.

The Adventurer decides to cast a spell.

Adventurer:

Spellcasting: S-H-I-E-L-D.

A magical shield covers him and protects him from the fireball attacks.

Treguard:

Well done, Adventurer. However, I must warn you that the spell can only absorb so much damage, and it will eventually break if you are not careful, so try to avoid as many of the fireballs as possible.

The Adventurer looks ahead at the fireballs flying across. He notices a pattern that would avoid most of the fireballs, but he would get hit by two of them. He decides that the path he has calculated must be the correct path and, once the pattern hits the right point, he runs forward and avoids the majority of the fireballs. Two manage to hit him, but the Shield spell holds as he runs through the portal at the end of the gauntlet.

In the next room he encounters a familiar person.

Cedric:

Well, if it isn't you again, Dung-Face! Looks like you've no longer got any defensive spells, so beating you in combat should be pretty simple. I did not like those insults you came up with earlier, so now it's time to make amends by dying at my hand! Oh yeah, I almost forgot! Spellcasting: F-R-O-S-T.

The Adventurer tries to draw his sword, but it is frosted stuck.

Cedric:

There will be no sword for you to use now. Boy, this is going to be fun!

As Cedric begins to move towards the Adventurer, he realises that there is a spell left to use.

Adventurer:

Spellcasting: J-O-L-T.

An electric bolt shoots towards Cedric and hits him with great force.

Cedric:

That's it, Dung-Face, I'm out of here! If you think I'm tough, wait 'til you get to level three!

Cedric runs off, allowing the Adventurer to exit through the portal. The Adventurer wastes no time in moving towards the exit and walks through the portal. In the next room, the Adventurer sees the wellway, and also notices a machine in the far corner with a searchlight sweeping the room. The Adventurer realises that he needs to drink the potion of invisibility now, and does so. Now he is invisible, he creeps across the room, into the well, and realises that he is truly on his way to knighthood as he drops down to level three.

Now only one level stands between our intrepid adventurer and knighthood. Is he up to the ultimate challenge? Read the penultimate part of this adventure next time.

KNIGHTMARE LOCATIONS

Leeds Castle, Maidstone, Kent.

Leeds Castle. Vital Statistics:

Location: Leeds, near Maidstone, Kent.

Century of Origin: 13th.

Also Known As: The Tower of Time.

Series featured in: 4.

These pictures were taken by me, Jake Collins, in September 2006. They were scanned by Rosey Collins in October 2006.

This is a view of Leeds Castle (which is really more of a manor house than a castle once you get inside) from across the moat, but doesn't it remind you of the view of the Tower of Time from across the Dunswater? Well, that's precisely what it is - it must have been the ferryman's day off!
"Deep is the Dunswater, and cold. The fare for the crossing is silver or gold."



Over the other side of the Dunswater (which is actually a natural lake on which Leeds Castle is built) is the landing stage used by dungeoneers Helen, Alistair, Dickon and Giles:



And here is the door that leads down into the third level, although it is really the main entrance for the tour of the manor house. I don't think that lifesaver was there when the Knightmare team was filming:



Next Issue: More from Leeds Castle.

PUZZLE PAGE TWO
A Puzzling Challenge

Match up the puzzle or trap on the left with its episode spread (first episode to last episode in which it appeared) on the right. There is only one correct solution to this, but it may not be as hard to find as you might think at first!

Obstacle.	Episode Spread.
Block and Tackle	203 - 316
Bomb rooms	405 - 810
Causeways	104 - 314
Combat Chess	502 - 615
Corridor of Blades	104 - 307
Hall of Spears	206 - 215
Lion's Head & Lasers	703 - 805
Mills of Doom	801 - 809
Monster's stomach	704 - 714
Play Your Cards Right	201 - 311
Reach for Runes	402 - 416
Trial by Spikes	101 - 312

THE FASTEST DRAW IN THE DUNGEON

By Richard Temple

The fire burned brighter and Rio was aware of the room beginning to warm up. However, his mind was focused on other things. His whole life had been dedicated to being a Ranger, and now that was in danger of being taken away from him because of Lord Fear.

Rio looked at his right hand, or rather what once had been his right hand. Where once there had been flesh, metal now gleamed in the firelight. Rio regarded it with a mixture of hatred and fascination. It looked almost human, and yet skeletal at the same time. He flexed the fingers, and saw the metal wires that allowed them to bend contract and relax.

It was the same with his left leg and upper left shoulder. Parts of his torso were also now metal - the result of an experiment by Lord Fear.

"You've got to give him credit," Rio said in a grudgingly respectful way. "He knew what he was doing and he almost succeeded."

Rio had been born to have hard luck all his life, it seemed. His parents - his real parents (whoever they were) - had been absent all his life, or at least for the parts he could remember. A Dungeon Ranger on patrol had found him wandering in the forest. The man had taken him back to the small village he lived in. At that time, Rio didn't even know what his name was and could not remember how he'd come to be wandering in the forest, or where he had come from. That had been a mystery, and still was to this day. So the Ranger had adopted Rio, and named him after the hamlet in which he lived.

"Rio, the smallest hamlet in the Dungeon," Rio chuckled to himself, momentarily allowing himself some respite from his sombre mood. "Population: twenty-three. Not a bad place to grow up, really, although had I known I would be named after it, I might have chosen a different home."

The Ranger had raised Rio as his son, and taught him the skills of a Dungeon Ranger. Rio had shown great skill, even at a young age, with a crossbow.

Soon enough, when he was older, Rio joined the Dungeon Rangers, and started his proper training. Soon his shooting skill and his speed on the

draw had earned him his nickname, and given him his surname of Bolt, after the crossbow bolts he was so proficient with. However, Rio Bolt was hungry for adventure, and longed to be fighting goblins, miremen and other Opposition creatures, as well as the minions of Lord Fear such as Raptor, Sly Hands and Snapper-Jack. Whenever there was an excursion into Opposition territory, Rio was always the first one to volunteer for it. He always came back safely, but each time he took more and more risks.

"Got too cocky for my own good," Rio sighed, as he remembered that last trip to Marblehead, which had almost been his last.

Rio and three other Rangers had been tasked with breaking into Marblehead and retrieving a magic talisman that had once belonged to the great Merlin himself. If Lord Fear had been able to corrupt it with techno-magic, the results could have been catastrophic. Lord Fear's new trader in town, Edward Deal, had obtained it by less than honest means, not that there was any evidence to charge Deal or anyone willing to testify against him, so the only other option was to get the talisman back by force.

"Just get in, retrieve the talisman, and get out," their commanding officer had instructed.

"Too bad I didn't listen," Rio sighed. "We got in fine, but getting out... that was a whole other story."

Yes, we're being left with a cliffhanger again, readers. Perhaps next time Richard will tell us what happened to Rio. Read the next instalment to find out.

DUNGEONEER DWELLINGS

Series 2



POETRY CORNER

You can find some of my thoughts about the demise of series 2's Jamie elsewhere in this issue; here is a verse to complement them.

Jamie's men of Yorkshire fame
Came to play our Dungeon game.
On a ledge of rock so black,
Folly said to find a Jack.
This soon solved the tricky cards,
And Jamie's quest progressed by yards.
With Igneous the score was three,
So Jamie earned his passage free.
Magic lasers caused a fright,
Then humbugs gave the Troll a bite.
Into Mildread's cauldron went
A bag of coins that was well spent.
Down the wellway, Jamie found
A monk who always cursed and frowned.
Cedric was impressed with wit,
Then Jamie crossed a worm-filled pit.
A spell was waiting on the ground,
But time was short, the team soon found.
A crucial oversight, no doubt.
The Automatum chased them out.
A maid was trapped in sticky noose,
But ghostly magic set her loose.
Gretel's gratitude was clear,
But Ariadne's threat was near.
Stuck behind the webs all three,
Jamie was the spider's tea!

PUZZLE ANSWERS

A Monstrous Challenge:

Creature.	Episode Spread.
Ariadne	202 - 610
Armoured Behemoth	301 - 416
Assassins	404 - 515
Blockers	501 - 614
Cavernwrights	108 - 305
Cavernwraiths	202 - 216
Door monsters	401 - 416
Goblins	301 - 808
Pookas	408 - 714
Samurai	602 - 606
Skull Ghosts	304 - 516
Wall monsters	101 - 316

A Puzzling Challenge:

Obstacle.	Episode Spread.
Block and Tackle	402 - 416
Bomb rooms	101 - 312
Causeways	502 - 615
Combat Chess	206 - 215
Corridor of Blades	405 - 810
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