

THE EYE SHIELD

Issue 5

December 1996

50p



IT'S CHRISTMAS, AND STILL THEY'RE FIGHTING !!!!

THE FIGHTING GOES ON INSIDE !

So much to read inside....

TIM CHILD INTERVIEW, KNIGHTMARE NEWS, CHRISTMAS SPECIALS

READ ON, AND ENJOY XMAS THE KNIGHTMARE WAY !....

Message From Me

Hello ! Congratulations on making your fifth excellent purchase !! I must admit to being a little bit lazy in finishing off this issue - but hopefully when you read this you haven't had to suffer too much of a delay ! In my defence, I have had a lot of homework thrust upon me all of a sudden, and I've also wasted several hours experimenting with the internet - my favourite facility at the university !!! Incidentally, if any of you also have access to e-mail, you can mail me at

paul.mcintosh@unn.ac.uk

Anyway, enough of my own gossip - there's plenty to talk about in this special festive issue 5 !! Nightmare News makes a return - including an update on the rather unsuccessful BBK campaign... Several stories from issue 4 are continued within, while I've also opted for something a bit different with the special Xmas pages ! Opinions please !....

I've also been able to include a merchandise page at long last, as many of you have enquired about T-shirts, Books, Board Games etc. Please remember that all merchandise featured on page 18 is available **only** from Broadsword, **not** from me ! However, as a STOP PRESS ! last minute adjustment, I do have one or two items of interest which you may be interested in. Firstly, I have limited numbers of various back issues of THE QUEST - which is, of course, the old Nightmare Adventurers Club magazine. If you would like any back issues, please send an SAE with a list of issues you would like (ranging from Vol. 1 issue 1 to Vol. 4 issue 1). Please send **only** an SAE initially, and I will be able to give you details of what is available, and total cost (approx. 50p per issue including P&P).

Now then, I have an extra-interesting offer for you ! One of our increasingly impressive contributors - David Bradshaw - has devised a superb Nightmare adventure game for you all !!! Unfortunately, the entire adventure is 40 pages long !!!! As I'm sure you can understand, this means I can't include the adventure within an issue - even in instalments, as it is a "Choose-your-own-adventure" format. For now at least, I'll offer the adventure on disk format only - if this proves to be popular, we'll leave it at that ! However, if it emerges that not many of you have disk facilities, then I'll have to devise another scheme... So, for the time being, the game is available on **MICROSOFT WORD** format only. If you would like to have a copy of the adventure on disk, then please send £1, plus a padded envelope to keep the disk safe in transit ! Soon, there will be more formats available, and I may decide to make it available on paper should enough people demand it, though the photocopying cost would be large....

Phew ! Plenty on offer there.....All I can say is I hope you enjoy this issue, and may I also wish you all a very merry Christmas, and a fantastically adventurous new year !!! I'll be back (aged 19 !!!) on March 1st with issue six, so until then - cheers !!

HAPPY XMAS !!!

Paul

KNIGHTMARE NEWS

DAVID LEARNER - MORE UPDATES !!!

As ever, David Learner has been kind enough to keep in touch, and let us all know what he is up to these days ! And, the big news is that you can see David in pantomime this Christmas. David will be appearing in "Dick Whittington & his Cat" at the Salisbury playhouse in Wiltshire from December 7th to January 11th, every week - 6 days a week - except of course on Christmas day itself ! Prices range from £6.50 to £11.00.

BRING BACK NIGHTMARE CAMPAIGN - THE LATEST

The campaign has sadly made little progress so far, although I must thank Jake & Rosey Collins, Ceri Garrett, and Carl Bateson for kindly keeping me informed with their responses from the controller. Carl and Rosey both sent on to me the letters they received in reply, and neither held out a great deal of hope. The reply is patronising to say the least, citing a steady decline in viewing figures as their main motivation. A promise to consider Nightmare in the future, but with no guarantees, seems to offer little in the way of hope.... Still, we can always live in hope, so please keep writing, get your friends to write, and anyone else for that matter (local MPs, rich businessmen etc.) !!!! Perhaps remind these people that any show will lose viewers when it is treated with such contempt and lack of interest....

JASON KARL aka JULIAN SMITH - DID YOU SPOT HIM ?

Yes, our intrepid Nightmare champion of 1988 appeared on ITV's "Strange But True" on October 4th ! For more on this and many other things, look out for an interview with the champ himself in the near future, only in The Eye Shield !!!

KNIGHTMARE ABROAD - DUNGEONS REMAIN OPEN OVERSEAS !

A small note of interest. An unofficial version of Nightmare ('El Rescate') is still popular in sunny Spain. What's more, negotiations are currently ongoing for Portuguese and South American versions ! Hopefully, I will eventually be able to bring a report on 'El Rescate' and the French 'Chevalier du Labyrinthe' sometime soon.

DAVID LEARNER RETURNS !!!

One more piece of DL news to close the page ! Thanks to the eagle-eyed observation skills of Jake Collins, I was able to gain an admission from David himself that he did indeed appear as a contestant on SUPERMARKET SWEEP !!! Yes, it's true ! Unashamedly proud, David claims to have kept his pink sweatshirt with pride, and - I quote - "We never won anything, but we had a great time !". From Nightmare to SS - now how many actors can make THAT claim ???!

CLASSIC QUEST

SERIES 5....QUEST : The Sword of Freedom
DUNGEONEER : Duncan Sales
GUIDERS : Ian Healy, Deborah Healy, Richard Thomas

Level One : Perhaps it was to be an omen, but the team's best moment came in their introduction ! Both Deborah and Richard gave their names, and barely spoke again ! From this point Ian guides Duncan virtually alone...Like many quests in series 5, the first room for the team comprised of Smirkenorff's back ! As they fly through the skies, Treguard points out that they are heading for Wolfenden - so far, so good ! Upon landing, Duncan found himself at the beginning of a small group of old-fashioned houses, amongst which lay a table bearing the clue objects for level one. The scroll said "First purchase the key, then find the lock" - a clue to help them decide between a helmet, a bag of silver, a candle, and a knife - as well as the customary food. Armed with the silver and the candle, Duncan moved on. Next, Duncan barter with Julius Scaramonger, and successfully swaps the silver for a key worn around Julius' neck ! In a small tavern, Duncan used a spyglass, through which he could see Lord Fear cursing Scaramonger for selling the key. He orders him to chase Duncan, and get it back - giving him the password 'IMBECILE'.

Further challenges see Duncan using the candle to escape a blacked-out room, using IMBECILE to pass the blocker, and also encountering Elita - freeing her from a locked chest. In return she gives the spell SESAME ! A long eye shield section leads Duncan to the gatetower. The Gatemaster saves them from Sylvester Hands, and allows them to use the elevator. The SESAME spell opens the gate. A scroll on the elevator floor reads "Seven down, call HALT". Sadly, Duncan fails to pluck up the courage to call halt when he is told by Ian, and eventually does so at a point far more than seven floors down ! Their punishment for this was severe to say the least ! Duncan was immediately placed into the corridor of blades, where he was ruthlessly sliced in an instant....a blood-filled departure, for a rather poor team I'm afraid ! With guidance from Ian alone, an unresponsive dungeoneer, and no teamwork, an early exit was tragically inevitable. Not a 'classic' quest, but memorably bad ! To the scores !!

SUMMARY: A very poor team - a one-man band, poor planning, no confidence. Maybe it was nerves, but it was a poor showing.

2 out of 10.

LEVEL REACHED : Level One

ROOM COUNT: 10 Rooms

THE BRAVEST QUEST

Yet another memorable Knightmare tale draws to a close, as I now proudly present the second and final part of 'The Bravest Quest', by Jonathan Lee of Wallasey. More new stories next time !!

The story ended last time when Chris and Paul had begun their Knightmare adventure, but when they looked through a spyglass, they saw something very worrying.....

...It was Lord Fear and Lissard, and they had made 9 enormous robotic trolls, 3 for each level - how could they possibly defeat them ?! Paul dropped the spyglass in fear and horror. Chris began to read a piece of paper he noticed on the ground :

Skarkill,

I have had an excellent idea to defeat the dungeoneers, which means you can leave the level, and return here. Here are the details for escaping the level....

The spiked chessboard code is 3 left, 5 right, 2 left.

To pass the ogres, simply spellcast V A N I S H.

At the end of the level, simply call 'Fear' three times, and a doorway will appear - this leads through to level three !

Do not lose this paper !!!!!!!

Lord F.

This was great news for the boys, who now realised that they could quickly reach level three, with the added bonus of knowing that Skarkill was out of the picture.

Sure enough, level one proved simple - and the boys reached Smirkenorff, having collected a horn, one of Lord Fear's rings, and a gold bar. The boys apologised to Smirky for not using him, and by calling out 'Fear' three times, the doorway appeared. Cautiously, they entered, relieved that their quest was going well, and even more relieved because they had avoided several trolls up to now ! The doorway led to a lift, which travelled downwards for a couple of minutes - before reaching level three.....

A rather dirty, smelly, green river flowed in front of them, as they stood on the edge of what looked like sewer passages. A small boat bobbed up and down on the river - apparently the only way out for the boys. However, as they began to approach the boat, one of Lord Fears trolls arrived. "Give me something valuable - or I crush you - NOW !!" growled the creature. The boys reluctantly parted with the bar of gold, which the troll was happy enough with. With that obstacle cleared, the boys could travel across the river to the next available doorway.

They stepped out of the boat, and were presented with a choice of two doors. One had a Crown symbol, whilst the other bore no symbol. They chose to ignore the crown, as their quest was for the sword - it would be a great achievement if they could redeem their quest, as the Cup, Crown , and Shield had already been won, and a fourth success would defeat Lord Fear. Through the door was a flight of steps - and as they

climbed, they came across a spyglass which was hanging from a rope tied to the ceiling.

As they look through the glass, they could see Lord Fear in a terrible mood - absolutely furious with all of his men. "I have never been so embarrassed in all of my life !" he bellowed. "No one will ever beat me, I promise - even if I have to fight alone, without your useless efforts !!"

Suddenly, he saw that he was being spied on. The boys hurried on, away from the glass.

Both were becoming tired now, but they knew they had to carry on. Their quest carried on without too much trouble - at one point they thought they had discovered an entrance to Lord Fears chamber, but they also noticed two trolls, and an army of ogres lurking nearby - too close for them to get near that entrance !

Suddenly, Paul remembered he had Lord Fears magic ring in his pocket. He placed the ring on his finger, and pointed it at one of the ogres. As if by magic, the ogre vanished into thin air ! This worked for all of the other ogres, as well as the trolls !

All of a sudden, the boys had a clear entry into Lord Fears chamber !

Cautiously, they entered, and stepped very carefully along a dim corridor.

At the end of the corridor lay a grand oak door, emblazoned with an evil image of a skull - obviously, this was Lord Fears chamber !

Silently, and with great care, they opened the door and crept into the vast room. "I've been waiting for you" said the unmistakable voice of Lord Fear, who suddenly appeared in the centre of the room. The boys turned back, only to find the door was now locked. In desperation, Chris held the horn aloft, and blew as hard as he could ! Success ! Lord Fear screamed, and melted away, to be replaced by Treguard - smiling with delight at the boys. "Well done !" said Treguard "You have succeeded boys, and now - here is your reward...". The sword appeared before them, and they picked it up together. Before they could speak any further, they appeared back in the forest - where they first entered the dungeon. Paul looked at his watch - it was still four o'clock ! The boys then returned home proudly - they knew they were true champions !!!!

THE END !!!

LETTERS

As always, there's plenty to write about, but not many letters ! You could discuss the campaign, the new look Eye Shield, new features, or your own ideas. So don't just sit back, have your say and write to me with your views at the usual address!

Dear Eye Shield,

I have found all issues of The Eye Shield to be excellent, and I will be subscribing in time for issue 5. How about a "Battle of the Titans" feature in the fanzine ? You could

print a summary of the qualities of two different characters every issue, and get readers to vote for their favourite. At the end of the year, you could reveal the most popular Knightmare character, with the most votes. **Dave Stone, Ramsgate.**

Good suggestion Dave ! I've always been wary of reader vote features in case no one bothers to take part ! I know ! Let's have a vote on this ! If there seems to be enough interest, I might well start the ball rolling in issue 6. The ball's in your court folks !

XX

Dear Eye Shield,

After reading issue 4, something sounded awfully familiar ! I remember the moment very well when Ross the dungeoneer was being chased over a cliff by Morghanna's axe ! I would also like to suggest a 'forum' page in the fanzine, where you nominate a different Knightmare topic every issue, and readers can write in with their opinions on the topic. I also wondered if you could possibly make The Eye Shield bi-monthly, because it's very informative and interesting ! **Carl Bateson, Newark.**

Once again Carl, the success of your idea would depend on readers contributions. Would you all be keen to take part in a forum ? As for bi-monthly issues - hmm, I'm not sure. It's hard enough for me to type out a full issue 4 times a year, let alone 6 !!! Would our readers be happy to buy a smaller issue if it was more frequent ? What do you think folks ?...

REMEMBER HIM...?

SERIES 5-8 : SYLVESTER HANDS : LEVELS 1-3

A definite part of the "new breed" of Knightmare characters, i.e. after series 3, and more significantly - one of the few characters from this period to emerge as a truly memorable part of Knightmare folklore.

You may wonder what I mean by "new breed" ?! Well, Up to series 4, actual characters tended to be no more than objects, where all they did was to demand bribes, give spells, offer guidance, or to be evil and sinister. That never really changed - but as Knightmare developed, characters began to enjoy fuller roles, whereby they often would engage in longer conversations with dungeoneers, or on a more frequent basis - two or more characters may appear together - forming a more scripted, character-based adventure. See ?! It's obvious ! So what does Sly have to do with all of that ?!

Well, as I'm sure you all noticed, when Sly appeared - it was never a short visit ! Dungeoneers had to display a new skill of flattering Sly, and to talk their way past him. An alternative method would be to simply threaten Sly, and scare him away. Sylvester Hands first emerged as a Knightmare character in 1991 - series 5. Played by Paul Valentine, his first appearance made it difficult to judge just what sort of character he was at that point.

Viewers got their first glimpse of Sly, as he played cards - albeit badly - with Brother Mace in the greenwood. Mace talked down to him, and his generally quiet behaviour appeared to suggest he would not be a major character. However, this quickly changed, as his next appearance saw him accosting a dungeoneer and attempting to rob them ! Far more familiar !



Since that point, we have seen countless performances of Sly's infamous "Hands like feet, but at the other end of your body" routine - a joke that soon wore thin! As Knightmare developed into a more scripted format, Sly became an ideal vehicle for sillier, comedy scenes. He would pretend to be a dungeoneer, wearing a helmet. He would often get accused of smelling badly, and Lord Fear saved his best insults for him. In short, Sly quickly became a joke character - light relief from the tensions of a quest, and rarely a serious danger. Admittedly, Sylvester can claim one victim. I won't spoil it for you, in case of future classic quests !, but his dungeoneer removal plan was to simply capture the dungeoneer in ropes, and lead them to Lord Fear.

I know I've been slightly critical of old Sly, so I should also point out that I feel Paul Valentine played the part extremely well, incorporating every disgusting element he ought to. The permanent hunched back, the constant sniffing, and the awful habit of actually laying his filthy hands on dungeoneers ! My only gripe with Sylvester Hands is that I never have enjoyed characters that simply delay the quest with prolonged, and often silly appearances. However, as part of the second half of Knightmare's history, Sly stands out as a truly disgusting symbol of Lord Fear's evil army - a grovelling, smelly minion, with very little upstairs !

FEAR FACTOR : 5 : Only 'cos he worked for Lord F !

HUMOUR RATING : 8 : His main function !

KILLER INSTINCT : 3 : One victim in four years !

OSCAR STANDARD : 9 : Perfect performance !

PUZZLE PAGE 1

Hmmm, a few of you found Robert Nowlan's mind-boggler a bit difficult to fathom last time, and it is Christmas so you deserve a break ! So, Ceri Garrett of Wrexham has kindly provided a good old fashioned wordsearch, the words are there for you too ! Just find them !!! More puzzlement on page 28 !

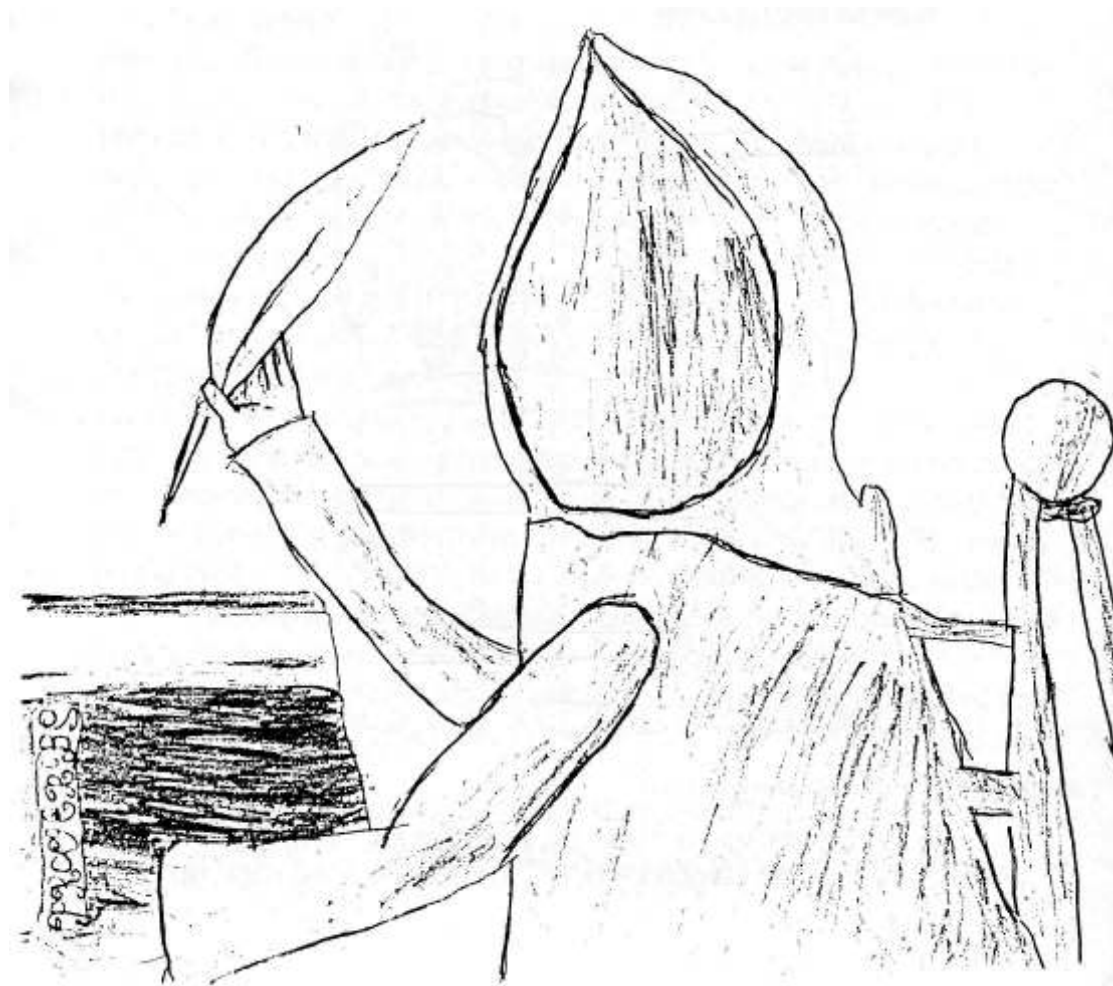
D K R J T F V M L E S L U
U Q Q E C S H N A K E K H
N A P S A C K I J V R Q H
G H P T G L O L E X P L E
E P U O P X Y L K T I J L
O L Z A N C T M B K C X M
N T Y E R W S T W P K G E
E M U N O R C R S V L W T
E A D S D C A B W D E L F
R B P L Y N G O B L I N Y
M V I X I V R G F O Q P V
T J Z L N I O Q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

And, here are those magical words to look for :
**PICKLE, TREGUARD, MERLIN, LORD FEAR, GOBLIN,
HELMET, NAPSACK, LEVEL TWO, DUNGEONEER, SMIRKENORF.**

ART DESK!!

Hello, and welcome to another impressive art desk !! This effort, by Rosey Collins, was sent quite some time ago (June actually !), which proves that I do keep everything ! The picture shows the mysterious, faceless Brother Strange. Well done to Rosey, and keep 'em coming folks, because there hasn't been too many recently !!!

(By the way, when I say Rosey's Brother Strange - I don't mean Jake !)



ADVENTURE TIME

Popular as ever, Adventure Time begins its fifth instalment, as we resume affairs at nightmare Castle. Sadly, David's brave quest was ended last time, but the new challenge of Jill has begun, and she has just entered a level one clue room. Myself, Suggs-fan Tim Morris, and Bristol's Chris Griffin take up the story, with Tim Morris also providing the art once again. Time out has gone, the quest is on....

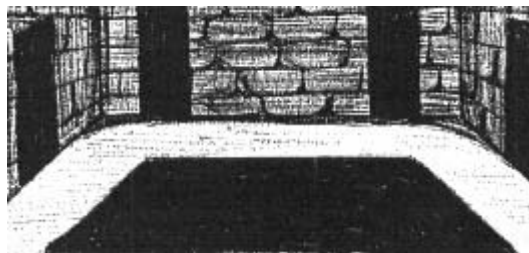
As Jill examined the rabbit's paw she had been charged with finding, the far wall began to change into the face of Brangwen. Awoken from her sleep, she was in no mood for friendship "Who dares to rob the Brangwen she?". Jill was ordered to face

the Brangwen, and answer three riddles, before she could leave the room.

"A weaver was she, fought a goddess she did, lost and paid a price. Name me now, who became a spider, or be crushed in my stony vice....". After some consultation, Jill called out "ARACNE". "Truth accepted" said Brangwen. "Now tell me, Arthur was honourable, his wife was not, his knight had his trust to spend. But name me now his sister and nephew, who brought about his end....". The team discussed their ideas, but were clearly struggling. "Think !" whispered Treguard "...for these people are the ancestors of your own enemies !". Unfortunately, the team reached no conclusion, and Brangwen could wait no more "Morgana and Mordred was the truth I sought". "Here is my third....He fought hard for Greece, and remorse he did not feel, but which warriors end, was brought by his heel ?". Although Jill was stumped, one of her teammates urged her to answer with "ACHILLES", which was, of course, the correct answer !

Brangwen spoke for the last time "Two is the score - you were lucky, dungeoneer - get even luckier. Take the word, but do not read it....yet. And now, I return to my slumber....". Brangwen's face faded into the wall once more.

As well as the rabbit's foot, there also lay a mousetrap, and a scroll saying "TNEGRU" on the table. Jill needed little guidance in selecting the rabbit's foot, and the scroll. Taking the right hand door, Jill exited - pleased with her success so far. After negotiating a bat-infested dwarf tunnel, Jill emerged into a real nightmare of a chamber ! The floor was dominated by a huge pit, whilst the pit was surrounded by four doors. A scroll lay on the floor by the pit, so Jill picked it up. She read the message..



"BOOBY-TRAP !!!". Her heart sank, as the vile image of Khar, the great guardian Cobra rose from the pit. The team panicked as Khar fixed his glare on Jill, and they had little option but to hurry her through the left hand door. The team barely had time to draw breath, before level one provided yet another tricky challenge. The next chamber had a chessboard floor design, and unfortunately - no door for escape ! Many of the floor tiles bore a letter, which was clearly an anagram for the team to solve. The letters were : E L V E R A.

Although a small challenge, it required a great deal of impatient sighing from Majida before the team solved it ! Pickle muttered something about the first letter being 'R', when they finally worked it out... Jill was guided across the squares in the correct order, spelling REVEAL. Immediately, the room began to shimmer, and the walls faded away, to unveil the wellway chamber. Standing, hunched over the well, was the ageing frame of Mildread, who turned and laughed out loud "Well done ! You solved my riddle !". As Jill neared, she noticed the top of the well was sealed up. "I have the rabbit's foot - may I use the well ?" asked Jill.



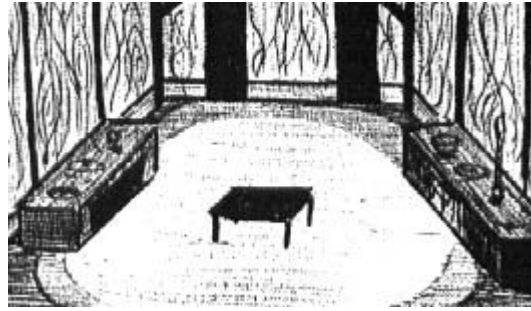
Mildread snatched the rabbit's foot, and giggled "Not much use anyway!" she squealed "You'll only die in level two ! You've got no energy !". Treguard confirmed the fears of the team "She's right, team, you need food, and no doubt Mildread could give you some !". "The scroll !" cried Majida "Give her the scroll !". Jill offered the scroll to Mildread, saying that it was magical scroll. Mildread examined the scroll, and began to hobble excitedly "Good girl !" she exclaimed "this is a very strong spell, so you deserve some grub". Mildread handed a rather mouldy old piece of bread to Jill, who had little choice but to accept it. Next, Mildread cast her arms into the air, and made the bricks covering the well fade away.

Just before Jill entered the well, Mildread told her that the first step was the juggle. Once safely through to level two, Jill found herself on a conveyor belt, which remained completely still. Surrounded by darkness, Jill and her advisers were slightly unsure of what to do next. "Look" said Pickle "There's something on the left-hand wall !". Sure enough, Jill's advisers spotted a small ON/OFF switch. With little else in the way of options, Jill flicked the switch, causing her to begin moving forward quickly, as the belt began to whirr into action.

"HELP !" cried Majida "The blades ! The blades are coming !!!!". To the horror of Jill's advisers, the whining sound of an approaching circular blade began to get clearer - a small glint in the distance suggested quick movement was called for ! "LEFT !" cried the guiders. "RIGHT..NO ! LEFT !". "NOW GO RIGHT !" - the action became quite chaotic as Jill threw herself from wall to wall, desperately dodging the vicious attacks hurtling towards her. "RIGHT AGAIN - STAY RIGHT !!!" - it seemed that Jill had to work very hard to attempt level two ! "LEFT ! GO LEFT, JILL !! - QUICKLY !!!". CRUNCH !!!! It was too late..... The awful sound of sliced human meant that another quest had reached a terrible end. Treguard dismissed the guiders, who were very upset - knowing they had very nearly reached the end of the corridor.

Majida and Pickle were silent in shock, but Treguard had to carry on.

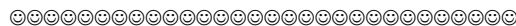
Soon enough, a new team were in place - ready to take on all that the dungeon could throw at them ! "OK then Tom" said Treguard "Good luck in the dungeon - please choose your quest, before beginning...". The team decided unanimously to go for the Shield of Justice. Upon deciding, Treguard steered Tom through the dungeon door - a new quest was underway !



Tom began his quest in the dungeon kitchen. His guiders pointed out various cupboards, pots & pans, and a table in the centre of the room. Tom approached the table, and picked up some food. Almost predictably, upon picking up the food, Tom was spotted - "Warning team !" urged Treguard "I sense the mindless Automaton may be approaching". The team needed no further warning - they had to escape ! As Tom was making his way round the table, the warrior appeared and began its pursuit. "Hurry Tom!" said Pickle. Tom dashed towards the door, escaping just in time !!

SAFE FOR NOW - WILL THE CHASE CONTINUE ? DON'T MISS PART 6 !!

TIM CHILD INTERVIEW!



At last ! After planning this for so long, I finally got to speak to the one and only Tim Child, the man who created Knightmare ! As usual, I must thank Tim Child for being so helpful and willing to do this interview. I just hope you enjoy it !....

EYE SHIELD : Initially how difficult was it to explain the whole new concept of Knightmare to the actors, the production teams, and especially the children taking part ?

TIM CHILD : It was difficult to explain without over-complicating everything with all of the technology involved, as it would sound boring, so in the end I just didn't bother ! The concept of creating and superimposing the rooms wasn't entirely new - blue screen studios had been used before, but they were infamous for being slow to operate. So whilst the technicalities were understood, the key was not to let the slowness become boring for the kids - they would come along with the sole intention of playing a game, so they would become bored very easily if they were forced to sit around whilst the process went ahead.

How long would most quests take ?

Often a quest could be completed in 1 day, although if a particularly good, successful team was questing, a problem could arise from the need to have the next team waiting

nearly to immediately start their quest when their turn came. For example, a winning team may take over three days to complete filming, so during that time, the next team would have to be in the Norwich area, keeping themselves amused. In one case, the standby team ran out of clothes as their stay in Norwich proved to be much longer than expected !! A 'turnaround' period began at the end of a quest - the new team would be called/contacted and the acting/production team would begin work on preparing the next quest.

Were you largely responsible for the changes in Knightmare's structure ?

Designing and altering was a very gradual process as the show went along. In comparison to the large production team, the creative team was small. I always wrote and planned the individual adventures, but as the show grew, it became too much to also handle characters, puzzle design etc. Casting is vitally important too, as the characters hold the plot threads, and the actors must be able to carry this off. As the show grew, it was easier to explain what was required and what ideas would be feasible.

Knightmare changed a lot in series 4....

Yes, and in many ways it was necessary to make those changes. The realism and size of the dungeon required expansion, yet it would be impossible and highly consuming to expect David (Rowe) to design and draw a large number of new rooms. The available technology was touching on Virtual Reality, but at this stage the cost was impossibly huge. So, as a freshening exercise, actual scenery was used but this created a design clash. The presentation looked bad, and the variety perhaps suffered, but the realism increased greatly.

How exactly did the idea of the Eye Shield come about ?

As the show headed towards more realistic scenarios in series 4, the idea of entering a dark, magical portal seemed to detract from this. In that respect, the Eye Shield created a far more believable link between chambers, as the dungeoneer could be seen moving from one area to the next. In some ways, it frustrated me, as the Eye Shield links could be quite slow and time-consuming, which obviously slowed the adventures.

Has there been a good reaction from the Sci-Fi channel repeats ?

Yes ! The response has been good, and very pleasing for us too. Obviously, it is a great opportunity for regular Knightmare viewers to relive favourite episodes, and to watch older series' they may have never seen. What's more, the repeats also seem to be attracting many new fans, which can only add to Knightmare's appeal.

Now that Knightmare is finished, what does an average day comprise of for you ?

Well, I am still in charge of four different companies ! As well as Broadsword, I recently founded Televirtual, which deals with technology and further programme development. I am also a director of a Shakespearean acting group, so I am as busy as ever, even though Knightmare is no longer being made !

Can you offer any news on new programme developments ?

It is difficult to measure the gap between Knightmare, and other developments in that

we don't want any new show to be too similar to Knightmare, yet there are the adventure and fantasy elements which would be important to retain. I am keen to develop a game show geared towards adults, with contestants aged from late teens, to mid 30's, but this is simply an idea just now. There is one major development, about which I wish I could tell you more, but I'm not able to until TV arrangements are confirmed. However, I can tell you that there will almost certainly be a brand new Broadsword fantasy TV show some time in 1997, and that it will have a more European feel to it. That's all I can tell you just now !!

If Knightmare was given the go-ahead to restart now, would there be a lot of preparation involved ?

Oh yes, definitely. Previously, Knightmare was on an annual cycle, and loose preparations would begin for the next series straight after the last one. Now, after a spell without Knightmare, it would be like starting from scratch, in that new rooms would have to be designed, taking on board new technology, as well as new characters, cast, new quests to plan, and new teams to audition ! This would all take well over 1 year, so even if Knightmare was given the green light today, the series would not be shown until 1998 at the very earliest.

Realistically, will Knightmare ever return ?

Impossible to tell. There are two considerations - if Knightmare started again, how similar would it be to previous series', and how different would it be ? However, our position is very difficult with CITV, in that when Knightmare began, the average age of CITV viewers was around 14. Compare this to today, where the average age is around 5-9 years old ! This is not the general audience Knightmare was aimed at. In that respect, the BBC would be a better place for Knightmare, and this has been considered, although nothing at all definite has emerged from that. Obviously, we would never want to bring back Knightmare in a compromised, weakened form just for younger viewers, so it is a matter of reaching the right audience.

Do you have one outstanding memory of Knightmare ?

Probably the team of Jewish boys in the last series, who you may remember all came wearing their skull caps. They were all eleven, and became almost uncontrollably excited about their adventure ! They became totally absorbed in what they were doing, and we had to think about toning the adventure down, just to calm them somehow ! Worse still, was that Children's TV does not allow swearing or blaspheming in any show, so we had a lot of editing to do ! We must have cut out about 200 "Oh God"s ! (It was more like 2 dozen actually...)

Finally, do you have a message for readers of The Eye Shield ?

Just keep reading. The continued support of Knightmare is important to us, and just remember - sooner or later the magazine will have something new to report on, so make sure you stay informed !

THE END

Once again, my thanks to Tim Child for his kind participation. Look out for more interviews soon !

KNIGHTMARE OFFERS

At long last, I can now offer a good range of Nightmare memorabilia, as so many of you have requested ! All available goods and prices (including P&P) are listed below. For these offers ONLY (!) please make all cheques/PO's payable to "Broadsword", and please send all orders to the address at the foot of the page. (This address is for these offers ONLY ! Please use the usual Eye Shield address for contributions etc.)

BOOK : Can you beat the challenge ?	£2.99
BOOK : The Sorceror's Isle	£2.99
BOOK : The Forbidden Gate	£2.99
BOOK : The Dragon's Lair	£2.99
BOOK : Lord Fear's Domain	£2.99
MUG : Black, with blood red logo	£3.50
COMPUTER GAME: Nightmare Game (only for Atari ST)	£12.99
BOARD GAME : Superb, challenging game !	£15.99
T-SHIRT : White with logo (Only in Small Adult size)	£7.95
T-SHIRT : Red shirt with Frightknight logo:	
26"-28", 30", 32".....	£12.95
Adult size S, M, L, XL.....	£14.95
SWEATSHIRT : Also red with Frightknight logo :	
26"-28", 30", 32".....	£12.95
Adult size S, M, L, XL.....	£14.95

I hope you all decide to try a few of these wonderful items ! For all orders, please write to the usual address which is as follows :

**KNIGHTMARE OFFERS,
BROADSWORD TELEVISION,
ANGLIA HOUSE,
NORWICH,
NRI 3JG**

(Don't try writing for any of this stuff now!)

Take note of what he says ! Issue 6 is out from March 1st, and yet again, it'll cost just 50p plus a normal 26p SAE, or just £1 incl. postage ! Issue 6 will include all of the regular bits, plus one or two new stories and ideas. Another interview is possible, but I can guarantee you'll enjoy it ! As usual, all cheques payable to "Paul McIntosh", and the usual address is printed on the back page ! Don't miss it !!! Thanks to Tim Morris for the pic :

ONCE AGAIN TIME TURNS, AND ANOTHER ISSUE OF THE EYE SHIELD COMES TO YOU. ~~AND SURE NOT TO MISS~~ ~~ISSUE 6, SILLY REALLY...~~ ~~OF COURSE YOU WANT!~~ SURE NOT TO MISS ISSUE 6, SILLY REALLY... OF COURSE YOU WANT!



LORD FEAR'S ADVENTURE

Jake Collins' impressive adventure story resumes with part two now, as Lord Fear sets off on a quest through his own dungeon !

When we left the story, he had just encountered Lillith.....

As Lillith spoke, a glimmering causeway came from the serpents mouth, enabling Fear to step across the chasm. Lillith beckoned, and Lord Fear cautiously stepped towards Lillith, who remained quite relaxed across the rock. However, soon they were deep in conversation, and Fear reluctantly revealed to her the exact reason he was questing in his own dungeon.

"So Treguard and Merlin both still inhabit the dungeon ?!" exclaimed Lillith. "Yes" said Fear "although Merlin did spend 1991 until 1994 trapped about two million years in the past, but Treguard called him back when the dungeon was closed to adventurers from the other world."

"Dungeoneers" said Lillith "They are a problem. Only this morning one came in pretending to be a headache healer. Of course, I had a really GIGANTIC hangover, erm...headache, and I asked for an ice pack to soothe the pain. He didn't have one so I threw him into the pit." Lord Fear smiled "Good for you !" he said "...but I must take my leave now, as I do need to return to 1996. Nice meeting you !"

"You too" said Lillith. "But first let me give you a clue - the first step is the whistle." "Thank you" said Fear, and bid Lillith farewell as he departed.

He emerged in a dark room, and could see nothing - not even himself.

"Spellcasting....L-A-N-T-E-R-N." boomed Fear, yet nothing happened.

A giggling noise disturbed Fear, before a voice said "Your futuristic magic won't work here !". Fear's eyes darted around, trying to glimpse who was there. "Who are you ?" he called out. "Let me help you" laughed the voice "Spellcasting B-U-L-B"

The room lit up suddenly, causing Lord Fear to squint, although he was relieved that there were no wraiths or cavernwights around. Again Fear asked "Who is this ??!" "My name's Casper !" said the voice "...and why do you have a skull on the back of your head ?!". "Oh no !" said Fear "You're that friendly ghost aren't you ?! I don't want friends - go away !"

"Heavens, no !" laughed Casper "I'm a key ! Casper the key - that's me !"

Lord Fear continued to look confused. "Down here, on the table" called Casper.

Once Lord Fear's confusion had faded, he proceeded to tell his tale to Casper, who seemed to know most of it anyway ! "...so can you help me ?" asked Fear.

"Well " said Casper "I've never had any quarrel with Merlin or Treguard, but then again, I have no quarrel with you, unless I see otherwise - If you pick me up, I'll come with you and help you get back to your own time !!". "How ?" asked Fear.

"Only Treguard and Merlin can help you" said Casper "so I suggest we continue on the path, and find Merlin's chamber. We'll need to collect all of today's steps to reach him though..." Lord Fear's ears pricked up "I already have the first step - the whistle !" he said. "Good" said Casper "Let's go find the others then !"

After passing through a door on the left hand wall, they entered a grey room with a bricked up door in the far wall, an exit to the right, and a window at the top of the left wall. Before they could move, the far wall began to change into the craggy, grim features of Granitas. "We'd better get some right here !" muttered Casper "or we're history !". Granitas began to speak "I am Granitas of legend" he boomed "Three truths I seek, one truth will pass you, two will aid you, three commands me". Fear began to smile, when Granitas finished his sentence "...fail all three and I eat you !". Lord Fear's face fell a little.

"Here is my first" boomed Granitas "...and no, Casper, you may not help him !". Lord Fear gulped, as Granitas spoke once more....

"Once was pride so great in man, that monarch bade the waves retreat. Name me now this foolish king, whose pride was soaked - just like his feet."

Casper groaned - even if he was allowed to help Fear, he didn't know this one ! "Easy" exclaimed Lord Fear "It's King Canute". Granitas sounded slightly surprised as he boomed "Truth accepted !", "Now here is my second - The blade that cuts will feed the cow, the friend that trusts will bread a bow. It's all the same when common said, so give the name of nature's bed.". Again Fear barely needed to think, before saying "Grass !". "Truth accepted" droned Granitas once again "Now here is my third and final riddle....On Monday I planted a magic tree. On Tuesday it grew to twice its height. Each day its height doubled. By Sunday it was fully grown, but on which day was it only half-grown ?"

For once, Fear was unsure - he knew it wasn't the middle of the week - so he decided to enlist Caspers help "Any ideas ?" he whispered.

"Yes !" said Casper "But I'm not telling you - he'll eat me for sure !" Suddenly, the answer came to Fear, who exclaimed "Saturday !"

"Truth accepted" said Granitas "Three is the score, you may know more - the second step is the dance....rock I was, and rock I now become"

"Quick !" shouted Casper "Command him!" - "Oh yes..." said Fear, and called out "I command you !"

"Very well" said Granitas. "I have a small spell which I shall gift to you now - it is the WELL spell - now I must return to my sleep...."

"Well done !" said Casper "I thought you weren't going to get that last one !". Lord Fear began to feel quite confident about his chances as they entered the next doorway.

WHAT NOW FOR LORD FEAR ? WILL HE REACH LEVEL TWO ? DON'T MISS PART 3 OF JAKE'S STORY IN ISSUE 6 OF THE EYE SHIELD !!

A HISTORY OF NIGHTMARE

In yet another continuation from issue four, here is the second part of David Bradshaw & Stephen Wilson's impressive summary of each Nightmare series. The tale resumes with the rest of series 3...

Series 3 continued.... The way to level three was one of my favourite rooms ever, the mine cart, which was sometimes blocked by a weak force field. The ride to the deeper level was always bumpy, and was guaranteed to end with a crash ! After landing in level three, you would find yourself in a room with two exits, and flashing skull ghosts everywhere ! Run through the right door quickly, or die....

One team (see Ross' classic quest last issue !) chose the left door, and were set an almost impossible challenge by Morghanna and her magical flashing axe.

Of course, no one ever reached the final stages in 1989 so I don't know much more about level three.

The new book for this series had a great cover illustration, as with all of the

Knightmare books, and was entitled "The Labyrinths of Fear".

The end of series 3 provided a thrilling climax, as Chris and team were about to explore the Oracle Room of level 2, a horn blew through the dungeons, and every chamber began to flash and "disintegrate to create new horrors".....

Treguard's face appeared to be fading into a painting too, as he announced the end of the dungeon for that year, in what was - despite a lack of victory - probably my favourite series.

It was during this series that Stephen and I became friends. He overheard me talking to another friend about the previous episode in class, and we got talking. We have been friends for seven years, and all because of Nightmare.

Series 4: 1990, and the first of two years of huge change in the dungeon, after which it would be almost unrecognisable from previous series. One major change was the introduction of an assistant for Treguard - a likeable elf named Pickle.

I remember great excitement at the first four rooms, a spindizzy in the mountains offering a choice of two different quests, followed by a weeping drawbridge (Dooris), the striking of a deal with either Hordriss or Malice, and the first finding of the Eye Shield - which did admittedly spoil the show after the initial novelty. Similarly, the first ever journey beyond the dungeon walls into the outer forest also spoiled the atmosphere after the novelty wore off. However, it remained a tough challenge, and I would like to focus on one particular quest - a team from Torquay, who would eventually become arguably the best ever team to venture into the dungeon. Their quest was for the Crown, and their dungeoneer was named Dickon. Straight away it was clear that they were an accomplished team.

Their quest took a familiar path for this series. They answered Oakley's questions in level one. In level two, they passed Ariadne, and paid the boatman to take them over the Dunswater. Level 3 was more eventful. They became the first team to succeed in the corridor of blades. They temporarily agreed to become subjects of Malice. When they refused later on, Malice made the bridge they were standing on, begin to crumble away. Dickon dealt with the transporter pad room, with little trouble, and when threatened by Malice, he used a FIRE spell to destroy her. After overcoming the third set of questions from a miserable door, Dickon reached the crown. Upon picking it up, fireworks erupted, causing Merlin, Treguard and Pickle to hail the first champions for two years ! The entire team were rewarded, and were sent home triumphant.

Merlin was to make a touching appearance at the end of the series to wish everyone a happy Christmas, and to announce that the dungeons were closing for the year. Little did we realise that this was to be Merlin's last ever appearance on the show.

In 1990, a new book was available - "The Fortress of Assassins", with a particularly good quest section. Next, there was to be a further year of change.....

Series 5 : It was obvious from the start of series 5 that there was a significant story to be told, and that story involved a new baddie ! At this point, no one realised that this was to be more than just a baddie. It would mark a new age in style and technology for Nightmare. This new age would continue to develop, and arguably to improve until the end of this story in 1994. That baddie was Lord Fear.

In this series only, Lord Fear had Aesandre, the Queen of Ice, to help in his fight against dungeoneers. However, in all of the series that followed, all evil characters would merely be Lord Fear's henchmen.

Spyglasses were introduced for the first time in this series, allowing teams to spy on

Lord Fears conversations within Mount Fear.

Hordriss replaced Merlin as the main magical ally to dungeoneers, and one thing we noticed in particular was the increase in humour throughout the quests, primarily from new characters such as the courageous, yet stupid Sir Hugh de Witless.

Memorable rooms came in the form of the first ever causeways, and the chance to fly on the back of Smirkenorff across to level two, which I must admit to finding rather boring after a while. Also worth noting was the all-new snowy landscapes in Aesandre's cold empire of Winteria.

**ON A RATHER CHILLY NOTE, THE HISTORY PAUSES ONCE MORE !
DAVID AND STEPHEN WILL JOG YOUR MEMORIES AGAIN IN ISSUE 6...**

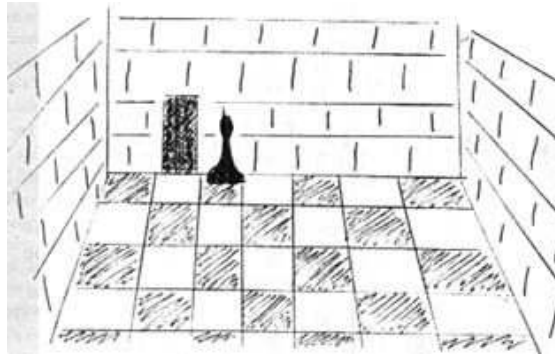
REMEMBER THIS ?

SERIES 2 : COMBAT CHESS : LEVEL 1/2

One of the very first, and certainly one of the more devious challenges which Nightmare offered its early challengers.

"You are the knight errant" Treguard would exclaim "and you must play a deadly game of combat chess !". Back in those days, Treguard would grin with a near sinister look - as if he wanted the dungeoneers to suffer. Sure enough, suffer they did, as many agonising minutes, not to mention life force grades, were lost as guiders thoughtfully plotted their escape.

The task presented to dungeoneers was unusually complicated, bearing in mind that this challenge often lay early in level one. Thankfully, most teams picked up on what was required of them fairly quickly. The challenge involved taking part in a game of real-life chess ! The dungeoneer would take the part of the knight - two forward/back and one left/right, or one forward/back and two left/right ! Across the room lay the only doorway - the only means of escape ! Between the dungeoneer and the doorway lay a chequered, chess-board floor design - on which stood the deadly bishop. The bishop - for all you non-chess players ! - has a more simple range of movement, that being diagonally, in any direction, and across as many or as few squares as necessary.



Despite what I felt to be an unusually tricky early obstacle for teams in this series, 'Combat Chess' did not have the distinction of even one victim, and due to the nature of the game, there weren't even any close shaves ! An example of how teams could avoid the danger can be found in Anthony Haig and co.'s quest in series 2. Despite being a rather hopeless team, they strode through this challenge without any trouble, simply by working out the options the bishop had, and staying out of his path.

As with all obstacles boasting a ZERO success rate, I often find myself considering just what would have happened if a dungeoneer HAD failed that particular challenge ?! Combat Chess certainly offers some bloodthirsty possibilities ! Perhaps we would have been treated to a gory death scene, where the bishop advances, and begins to crush, or devour the hapless dungeoneer ! More than likely, the bishop would simply land on top of the dungeoneer, causing the life force sequence to manifest in the very depths of condition RED !

I suppose it's also possible that the bishop could run away with a woman, and lock the door - but that's another story !.....

DIFFICULTY : 5 : A lot of planning was involved

GORE FACTOR : 3 : No deaths, so I've no idea !

KILLER INSTINCT : 1 : Not one victim - sorry !

FAIRNESS : 4 : At least no one forgot the rules !



Rosey Collins helps us to keep up the Christmas spirit of this issue with her special festive story ! It's just the right size to fit into one issue, so here it is in full - thanks Rosey !!!



"Your Lordness !" cried Lissard. "What is it ?" asked Lord Fear. "If I may be so bold, I have not yet received my Christmas stocking you promised me" said Lissard, cowering slightly. "Ah yes !" smile Lord Fear "I forgot all about that - here you are !". Lord Fear handed Lissard a small, sweaty sock.

"Oh thank you Lordness !" exclaimed an overjoyed Lissard. "So what have you asked Father Christmas for this year, Lissard ?". "Ah, Lordness" grinned Lissard "I have asked for the ultimate gift. A large.....FISH ! Does that surprise you, Lordness ?"

"Not in the slightest" answered Fear "Honestly, Lissard, Christmas really isn't worth bothering about. Anyway, its time for bed - see you in the morning at eight....". "But Lordness ! Christmas is tomorrow !" pleaded Lissard.

"Have it your way then" said Lord Fear "But on Boxing Day you're working overtime. So, Lissard, while you're having fun in your bedroom with your Christmas tree and your presents and your turkeys, I'll just sit back and think of a way to destroy Treguard, or something.". "Goodnight then master" said Lissard, as he sloped off, dejected.

"Goodnight Lissard !" chuckled Lord Fear "Don't forget to hang your sock up !"

Later that night, Lord Fear was busy trying to stuff a huge fish into Lissards sock. Eventually he succeeded, and he strolled towards his bedroom "I don't know why I bother !" muttered Lord Fear to himself, but as he entered his room he detected a cold atmosphere - suddenly, Lord Fear jumped in amazement as a ghostly image of a young girl began to appear before him. Lord Fear was too tired to respond "Go away !" he shouted "I don't take kindly to little children". "But that is why I'm here" answered the girl "For I am the ghost of Christmas past". "Really ?" sneered Lord Fear "How nice ! - now go away !"

"Take my hand" said the ghost, holding out a small white hand. "No !" said Fear.

"Oh come on" said the girl "You'll have to, or I'll scream !". "OK OK" said Lord Fear, taking the girls hand. Suddenly, they were whisked away to a small, miserable castle.

"I say !" said Lord Fear "Th-thats me there, as a boy ! - getting ready for school !"

"But why are you holding a bomb ?!" asked the girl.

"Oh yes...." said Lord Fear "I'm afraid I blew up my schoolmates - far too 'happy'"

"Oh" said the girl "I see...so does this bring back any memories ?". "Yes it does" said Lord Fear "I can recall my satisfaction when my PE teacher was blown to smithereens !". "Hmmm" said the girl "Well I'll be getting back then..."Fear was alone once more in his bedroom. "Stupid little ghost" he muttered....Before he could move, a different cartoon-like ghost appeared.

"I am the ghost of Christmas present" said the ghost. "Right" said Fear "And I suppose you're going to show me what's happening this Christmas now, are you ?"

"That's right !" said the ghost "Just keep watching"

Fear's own lonely chamber again changed around him, this time into a warm and welcoming living room, decorated with Christmas decorations. Majida and Treguard were sobbing together in the centre of the room. "Poor Little Treguard" sobbed Treguard. "Will he ever be cured of this terrible disease ?". Just then, in came a small boy, exactly like Treguard. "Who's that ?" asked Lord Fear. "Little Treguard" said the ghost "Listen...". "Come, Little Treguard" said Majida "Let's sit down for lunch."

"A toast" said Treguard "..to the unbelievable stupidity of, erm...yes, Bighead Fear !"

"God bless us" said Little Treguard "Every one."

Yet again, the room faded, and Fear was alone in his room. Once more, the

atmosphere began to change, and Fear found himself in the presence of a hooded man in black.

"The ghost of Christmas future ?" asked Fear. The figure nodded, beckoning to Fear. "Coming" muttered Fear "Can't anyone get a decent nights sleep round here ?!" As Fear exited the room, he found himself in the same warm, welcoming living room where he had been previously, except this time isn't wasn't quite so welcoming... "Poor Little Treguard" cried Treguard "Dead, and we tried so hard to help him...." "It could not be helped" sobbed Majida "But things will never be the same..." "Dead, eh ?" sneered Lord Fear "Now where are we going ?" He found himself in a desolate graveyard with the hooded figure, who pointed a long finger at a tombstone. Lord Fear watched as his own name began to appear... "Me !" exclaimed Fear "That's typical - why does this always happen to the baddy ?!" "Pardon, Lordness ?" said Lissard - Fear was back in his own room. "Oh, hello Lissard - I have an errand for you - go and buy the biggest turkey you can find".... Minutes later, Fear placed the turkey over Treguards head, after going to Dunshelm. "And where's Little Treguard today ?!" said Fear "You didn't expect me to fall for that old trick ?!". He stormed off . "He didn't fall for it..." said Merlin.

THE END

P U Z Z L E P A G E 2

Bristol's Chris Griffin offered a huge selection of puzzles for the Christmas issue - so to test your wits over the festive season, here's a few for you to tax your brain cell(s) with ! Answers on page 32, but try to do them yourself !!

Anagrams

Just solve the anagrams, with some clues to start you off !

DAVE L.....An Elvish lass
GERTRUD A.....The one and only....
STAGGER GY....She of Royal breeding
RODE RALF
SIR D SIS
W M MORTIS GLIDER
SIR SHROD
JAM DAI

Presents

Now find the presents wanted by the above characters (in the same order)

SORE.....Romantic red
GOOD THINKN H.....A step down from royalty
BERTI C WHAM
The answer to part three !!!

DOM GICAGO
RENDIN
JEST MAD FAWNOY.....A little stick that makes a big head !
SNERP SET

Gridlock

Take the first letter of each answer from 'Anagrams' and 'Presents', and remove them from this grid. Rearrange the remaining letters to see what Lord Fear would really like this Christmas !!

REDMUAWDSHNAD
NOGSLVIERPLTELI
THAREEWIHPTGWS
MGERKWADRV

THANKS AGAIN CHRIS ! THESE ONES ARE REAL TOUGHIES !!

THE CHRISTMAS PAGES !!

As this is the Christmas issue of The Eye Shield, I have kept 3 pages spare in order to offer you something "a bit different" ! So, within the next three pages, you'll find lots of Nightmare jokes, a few pointless bits and bobs. and a special 'profile' of our very own artist - Mr Tim Morris !!!

To start off, here's an effort by Dave Gallico of Warwickshire....

As morning broke, Sylvester Hands began to wake. He found himself lying in a gutter with a pig ! Possibly, he had too much ale the previous evening....

As he was coming round, Brother Mace happened to stroll past. "Tut tut" he said, shaking his head. "Didn't you know that a man is known by the company he keeps ?". Immediately, the pig took one look at Sly - and ran off as fast as he could !

Boom Boom !!! Very good Dave !

Now, Bristol's Chris Griffin returns for the last time in this issue, with a selection of brainteasers and wisecracks. However - there's a twist - he's keeping the answers 'til issue 6 ! And they say Christmas is a time of rest.....Try your hand at these !

TREGUARD'S TEABREAK QUICKIE....

What's the connection between Skarkill, Sly Hands, Blockers, and Dreadnort ?

(I reckon I know this, so here's a little clue ! The answer lies in a number !!! I'm probably wrong, but I thought I should help you !)

Chris Griffin presents a "Classic Wisecrack" which he admits to stealing from Motley !

Here is a bad jest which Motley told Giles, in the final quest of series 4. It earned him a shower of cauliflowers, but do YOU know the punchline ?!

"What did the assassin say to the victim ?"

Again I think I know the answer, but once again Chris is going to keep it from us ! Still, I needn't give you a clue this time, because you should be able to find the answer easily, with a bit of research !

Now then, its up to you whether this is a good thing or not (!), but your Christmas pages are now in the hands of a certain Tim Morris, our favourite artist. In order to deal with the many thousands of fan letters he receives, Tim has prepared a profile of himself - to answer all of your little enquiries ! Tim, it's all yours !.....



I should point out that Tim says he doesn't normally look like this !!

THE TIM MORRIS PROFILE (With commentary by Paul !!!)

HOMETOWN : Burslem, Stoke-On-Trent

OCCUPATION : V. Boring indeed. Too boring to print !! (**Pottery painter in fact !**)

YEARS AS KNIGHTMARE FAN : 10...and always will be

FAVE CHARACTER : Hordriss (Series 3)

WORST CHARACTER : Snapper-Jack (Hated him)

BEST SERIES : Series 3 was brilliant

WORST SERIES : Series 4 was pants

BEST QUEST : Leo & co. Series 3. Martin & co. (series 3) a v.close second !

LIKES : Knightmare, The Eye Shield, Star Wars, Marvel Comics, Guitar, The Ladies, Money, Good Company, and erm.....Money again !!! (**No !!! He's a Trekkie !!!**)

DISLIKES : CITV controllers, Boy Bands, Cider, Ignorant People, Waking up at 7am every morning !!!

FAVE SAYING : TOP !, or THAT'S TOPPER !

FAVE CLOTHING : Adidas Trainers, Baggy Jeans, Adidas T-shirt, Ralph Lauren Shirt, Quartz Tag Watch. (**Uh-oh, fashion victim alert !!!**)

FAVE MUSIC : Beatles, Beach Boys, Stone Roses, Charlatans, My Bloody Valentine, Teenage Fanclub, Smashing Pumpkins, Weezer, REM (**Suggs, Talk Talk - ???**)

XMAS TIP : Never, never.....eat yellow snow !!!!

IDEAL XMAS PRESSIE : Rolls Royce with Yasmine Bleeth (**I'll second that !!**)

XMAS BEST WISHES

Tim wishes a very happy Christmas to all readers of TES ; Harjinder Lall, Jake & Rosey Collins, David Bradshaw, Stephen Wilson, Catherine Jackson, Ben Haughton, Robert Nowlan, Jonathan Lee, and anyone I've not included here ! (**Here Here !!**)

Also....A big congratulations to Sir Paul McIntosh for a years hard work editing TES. Top man....Believe me readers, TES is gonna get better and better....

CHEERS ! Merry Christmas, and have a happy new year !!!!!

Well there you go folks - I'm sure you'll all support me in thanking Tim for HIS superb efforts throughout the year. Here's my Xmas tip - ask Santa for "Spirit of Eden" by Talk Talk, and open your mind !! Happy Christmas everyone !!!!!

PUZZLE ANSWERS

As promised on page 28, here are the answers to all of Chris Griffin's devious puzzles !

Anagrams: VELDA, TREGUARD, GREYSTAGG, LORD FEAR, SIDRISS, MISTER GRIMWOLD, HORDRISS, MAJIDA.

Presents: ROSE, KNIGHTHOOD, WITCH AMBER, See 'Gridlock', GOOD MAGIC, DINNER, WAND OF MAJESTY, PRESENTS (Well, what else would a genie want ?!)

Gridlock: TREGUARDS HEAD ON A SILVER PLATE WITH RED WINE !!!



ACKNOWLEDGEMENTS

El Supremo: Paul McIntosh

Techno-wizard : Ray Headley

Art, and THAT photo: Tim Morris

Better quality copying: Alec McIntosh

General help, and support: Broadsword TV

This issues celebrity hero: Tim Child

The Invaluable Players

David Learner & Jason Karl for updates etc., Jonathan Lee, Ceri Garrett, Rosey & Jake Collins, David Bradshaw & Stephen Wilson, and all who continue to contribute - please be patient !!

HAPPY XMAS TO ALL READERS ! SEE YOU IN MARCH !!!!!