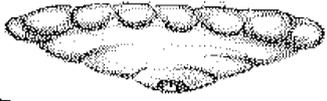


THE EYE SHIELD



Issue 32

March 2005

CONTENTS.

[Message From Me and Correspondence.](#)

[Remember This?:](#) The Bridged Vale.

[Adventure Time:](#) Series Seven quest.

[Puzzle Page 1:](#) The Great Nightmare Alphabet, part two.

[Remember Him?:](#) Lissard.

[Nightmare Top Ten:](#) Greatest episode spread.

[The Tower of Time:](#) Chapter One.

[Classic Quest:](#) Sarah, Helen, Keighley and William.

[Creature Feature:](#) Door monsters.

[Puzzle Page 2:](#) Self-assessment.

[Nightmare Locations:](#) Castle Acre Priory, Norfolk.

[Nightmare University Challenge:](#) Quests and Quotes III.

[My Top Ten Favourite Teams of All Time.](#)

[Poetry Corner:](#) Maeve and Helen I.

[Puzzle Answers.](#)

The Eye Shield Issue 32 is copyright Jake Collins Enterprises 2005.

MESSAGE FROM ME

Welcome to issue thirty-two of The Eye Shield. There's plenty for you to enjoy this issue, including a trip to Castle Acre Priory near Swaffham, in order to refresh your memories of series 4. There is a new story from Rosey Collins, with her first Eye Shield contribution since issue 13. If you've ever wondered about the darker side of The Tower of Time in series 4, you should definitely read this. In another special feature, I finally reveal my top ten Nightmare teams of all time. Who will make the final cut? If you disagree with any of my choices, I'd love to hear who *your* favourite teams are. Get writing! And, of course, all of your regular Eye Shield favourites await you, including a trawl through the dungeons of series 7 in my latest interactive quest.

Now, here is a request. The *Correspondence* section of this page has been virtually non-existent once again recently, so please, if you're reading this, send me a quick e-mail to let me know what you think about TES, Nightmare, the Nightmare books, or anything vaguely Nightmare related. The address is, as ever, at the foot of the page, so get writing!

Challenge question: Which four characters did Lord Fear talk to in his crystal ball in series 5?

CORRESPONDENCE

Here is an e-mail from Chris Stallard.

Dear Eye Shield.

Good to see that the memory of Nightmare doesn't die! I used to watch the show all the time as a kid, starting from series 2. I personally found series 3 the best, with series 4 being the most disappointing due to the changes made from the previous series. Keep up the good work.

I know I'm in a vast minority because series 4 is one of my favourite series, and I don't think series 3 is as good as series 2. I think the reason I like series 4 so much is because it was the first one I ever recorded, so I know it best, and I never compared it to series 3 in the way that people often do. Thanks for getting in touch, Chris.

REMEMBER THIS?

Series 2/3. Level 2.

THE BRIDGED VALE

This was a long, narrow wooden bridge between two mountains, which many series 2 and 3 dungeoneers had to cross during their journey through the second level. Although the bridge was narrow, you might think that there should have been nothing too hard about walking across it, but there were many additional challenges to menace the teams.

When Scott entered the vale in series 3, he met two skull ghosts. One of these damaged his life force, which may have hurried him to his downfall in Merlin's chamber. Other than that, there were no deaths.

The bridge would often be guarded or blocked or by characters. In series 2, Mark had to give Olaf a ruby in order to pass, and Steven had to give Gumboil a bar of gold. The bridged vale was also the setting for the famous "sorcerer's stone" scene between Folly, Gumboil and Julian. Far more dangerous than these encounters was Neil's meeting with Mogdred in the bridged vale, where a SHROUD spell left the team lost in confusion for several minutes until Treguard told them how to get out of the situation, despite the fact that he was supposed to be spell-trapped. In series 3, Hordriss challenged Leo's right to use the bridge, but was persuaded to withdraw - after some considerable indecision - with a SWORD spell.

Sometimes there were challenges that did not involve characters. Karen found the bridge broken in the middle, and had to use a FLIGHT spell to cross the vale, while Chris and Jamie had a writhing mass of worms beneath them as they crossed the bridge. In these cases, however, there was no real threat to the continuation of the quest, unless the teams had been particularly stupid.

There was also the hazard of being chased across the bridge by the Automatum. Jamie had this to hurry him over the worms, while Tony had to lie down on the bridge and pick up a quest piece from below before dashing quickly away from the Automatum. Very awkward for the poor chap!

Difficulty: 5 Depends on the obstacles, and a precarious walk regardless.

Killer Instinct: 4 Hurried Scott to his downfall.

Gore Factor: 6 A nasty drop.

Fairness: 9 Nothing that should have been too much to deal with.

ADVENTURE TIME

It's Autumn 1993 and you're about to take another quest through the Nightmare Dungeons. Beware, though, for now Lord Fear will be watching your progress all the way, and will send his minions to defeat you wherever he has the opportunity to do so.

1

Treguard welcomes you into his Dungeon home. Once he and his assistant Majida have prepared you for the long journey ahead, you prepare to set out into the Dungeon and beyond. Your quest is for the Crown.

"Lord Fear has employed many more evil creatures and monsters to aid him in his bid to take over the Dungeon this year" Treguard warns you. "However, remain true to the code of chivalry and justice and you've as good a chance as any who've gone before."

Your quest begins in a castle courtyard, where there is a barrel with some objects on it. These include a scroll, a key, a horn and a bag of gold. You pick up the scroll and read it: *Seek the apothecary to unlock the path to truth. Big is beautiful.* Make your choice of objects and then go to **9**.

2

You are in a large room with a mural on the wall in front of you. There is also a door. As you make for this, a great cracking and splitting overcomes the wall in front of you, and you find yourself face-to-face with Lord Fear's brainwashed Celtic monster.

"My knowledge has been stolen from me!" Brollachan declares in ringing tones. "You will feed my hunger for knowledge, or I feed on you! Lie to me and I will consume you. Tell me; is the penguin a bird or a mammal?"

You will quickly have to say something in response to this, as Brollachan is notorious for his impatience. What will you say?

"Bird." Go to **19**.

"Mammal." Go to **29**.

3

You come to a large door with a golden lock. There is no way past this obstacle unless you have the right key.

If you still have the key from the clue table, go to **13**.

If Fidjit is with you, go to **27**.

Failing either of these options, you are trapped and your adventure ends here.

4

You pass safely through the bombarding balls and reach the doorway. The next chamber is a grand throne room, where Queen Greystagg is sitting regally.

"Oh, a dungeoneer" the witch queen remarks disinterestedly. "How tiresome. Well, if you want my help in your pitiful quest, you must first offer me a gift. What do you have?"

If you offer Greystagg a bag of silver, go to **33**.

If you offer her a green glass sphere, go to **25**.

If you wish to leave this chamber straight away, go to **14**.

5

You are in a grand chamber where sits Grimaldine, the green sorcerer. You approach him and he greets you amiably.

“Hello, adventurer” he says softly. “I am Grimaldine of the Green. I know of your mission here in the Dungeon, and I will help you if I can.”

If you have a green stone, go to **23**.

If not, Grimaldine cannot help you and you must carry on to **2**.

6

You are back in the pink room you were in earlier. Hordriss is still here, and he looks up hopefully as you enter.

“Ah, you have returned” he remarks. “So, can you help me?”

If you have the spell RELEASE, go to **22**.

If you don't have this spell, you cannot free Hordriss and your adventure ends here.

7

You come to another courtyard. Here you meet Sidriss, the only and beloved daughter of Hordriss. You find it quite difficult to talk to her, however, as she is only about a foot high!

“I've had another ghastly accident with my magic” Sidriss explains to you tearfully. “I just know that Daddy will be very angry if he finds out. Can you help me?”

If you bought the *Growme* potion from Rothberry and wish to make use of it here, go to **24**.

If not, you must leave Sidriss in her current state and continue to **18**.

8

You must now concentrate on leaving this chamber through the locked door.

If you have a red key to open it, go to **36**.

If not, you are trapped and your adventure ends here.

9

You are in the town of Warlock, which is an official sanctuary in the Dungeon. There is a road leading through the town and into the woods, beside which there has been set up a ramshackle stall where a man in white robes is mixing potions.

If you approach the man, go to **21**.

If you want to leave the town straightaway, go to **34**.

10

You cast the spell and Lord Fear is trapped behind a swirling green forcefield. Seizing your chance, you grab the Crown from the statue's head. There is a moment of sudden weightlessness, and you are back in Knightmare Castle. Treguard comes forward to take the Crown from you as Hordriss arrives to present your trophy.

“This is only a small reward” Hordriss concedes. “But then you have achieved what few have achieved: the fame. And with the fame, what need the fortune?”

“Congratulations, adventurer” Treguard beams at you. “You have proven equal to the Knightmare challenge, and your name will join our roll of honour.”

Well done for completing series 7, but are your wits up the challenges of series 8 as well? Come back for Adventure Time next issue to find out.

11

You give the green stone to Grimaldine, and he smiles gratefully.

“There is a fire puzzle on this level” he tells you. “I gift you the spell FIREPROOF, that you may pass safely through.”

Grimaldine seems to have nothing more to say to you, so you continue on your way to

2.

12

You are in a large blue room where Brollachan is waiting on the wall beside you.

“Knowledge is thine!” Brollachan declares in ringing tones. “It shall be mine. Tell me; is the caracal a dog or a cat?”

What will you say this time?

“Dog.” Go to **29.**

“Cat.” Go to **17.**

13

You try the key in the lock, but it does not work. You try again and again, but to no avail. This is a magic lock, and requires an expert hand to open it. Without the help you need from Fidjit, your adventure ends here.

14

There is one door leading from Greystagg’s throne room, so you go through it.

If you have the codeword MALEFACT, go to **6.**

If you do not have this codeword, go to **31.**

15

The path is completed and you make your way along the ledge and through the door. You emerge into a yellow room where a goblin statue stands in front of you. There is a large golden crown on its head. As you reach for the magical artefact, Lord Fear crashes into the picture before you.

“Ah, so we meet at last” Lord Fear smiles at you sinisterly. “Well, you didn’t think I was just going to let you take that Crown, did you? Your adventure has been going on for far too long, so now I am going to put a stop to it!”

If you have the spell ARKEN, go to **10.**

If you do not have this spell, you are powerless in the face of Lord Fear and your adventure ends here.

16

You unlock the stocks and Fidjit is released. He stealthily pockets your key.

“Thanks for that, youngster” he says to you gratefully. “Now, I don’t have that much time to waste helping you on your quest, but I’ll see you’re okay for a little while. Come on.”

Fidjit leads you from the courtyard. Go to **3.**

17

“Knowledge is satisfying” Brollachan approves. “You may live a little longer.”

You leave of this chamber as quickly as you can and emerge into a large grey room. There is one locked door, and also something that you cannot see.

If you have the wand called REVEAL, go to **28.**

If not, go to **8**.

18

A maze of dwarf tunnels leads you onto the back of Smirkenorff, the dragon. He swivels his head round to see you.

“Ah, the next offering” Smirkenorff says grandly. “I suppose you’re on your way to level two. Well, little dungeoneer, if you’ve come for a flight you must have the fare. So, what fare have you got?”

If you offer a firestone, go to **30**.

If you offer anything else you will find that Smirkenorff is unwilling to fly you to level two, and your adventure ends here.

19

“Knowledge is satisfying” Brollachan approves. “You may live a little longer.” You take your leave of the grumpy creature and exit the room. You find yourself in the Fire Room, where fireballs are shooting out across the moving floor. The floor itself should present no problem as you are not blindfolded, but the fireballs are coming out of the wall somewhat faster than usual, and there is little hope of getting across if you are unprotected.

If you have the spell FIREPROOF, go to **4**.

If you do not have this spell, go to **35**.

20

You are in a pink room with one door. There is also a set of stocks, where a very angry-looking Hordriss is trapped. He calls you over to him.

“Ah, greetings, adventurer” he says casually. “As you can see, I’ve got myself in a spot of bother by falling into one of Lord Fear’s infernal traps. These are no ordinary stocks, mind you, and it would take powerful sorcery to release me. Whilst I am imprisoned I cannot work my magic, but if you were to find a spell to release me then I would certainly reward you well. Do you accept this pact?”

If you say yes, go to **32**.

If you say no, you leave the room by going to **5**.

21

The stallholder tells you that his name is Rothberry the Apothecary. You tell him of your quest, and he shows you several potions he has concocted that he thinks might be of use to you.

“I don’t like to mention money” Rothberry tells you apologetically. “But it does cost me an awful lot of money to make these potions. I’m afraid I can’t let any of them go for less than one bag of gold apiece.”

If you have a bag of gold and wish to spend it here, you must choose which potion to buy: *Freeze*, *Growme* or *Beauty*. Make your purchase, if any, and then go to **34**.

22

“Thank you, young adventurer” Hordriss says gratefully as he is released from the stocks. “You have done me a great service and so, as promised, I will secure your path to the third level.”

Hordriss throws his hands up into the air and the pink room magically transforms into the Descender. Hordriss takes his leave of you before the lift clanks down to level three. When it stops you exit through the only door to find yourself in a long grey

corridor with burning torches on the walls. This is Goth, Lord Fear's citadel, and you must travel up the Black Tower successfully in order to recover the Crown. There is a clue table in this corridor, and you must choose between a red key, a silver wand and a white feather. There is also a scroll, which you read: *Reveal will show the final spell. Play low to move on.* Make your choice and then go to **12**.

23

"I see you have an arken stone" Grimaldine remarks. "Such a thing is very useful to me. If you will allow me to take it from you, I will offer you in return a guaranteed safe path through the worst of Lord Fear's traps on this level. Do you agree?"

If you agree, go to **11**.

If not, go to **2**.

24

With some difficulty, Sidriss swallows the potion that you set on the floor before her. The magic takes effect and the trainee sorceress shoots back up to her usual size, smiling now.

"Thank you" she beams gratefully. "Here, take this firestone in return for your services – it's the least I can do."

Make a note of the firestone and go to **18**.

25

"Ah, my anode of power!" Greystagg exclaims joyfully. "I've been looking for that – I lent it to a dungeoneer a while ago but he didn't give it back."

Greystagg accepts the anode gratefully and points you in the right direction.

"I have a spell for you" the witch queen says before you leave. "It is called RELEASE. I just hope you've had the sense to be able to use it."

Go to **14**.

26

When you touch the card, the path below you crumbles and you fall helplessly into the abyss. Sorry, but aces are low in this particular game, as the scroll in the clue room warned you. Your adventure ends here.

27

"Right, let's have a look at this, then" Fidjit says as he peruses the lock. "No problem. I'll have this open in no time."

The locksmith soon jimmy's the door open with one of his skeleton keys, leaving your exit clear. He refuses to accompany you any further as he feels that he has repaid his debt to you, but you can continue on your way to **7**.

28

You wave the wand and a word is written above the doorway: ARKEN. Make a note of this spell and then go to **8**.

29

"You lie!" Brollachan roars angrily. "Now I feed on you!"

I don't know whether you were lying, as Brollachan seems to think, or whether you are simply ignorant. Either way, your adventure ends here.

30

“A firestone will do very nicely” Smirkenorff rumbles with pleasure. “Well, sit yourself down, then. I can’t sit here chatting all day.”

Smirky beats his great wings and soon you are airborne. He flies you over the sea and lands in the gloomy surroundings of the Great Rift of Angar, where you dismount. Just before the entrance to the mountains lie three clue objects on a rock. The choice is between a green stone, a bag of silver and a translucent green sphere made of glass. There is also a scroll that reads: *Only one hue will serve you well. Sometimes envy prospers.* Make your choice of objects and then go to **20**.

31

You find yourself on a large chequered floor, like a chessboard. There is a door at the far side of the board, but before you can reach it a load of spikes shoot up from the squares on the floor. You are impaled immediately and your adventure ends here.

32

“Excellent” smiles Hordriss gratefully. “The fates will bring you back here to me when you have completed this level. If you release me, I will guarantee your progress to level three.”

Note the codeword MALEFACT and then go to **5**.

33

“I’d hardly call that a gift fit for a queen” Greystagg sneers. “Go away, you tiresome urchin, and come back when you’ve gained some sense!”

You must now leave the chamber by going to **14**.

34

You come to a courtyard where a man is being held prisoner in the stocks. He looks up at you as you enter.

“Here, you!” he calls in a brusque Yorkshire accent. “Give me a hand getting out of these, will you?”

This is Fidjit, the locksmith. You ask him what he will do for you in return if you release him.

“Dunno” Fidjit shrugs disinterestedly. “Thou’ll have t’ find out when I’m free.”

You find that the stocks are locked, so unless you have a key you cannot let him out.

If you do have a key and wish to release Fidjit, go to **16**.

If you pass on and leave the locksmith where he is, go to **3**.

35

You step boldly forwards as carefully as you can, but you are soon hit by a fireball and sizzled to ashes. Your adventure ends here.

36

You are on a thin ledge that leads to a doorway. There is one large hole between you and the exit, and two blank playing cards on the wall just before the hole. As you approach, you see another playing card on the wall, just before the blank ones. You touch this card and it reveals itself as the Ace of Hearts. As you approach the gap in the path, the two blank cards turn over as well. They are the King of Hearts and the Two of Hearts. Touching the correct one will surely complete the pathway for you, but can you be clever and play your cards right?

If you touch the King, go to 26.
If you touch the Two, go to 15.

PUZZLE PAGE 1

The Great Nightmare Alphabet, N-Z

In the style of one of Challenge TV's other great ratings-grabbers (Blockbusters with Bob Holness) here are some alphabetical teasers to take you all over Nightmare's history.

N. What N was Snapper-Jack's prop?

O. What O was the first character (apart from Treguard) to appear on Nightmare?

P. What P was a small flier with a big bite?

Q. What Q were the Cup, the Sword, the Crown, the Shield and the Talisman?

R. What R were square tiles that blocked exits in series 8?

S. What S popped out of the walls in series 8?

T. What T was Ridolfo's profession, and later Hands' disguise?

U. What U was the answer to riddles asked by Granitas to Richard I in series 1, and by Granitas to Treguard in the first Nightmare book?

V. What V was an elf warrior and huntress?

W. What W was a village based around the buildings of the Weald and Downland Open Air Museum near Chichester?

X. What X was a musical instrument that Ridolfo never played?

Y. What Y was the publisher of the final three Nightmare books?

Z. What Z was a wise sage who advised Treguard about the location of the Holy Grail in the Nightmare book *The Sorcerer's Isle*?

REMEMBER HIM?

Series 7/8

LISSARD

Who could forget Lord Fear's amphibious seneschal from the final two series? Somewhere under all the green make-up was actor Clifford Barry, who also played Raptor and Brother Strange. Lissard loved to concoct devious plans that his master could use in his war against the Powers that Be, and he became Lord Fear's confidant, constantly appearing in spyglass sequences to discuss Fear's evil plans with him. Lissard was the first character to appear in series 7, and his first appearance was very much like the vast majority of his subsequent appearances - lisping "ness" a lot and discussing the Opposition's plans with Lord Fear. Lissard had apparently been sent to Nightmare from Atlantis, the lost continent, hence his amphibious nature. He had bad breath from eating fish, which Lord Fear constantly teased him about: "*They ought to call you tuna breath; you smell like something the cat brought up.*" - **Lord Fear**.

Unfortunately, that's about as far as Lissard went. Don't get me wrong here, readers - I like Lissard and enjoy his appearances on the programme, but I do have a major criticism of him - he was a very one-dimensional character. The role I have already described as Lord Fear's confidant was all there was to Lissard - that, and nothing else. As a long-term viewer of Nightmare in September 1993, I was expecting great things from Lissard, a fantastically striking character with a genuinely threatening presence in both his appearance and his manner. It was satisfying to see him continuing the role as chalk to Lord Fear's cheese in spyglass sequences, which Skarkill had started towards the end of series 6. Disappointingly, however, that's as far as it went. Lissard could have had some great scenes with dungeoneers, and played a solid, satisfying part in quests but, sadly, it was not to be.

Lissard did, of course, have one brief appearance in the Dungeon. During Barry's quest, he appeared for a few seconds before uttering a couple of short lines and then scampering straight off. What a wasted opportunity for some banter with Barry! Before and after that, though, he was confined to spyglasses.

Still, having said that, Lissard and Lord Fear made a good partnership. They concocted some interesting plans together, and the two were involved in some good scenes. As far as Lissard went, he was a fresh, engaging and enjoyable character, but it would have been good to have seen him go further.

Fear Factor: 7 A strikingly hideous character.

Killer Instinct: 0 Never given the slightest chance.

Humour Rating: 5 Often had an evil laugh with Lord Fear.

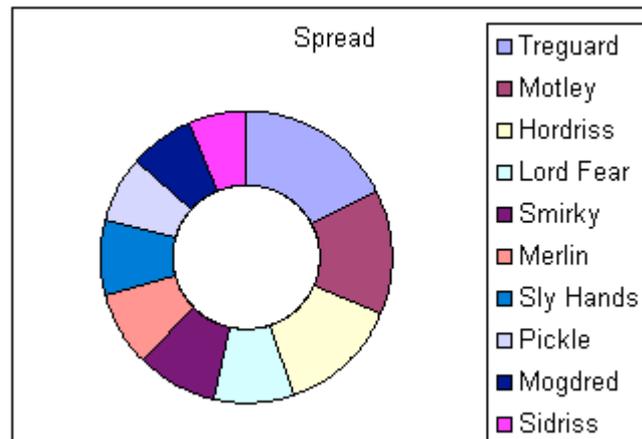
Oscar Standard: 8 Certainly a memorable performance.

KNIGHTMARE TOP TEN

This section is for lovers of statistics everywhere. Each issue there is a different category, with a list of the top ten Knightmare characters in that category. This issue we look at the characters with the greatest episode spread, or, in other words, the characters whose first and final appearances were furthest apart. One three-digit number represents each episode. This stands for the series followed by the episode number, for example episode 304 is series 3, episode 4.

Position	Character	Episode spread
1.	Treguard	101 - 810
2.	Motley	301 - 810
3.	Hordriss	304 - 810
=4.	Lord Fear	501 - 810
=4.	Smirkenorff	501 - 810
6.	Merlin	103 - 416

7.	Sylvester Hands	501 - 807
8.	Pickle	401 - 615
9.	Mogdred	203 - 416
10.	Sidriss	602 - 810



The Tower of Time

By Rosey Collins

"I think it's the anniversary of his death tomorrow," Curran said, in a thick West Country accent. "I'll ask Mam - she'll know."

"I'd hope she would," replied his friend Laurel.

It was early evening, the sun was beginning to set and they were out sowing seeds in one of Laurel's father's fields. Part of Curran was telling him that he should go home and do some work for his own family. But another part - the larger part, it seemed - was telling him to wake up and realise he was a grown man now, and that he should damn well spend as much time with his friends as he wanted to.

"It's getting dark," observed Laurel. "You ought to go home. Your dad'll half kill you."

"He's not my dad."

"Why do you have to go upsetting him all the time? So he's not your dad, but he does look after your mam and put food on the table."

"No he don't. Mam does all the work, Laurel. And he treats me bad."

"Oh yes? What - does he beat you?"

"Sometimes."

"You're having me on."

"I'm not."

"Do you even remember your real dad?"

"I do actually," Curran said defiantly. "I remember that he was good to me and that he loved me. I don't know why mam married that oaf after being with a good man like my dad."

"He can't have been that good," argued Laurel. "He was in Vestan's army, wasn't he?"

"Yeah. So what?"

"Don't you know what they did? When they attacked that castle - the people who lived in it, they didn't do no harm. Vestan an' his lot, they just went and took it, just for no reason. Well, no reason 'cept that there was Saxons in it."

"My dad wouldn't do that. Not for no reason."

"You never even knew him."

"I *did* know him! He must have thought he was doing the right thing."

"Maybe."

They were silent for a few moments.

"Wish I could bring him back," said Curran.

"Who says you can't?" challenged Laurel. "Anything's possible."

"No it's not. You and your superstitious twaddle."

"My mam told me about a place where you can bring back the dead. The Tower of Time, she reckons it's called. You can go back in time or something... or you can bring them out of the past... I dunno."

"Where does your mam get all this stuff?"

"Market place, I think."

"But it's nonsense though, isn't it? There's no Tower of Time."

"There *is* a Tower of Time." She sounded quite certain about that. "It's a big castle with a bloody great lake all around it. The Dunswater, I think Mam called it. It's a real place - honest. It's near where your dad got killed, Mam reckons."

"How does she know all this?"

"I dunno, people tell her."

"She's an old gossip, your mam. But it's a real place then, is it? That I could go to?"

"Why would you want to go there?" asked Laurel. "Even if it's a real place don't guarantee you can stop anybody being dead. And besides, you don't believe in that kind of thing anyway."

"It'd get me away from here, though."

"And from me. You don't want to leave your oldest friend, do you?"

"Well, why don't you come with me?"

"Shut up!"

"You're a beautiful intelligent young woman," Curran told her matter-of-factly. "You're not going to be happy chucking seeds around this place all your life, are you?"

"Maybe not," shrugged Laurel. "But it's Dunshelm! I'm not going to Dunshelm with *anyone!*"

"Why not?"

"I'm just not, all right? Weird stuff happens there."

"Who says? Your mam?"

"Yeah, an' everyone else. Don't you know the story? When Vestan's army an' your dad attacked the castle, they slaughtered the whole family. Not many of 'em ended up like your dad, you know. He was unlucky - he was one of them ones the Dunshelm sons managed to get before they got done in themselves. Only they missed one: Treguard. He went off and did something else for a few years, an' then he slayed a dragon an' got himself this magic sword and fought a whole load of monsters an' stuff to get his family's castle back."

"Rubbish!" Curran laughed derisively.

"It's not rubbish," snapped Laurel. "He lives there now, that Treguard."

"I'm not saying he don't, but there was no dragons or anything."

"There was. How else could he get his castle back single-handed?"

"He probably had an army an' stuff. These stories get changed over the years to sound really silly."

"It only happened five years ago."

"Did it?"

"Yeah. Think about it, Curran. He had to be a grown man to do all that, so it had to be at least a few years, and it was only fifteen years ago that the castle got nicked and your dad got killed. He couldn't have done it that long ago - he was only a lad when the castle was taken in the first place."

"If I go to Dunshelm, I'll find that this Treguard of yours is a bald old git with a whole army to his name. And I'll find that this Tower of Time is just a crumbly old castle with no magic in it whatsoever."

"Then why go?"

"To get away from me step-dad. And it's a quest, isn't it - like a right of passage or something. I'm eighteen now, aren't I? I can't hang around farms forever."

"You can. And it'd be safer."

"I don't care. I'm going tonight."

"You're not!"

"I am. There's nothing keeping me here, is there?"

"Oh yeah? What about me?"

"I'd come back for you, Laurel. If you don't come with me."

"I'm not going with you, you bloody nutter."

"All right then. You stay here. I'll bring you something. An' if I can bring my dad back, I'll do it. I remember him better than you think, you know, an' I still miss him."

"I think you *can* bring him back," said Laurel.

"Yeah, you believe in magic, you daft cow," Curran smiled fondly. "I'd best go home now - get ready to go."

"You're mad."

"So what?"

"So don't get yourself killed, okay? Good luck."

When Curran got home, his stepfather beat him for staying away so long and then locked him in his room. Curran listened carefully and waited until he had heard his mother and stepfather go to bed. Then he went to the window, climbed clumsily down the convenient growth of ivy on the wall outside, and made for the stable. He took the horse that he got on best with: a placid young stallion that he called Storm.

He and Storm had got no further than the stable door when Curran felt a strong hand on his arm. "Let go of me!" he yelled, as his stepfather wrestled him outside.

"What do you think you're doing, you horrible little worm!" the man roared.

"I'm leaving," Curran answered defiantly. "Let me go."

"You're going nowhere, you little - "

"Curran!"

Curran turned his head at once, and saw that it was Laurel who had called out to him. She ran towards the grappling pair, took hold of Curran's free arm and shouted, "Let go of him, you great brute!"

"Stay out of this," the man snarled.

Laurel was no mouse. She kicked out at Curran's stepfather and got him in the perfect spot between the legs. While he was doubled over with pain, Curran and Laurel clambered onto the horse and set off in any direction just as long as it took them away from there.

"What are you doing?" Curran asked incredulously, shouting over his shoulder.

"I'm going with you," Laurel told him, tightening her arms around his waist affectionately. "I realised that you won't last five minutes without me, because you don't know nothing about goblins an' that."

"There ain't gonna be no goblins an' that!"

"That's why you'd never survive on your own! You wouldn't even bother to look out for them!"

"You got any money?"

"A bit."

"Me too."

"We have to save some coins for if one of us dies."

"You what?" Curran asked scathingly.

"For the ferryman," explained Laurel.

"Laurie, if you die, the last thing I'm gonna be worried about is putting money all over your face."

"Oh Curran, please! You must!"

"Why do you believe that old yarn anyway? You ain't Greek."

"Lots of people believe in him."

"And you ain't gonna die neither. I won't let you."

What will Curran and Laurel get up to at the Tower of Time? Be sure to catch the second gripping chapter of this story next issue.

CLASSIC QUEST

Series 5

Quest: The Crown.

Dungeoneer: Sarah.

Advisors: Keighley, Helen and William.

Home town: Northampton.

Team score: 7 out of 10.

Level One: The quest begins with a boat ride courtesy of the cowed ferryman. In the Wolf Glade, Sarah finds a clue table near the charcoal-burner's hut. The team choose a bag of silver and a bottle of poison, rejecting a green arrow and a knife. A meeting with Julius Scaramonger follows. He has been poaching some venison, and is acting very suspiciously, dragging around a brown sack. The outcome of the encounter

is that Scaramonger gives Sarah the password for level one - *frightknight*. Sarah is then accosted by Gwendoline, who accuses her of killing the deer that Scaramonger has in his sack. Sarah protests her innocence and is able to describe Julius Scaramonger as the real poacher, but Gwendoline is unconvinced because Sarah is carrying poison instead of the green arrow, which is the token of the green wardens.

Gwendoline accompanies Sarah into Wolfenden, where the team are able to point out Julius Scaramonger to the green warden. Gwendoline trusts Sarah now, and tells her that the password for level one is *greenwood*. In some castle ruins, Sarah looks through a spyglass. From Lord Fear's musings, the team learn the causeway route - the path of defence. The blocker's chamber follows, and the team have to decide whether Julius Scaramonger or Gwendoline has told them the correct password. The choice is easy enough, and with *greenwood* proffered as the password, the blocker shoots off. The causeway follows, and is completed with no problem. Sarah then arrives on Smirkenorff's back. Elita turns up and explains that Smirky is one of the new ways to level two, as long as Sarah can pay for her ride. Elita eventually accepts the bag of silver - with bad grace, of course - and then Sarah becomes the first dungeoneer to change from level one to level two by flying on Smirkenorff.

Level Two: In the clue room, Sarah picks up a bar of gold and a white statue of a knight. This transpires to be a chess piece, which is part of the set that Brother Mace has set out in the next room. Once Sarah has returned his knight to him, the monk charges her with finding the key to Merlin's magic box, which is apparently in the care of Sylvester Hands. In the greenwood, Sarah meets Sir Hugh. She manages to persuade the spell-bound knight not to rescue her as he would like, but to escort her on her way. Sir Hugh leads Sarah to a farmyard, where there is a spyglass on a barrel. Through the spyglass, the team see Lord Fear attempting to contact Hands in his crystal ball, telling him in no uncertain terms that he wants the key that Hands has purloined. A goblin horn is then heard, so Sir Hugh stays behind to fight the goblins, while Sarah enters the farmhouse.

Sylvester Hands is having a meal inside, and Sarah manages to buy the key from him in exchange for the bar of gold. A quick trip across the Earth, Fire and Water causeway follows, then Sarah finds Merlin's magic box. It is guarded by a skull ghost that damages Sarah's life force, but this soon disappears. Inside the chest there is a scroll, which gives the

team the spell PIXEL. In the next chamber, Skarkill and his goblins turn up to threaten Sarah. The team cast PIXEL, and the little pixie appears. She soon gets rid of Skarkill and his underlings by biting them, allowing Sarah to progress to the Gate Tower. The Gatemaster is on guard, and he sets the team a challenge as he introduces them to the Descender: *"Level three lies five levels down, six levels up, and then two levels back down again."* - **Gatemaster**. Sarah and friends are quick to spot that this is really just one level down, so they reach level three with no problem.

Level Three: Treguard summarises the team's achievement upon reaching level three: *"All that has gone before has prepared you for this; let's just hope it's prepared you properly."* - **Treguard**. Unfortunately, it hasn't! After equipping themselves with a red gem, a key and a spell called GHOST, the team have a second encounter with Elita. She wants the red gem, but the team spend far too long deciding whether or not to give it to her. Eventually Sarah hands it over, but Elita dashes straight off without giving any help in return. The doomed quest is then brought to an end in the next chamber, which is the deadly Corridor of Blades.

Summary: They were a very good team who were sharp and intelligent, despite a couple of silly blunders. They could also be criticised for being virtually a one-advisor team - Helen did most of the talking and decision-making. However, only one other team reached level 3 in series 5 - the winners, Ben & co. - so to all those of you who think series 3 was tough...

CREATURE FEATURE

Series 4. Level 1/2/3.

DOOR MONSTERS

Although I have to admit that the weeping doors were a poor replacement for the wall monsters, they do epitomise series 4 for me, mainly because there was at least one door monster appearance in all but three of the sixteen episodes. The door monsters were raised drawbridges which blocked the path, and they had spellbound creatures inside them who acted as gaolers. In order for the drawbridge to open,

the dungeoneer had to unlock it with truth. In practical terms, this meant answering three questions set by the door monster.

In this way, the door monsters were exactly like the wall monsters. However, all their riddles took the form of "true or false" questions, which gave the team a greater chance of answering correctly as there was always a fifty-fifty chance of getting the riddle right. The door monsters used the same expressions as the wall monsters - "truth accepted" and "falsehood" - to indicate whether an answer was right or wrong.

Dooris was the first wall monster encountered, and only the second challenge to face the teams, after the Place of Choice. She was the most miserable of the door monsters, but only required one correct answer in order to open. Only Simon III had to make do with this dismal score to get through; everyone else got two or three correct: *"Truth will out, ah yes, truth will out, and so will you."* - **Dooris**.

Doorkis was in level two, and was apparently slightly less despondent than Dooris: *"Not quite as miserable as Dooris, but not the life and soul of the party either."* - **Treguard**. He required two correct answers to open, and of the five teams that met him, Nicky's had the most trouble achieving this feat, but some lucky guesswork got them through: *"Truth will open; truth will out."* - **Doorkis**.

Dooreen - *"the last of this unholy trinity"* - resided in level three, and was a very dreary piece of work: *"As you can hear she's a manic depressive, so quickly deal with her before she depresses us all."* - **Treguard**. Dooreen was the final challenge before the Quest Chamber, so only Dickon got far enough to meet her. She required a full set of correct answers in order to open: *"Truth will out, and so will you."* - **Dooreen**. Dickon's questions were all fairly easy, as Pickle pointed out: *"I thought they were going to be more difficult, Master!"* - **Pickle**.

Although they only appeared in one series, the door monsters will always be a memorable part of Nightmare for me. I don't think they're as interesting or frightening as the wall monsters, but they certainly formed a big part of series 4, almost certainly the series I have watched the most in my life.

Fear Factor: 5 A large talking face - always a bit unnerving.

Killer Instinct: 1 A pity we never saw anyone get trapped.

Humanity: 7 The "prisoners" inside the doors were probably human.

Gore Factor: 3 The mouths looked a bit unnatural, like Golgarach's and Brangwen's the year before.

PUZZLE PAGE 2

Some people have a very high opinion of themselves, but others not so much so. Who is indulging in a little self-assessment in these quotes? Name the series, episode and dungeoneer if you can.

1. "I'm the world's greatest professional entertainer!"
2. "My name is _____ ____ _____. But then you knew that already, didn't you? One's fame, despite one's natural modesty, will inevitably spread."
3. "Thief extraordinaire and lockmaster; with the right equipment there's nowt I can't open."
4. "Me, I live in bottle for weeks and it's not a good place, but I can think of worse."
5. "While a prisoner in this place they hold both mind and body here; while a prisoner in this place I know not even my own name."
6. "Even I, yes even I, am a trifle apprehensive."
7. "I haven't got any friends, see? The miserable scum-heads just turn away from me as soon as I start talking."
8. "When I was your age, I stood alone. No one helped me; no one gave me handouts. I got where I am today by sheer temerity!"
9. "It's not a small name, but I'm scarcely an inconsequential person."
10. "No master, but a mistress rules here!"
11. "Myself, I'm a warrior thief, third level. And I earned all three the hard way."

12. "I, _____, am older than mountains, and thus hold the history of all knowledge."

KNIGHTMARE LOCATIONS.

Castle Acre Priory, Swaffham, Norfolk.

Castle Acre Priory. Vital Statistics:

Location: Swaffham, Norfolk.

Century of Origin: 13th.

Also Known As: Dungarth.

Series featured in: 4 and 6.

These pictures were taken by me, Jake Collins, in August 2002.



This is the entrance to Castle Acre Priory, and also to Dungarth, minus the purple tinge from the programme.

Below is the entrance to the priory that Giles used whilst escaping from an assassin at the end of series 4. And speaking of assassins, scroll on down...



This is the entrance that everyone except Giles used. As you can see, not all the Knightmare monsters were added later. I swear I couldn't see that assassin when I took the picture!

Next Issue: More from Castle Acre Priory.

KNIGHTMARE UNIVERSITY CHALLENGE

Here you must identify a particular dungeoneer's quest as your starter for ten, and then identify which characters are responsible for three quotes from that quest as the bonuses for five points each. If you answer the starter correctly then you can have a go at the quotes, but if you get a starter wrong then the bonuses that follow it cannot count towards your total score. Keep track of your points as you work through the questions, and see how well you performed by reading the legend at end of this section.

1. Series 4. Suffolk lads. A cutting end in level three. (10)

- a. "I don't suppose you've been educated in the matter of elf paths, have you?" (5)
- b. "Silly, really, because if they have a price, they can't be priceless, can they?" (5)
- c. "With our pact redeemed I have no further interest in your progress." (5)

2. Series 1. From all over West Yorkshire. First to reach level 3. (10)

- a. "I'm along for the ride, if you're willing!" (5)
- b. "Oh, it's a dungeoneer. How quaint. I thought they'd stopped sending them after what happened to the last one." (5)
- c. "I may have let you go, but I don't have to like you." (5)

3. Series 7. Staffordshire ladies. The only all-girl winners. (10)

- a. "The hills and forests are my places, and I walk in this land not by choice."
- b. "You are not on the side of Fear. Well, that would make you a dungeoneer."
- c. "That puts hairs on your bottom, that does!" (5 each)

4. Series 5. Kentish men. A golden blunder leads to capture. (10)

- a. "The last time I saw something as beautiful as this, I dreamed it was me birthday!" (5)
- b. "You'd best be going or it'll soon be Autumn, and then where will you be?"
- c. "Magic horn! Oh no, it's not! I'm gonna put my irons on you!" (5)

5. Series 2. 4 from suburban Surrey. The blind leading the blind. (10)

- a. "I knows what you are; you's breakfast!" (5)
- b. "Your quest is for the Sword, but you may not wield it. I scorn you!" (5)
- c. "How dare you come in here pretending to be what you are not?" (5)

Answers:

1. Alistair, with Harry, Martin and James. (10)

- a. Brother Mace. (5)
- b. Merlin. (5)
- c. Malice. (5)

2. Richard I, with Jonathan, Paul and Edward. (10)

- a. Casper. (5)
- b. Merlin. (5)
- c. Gibbet. (5)

3. Julie II, with the two Helens and Sam. (10)

- a. Grimaldine. (5)
- b. Brother Strange. (5)
- c. Sylvester Hands. (5)

4. Richard II, with Darren, Daniel and James. (10)

- a. Motley. (5)
- b. Oakley. (5)
- c. Skarkill. (5)

5. Akash, with Kirsten, Carrie and Tanya. (10)

- a. Troll. (5)
- b. Igneous. (5)
- c. Lillith. (5)

Score:

0-45: Come on!

50-95: You might make it to the semis.

100-115: A finalist to be sure.

120-125: An ultimate Nightmare University Challenge champion.

MY TOP TEN FAVOURITE TEAMS OF ALL TIME

Well, this is certainly a coveted position. After much deliberation and soul-searching, I have - purely for your enjoyment - decided upon my ten favourite teams of all time. It's not an easy thing to judge, but see how many of my choices you agree with. Of course, if anyone wants to send me their own list then I'll be pleased to include it in a future issue of TES.

10. Alistair, Harry, Martin and James.

Home town: Woodbridge, Suffolk.

Quest: The Shield of Justice.

Level reached: 3.

Time on Nightmare: Series 4, episodes 3, 4 and 5.

An enjoyable quest from series 4, which came to a tragic end in the Corridor of Blades in level three. *"What a shame; I really did think they'd go all the way."* - **Treguard**.

9. Daniel, Gideon, Justin and Ben.

Home town: London.

Quest: The Sword of Freedom.

Level reached: 3.

Time on Nightmare: Series 8, episodes 1, 2, 3 and 4.

Gideon's erratic guidance and constant blaspheming made Daniel's quest something very special, but it was also a very high-quality adventure. *"It's a great game you played, boys, but now it's over, and you must return home."* - **Treguard**.

8. Nathan, Karen, Stephen and Catherine.

Home town: Southampton, Hampshire.

Quest: The Cup that Heals.

Level reached: 3.

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

The best performance - progress-wise - from series 8, from an excellent team with good communication skills. Unfortunately, they were denied their glory: *"Some extra magic might have helped you with this very difficult puzzle, team, and you could have got that magic from Maldame."*
- **Treguard.**

7. Martin, Lee, Jamie and Darren.

Home town: York, North Yorkshire.

Quest: The Chalice.

Level reached: 3.

Time on Knightmare: Series 3, episodes 13, 14 and 15.

A very competent performance and the last hope for a series 3 winner, but the lack of one answer in level three was enough to deny Martin's team the victory they coveted: *"Without dragon magic, I'm afraid you were no match for Morghanna."* - **Treguard.**

6. Ben, James, Alan and Nat.

Home town: Salisbury, Wiltshire.

Quest: The Crown.

Level reached: 3+.

Time on Knightmare: Series 6, episodes 8, 9, 10 and 11.

The victorious team from series 6; an exciting performance and a well-deserved win. *"Ben, James, Alan and Nat, you're going home now. I hope you won't find it a trifle dull."* - **Treguard.**

5. Helen, James, Rachel and Craig.

Home town: Sunderland, Tyne and Wear.

Quest: The Cup that Heals.

Level reached: 3.

Time on Knightmare: Series 4, episodes 1, 2 and 3.

I've always enjoyed this quest, perhaps because it was the first one I ever recorded on video. It was an excellent performance that fell at the final hurdle, thanks to Mogdred. *"Too long, team, your magic was too long."* - **Treguard.**

4. Leo, Simon, Matthew and James.

Home town: Bromley, Kent.

Quest: The Chalice.

Level reached: 3.

Time on Knightmare: Series 3, episodes 4, 5 and 6.

Another excellent team from series 3, whose adventure suffered much the same fate as Martin's quest - just one wrong answer in level three spelt doom for an otherwise excellent performance. *"Without the gargoyle's instruction you have chosen the wrong path, and fallen at the last hurdle."* - **Treguard**.

3. Julian, Vaughn, Becca and Mary.

Home town: Banbury, Oxfordshire.

Quest: The Talisman.

Level reached: 3+.

Time on Knightmare: Series 2, episodes 11, 12 and 13.

The second-ever and the only mixed boy/girl winners, Julian's comic quest is great fun to watch. *"I salute you; we all salute you!"* - **Treguard**.

2. Dickon, Dominic, Tim and Pravine.

Home town: Torquay, Devon.

Quest: The Crown.

Level reached: 3+.

Time on Knightmare: Series 4, episodes 10, 11, 12 and 13.

This was the first winning quest for two years, and a first-class adventure. Dickon had plenty of character, but not too much, and the team communicated very well together. *"What you have achieved is worth far more than any treasure."* - **Merlin**.

1. Julie, Helen, Sam and Helen.

Home town: Leek, Staffordshire.

Quest: The Sword of Freedom.

Level reached: 3+.

Time on Knightmare: Series 7, episodes 10, 11 and 12.

I've always said that these girls are my favourite winners, and now I'm naming them as my favourite team overall. Their quest was of an exceptionally high quality, and they all clearly enjoyed the experience immensely from start to finish. *"We win, we win! I can't believe my eyes!"* - **Majida**.

POETRY CORNER

A double-feature this issue, featuring two level one deaths from series 1. But you can't really blame them for that, can you? They were only guinea pigs, after all.

Maeve and friends found no distress,
To make the word that spelled egress.
And with the bomb the dash was fast,
With Granitas, the test was passed.
But then, alas, the comb was left,
And Maeve from life was soon bereft.
Lillith's hair was full of gunge,
So Maeve was forced to take the plunge.
Later, Helen braved the quest,
The golden key was the first test.
With Granitas the score was two,
So Helen's progress grew and grew.
Past the bomb with useful key,
The Giant was cured, and full of glee.
An ailing Lillith liked the bloom,
For error, though, there wasn't room.
They next chose left instead of right,
So Helen soon gave up the fight.

PUZZLE ANSWERS

Challenge question:

Skarkill, Aesandre, Sylvester Hands and Julius Scaramonger.

The Great Nightmare Alphabet, N-Z

N. Net.

O. Olgarth.

P. Pixel.

Q. Quest objects.

R. Runes.

S. Snapdragons.

T. Troubadour.

U. Unicorn.

V. Velda.
W. Wolfenden.
X. Xylophone(!)
Y. Yearling.
Z. Zaman al-Hazred.

Self-assessment quotes:

1. Motley. Episode 607. January.
2. Hordriss the Confuser. Episode 516. Kelly II.
3. Fidjit. Episode 709. Ben III.
4. Majida. Episode 702. Simon IV.
5. Merlin. Episode 415. Giles.
6. Treguard. Episode 607. Alan.
7. Cedric. Episode 204. Mark.
8. Maldame. Episode 805. Nathan.
9. Mellisandre. Episode 310. Douglas.
10. Lillith. Episode 101. David.
11. Stieltta. Episode 801. Richard III.
12. Olgarth. Episode 102. Simon I.