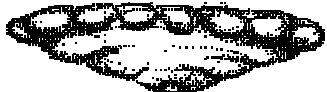


THE EYE SHIELD



Issue 27

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MESSAGE FROM ME

Welcome to issue twenty-seven of The Eye Shield. There's plenty more for you to enjoy this issue, including a trek through the dungeons of series 2, an overview of all Knightmare's winning quests, some testing times for your knowledge of dungeoneers, and a fond look at everyone's favourite witch queen. Richard Temple's article also concludes this issue as he reveals his top five favourite Knightmare villains. Just who will and who won't make the final cut? You might be surprised, readers. So, there's plenty waiting for you to enjoy, so off you go!

Challenge question: Which episode of Knightmare is this? Sylvester Hands bags a victim. A winning dungeoneer begins his quest.

CORRESPONDENCE

Steven Webberley discusses the possibility of Knightmare being released on DVD.

If Knightmare were to be released on DVD, what do you think would be the best way to bring the eight series out? I personally feel that box-sets of two series each, spread across four releases, would probably be the most realistic and viable way to release the complete eight series.

I agree with you on that count, Steven. I must say that I'm not sure why any self-respecting releaser of DVDs would think twice about releasing Knightmare. The enormous fanbase created by the website over the past five years is surely the ideal target audience, and I'm sure the DVDs would sell extremely well, regardless of price. Even those of us who have all the series on video would, I'm sure, relish the chance to buy pristine copies on DVD. Correct me if I'm wrong about any of that, readers.

REMEMBER THIS?

Series 2. Level 1.

THE WHEEL OF FATE

How can we make the beginnings of quests more interesting than in the first series? This was a question the Knightmare production team obviously asked themselves at some point whilst planning series 2, and

they came up with the following answer: the Wheel of Fate. For every team except that of Akash in series 2, the first room the dungeoneer entered was dominated by a large black opening that showed stars beyond, and there was a lever next to the dungeoneer. As the advisors watched, an entity of light emerged from the blackness and whizzed about for a while before forming a columnar wheel that was turning continuously around where the stars had been moments before.

The wheel showed pictures of level one rooms, and the idea was that pulling the lever would stop the wheel at the chamber of the team's choice. There were always three rooms to choose from, and some appeared much more appealing than others. However, I am absolutely convinced that the Wheel of Fate was introduced for aesthetic value only; although it seemed as if the team were choosing their own first challenge, it was rigged every time. Don't believe me, eh? Then just read on. Sometimes it would have been completely unfair to start a quest in one of the rooms offered on the wheel. The classic example here is the *Monster's Maw*, which appeared there on more than one occasion. There is no way a dungeoneer would have been dumped in there right at the start of their quest, without any hope of having a way to escape.

Sometimes there was a unique new room on the wheel, such as Chris's "Ring Bell" challenge. The artists weren't going to spend hours of their time devising new chambers and then allow the advisors to ignore them completely, were they? Yes, although it may have looked like the wheel stopped when the dungeoneer pulled the lever, it actually stopped when the Powers that Be wanted it to. If you want further evidence, think of Karen at the end of the series. Two of the rooms were *Merlin's study* and *Cedric's room*, which are level two chambers! A fun room, but not a real challenge.

Difficulty: 1 Anyone can pull a lever!

Killer Instinct: 0 The quest had barely even begun at this point.

Gore Factor: 0 Hard to imagine anything grisly with this one.

Fairness: 10 Not difficult or challenging, but an interesting way to begin.

ADVENTURE TIME

It's Autumn 1988, and you're about to take a trip through the Nightmare Dungeon. Keep your wits about you and remain true to the Code of Chivalry and you may go far. You may need a six-sided die on this adventure.

1

Treguard welcomes you into his Dungeon home. As you have no advisors to aid you on this quest, he does not blindfold you to the way ahead.

"Do not underestimate the challenges of my Dungeon, though, young adventurer," Treguard warns you. "You will still need all your skill if you are to conquer it. Now, face the Dungeon door and step boldly forwards."

You are in a blue room with three doors. Folly the jester is here waiting for you.

"Welcome, bold adventurer" Folly greets you. "I am here to start your quest with a game. The name of the game is *Chase the Lady*, and it's very easy to play."

The three doors suddenly become blocked by three playing cards - the King of Spades, the Queen of Clubs and the Knave of Hearts. On the floor is a card featuring one heart symbol, one spade symbol and one club symbol.

"Pick a card" Folly instructs you. "And don't forget the name of the game, or you'll surely go wrong!"

If you tread on the heart, go to **30**.

If you tread on the club, go to **40**.

If you tread on the spade, go to **20**.

2

You are in Mildread's cave. The ugly old witch is hunched over her cauldron and smiles toothily as you enter.

"Eye of newt and bald-rat brew, who will get to level two?" Mildread cackles. "Not you, my young hero, if you can't give me what I want for my cooking pot. Well, what have you got?"

If you offer her gold, go to **13**.

If you offer her bats' wings, go to **41**.

If you have neither of these items to offer, Mildread seizes you and dumps you straight into her pot instead. Your adventure ends here.

3

You turn your attention back to the objects – gold, a talisman, a dagger and a candle. Decide which two you wish to take, then leave the room by going to **33**.

4

You are in the Troll's chamber. The huge hairy face looks down at you and a long tongue extrudes from the creature's mouth to moisten its lips.

"Ah, meals-on-wheels" the Troll nods approvingly. "Well, meals-on-feet anyway. All that remains is to remove the tin lid, then it's time to feast on what lies beneath."

A large hand reaches for you with alarming speed. You must hurry now because the Troll will soon pop you into his enormous mouth!

If you offer him bats' wings, go to **21**.

If you swallow the potion, go to **46**.

If you offer him gold, go to **12**.

If you throw the potion at the Troll, go to **37**.

5

You are on a very narrow bridge over an unfathomably deep precipice. It is quite wide enough for you to cross safely, but the way is blocked by Olaf, the Viking guard.

"Ah, an intruder in the level, I see" Olaf says in his strong Scandinavian accent. "Much lootings, I am thinking. Be halting, strange person. What loot you got for Olaf, then, eh?"

If you offer Olaf a talisman, go to **22**.

If you offer him gold, go to **32**.

If you offer him a candle, go to **43**.

If you try to fight him with a dagger, go to **44**.

If you cast the spell FREE in order to escape from the vale, go to **47**.

6

The glowing symbol of a chalice is revealed above the left-hand door. Now you must make your choice.

If you go left, go to **16**.

If you go right, go to **20**.

7

The correct answer is *wart charming*.

If you answered correctly, go to **31**.

If you answered incorrectly, you must pass on without Merlin's help. Resist the urge to cheat, remember, because the only person you'd be fooling would be yourself. Go to **5**.

8

Oh dear me, what a silly idea! You walk straight into the cavernwight's clutches and your adventure ends here.

9

"Pah!" Cedric scoffs. "Unlike some drunken dogsbottom guards on this level, Cedric of Wraswby is not susceptible to bribery. You've insulted my integrity, kettle-head! Prepare to perish!"

If you have the WEB spell, go to **23**.

If you don't have this spell, Cedric conks you on the head and your adventure ends here.

10

The answer to the riddle is *the phoenix*. If you answered incorrectly, Igneous devours you at once; your adventure ends here. If you answered correctly, continue.

"Truth accepted" Igneous snorts. "You may pass, adventurer. Your quest is for the Chalice, but you may not drink from it. All that glitters is not always good company. Now, rock I was and rock I now become."

Decide which two objects you wish to take from the choice of the potion, the bats' wings and the gold, then go to 4.

11

You hold the shield up before you, blocking Medusa's stare just long enough for you to secure your escape. The next chamber is the stained-glass window room. Two of the four paths have crumbled away, but two remain to form narrow bridges to two possible exits. You will have to choose one of them.

If you go to the door furthest to the right, go to **20**.

If you go left, go to **30**.

If you cast the REVEAL spell, go to **6**.

12

The Troll is not remotely interested. He grabs you in his colossal hand and you are soon being ground to bits between his teeth. Your adventure ends here.

13

Mildread plonks the bullion into the pot, but it has no effect on her magic brew.

"Hmm, needs a little more" Mildread muses. "Ah, I know!"

Mildread seizes you and dumps you straight into her pot as well. Your adventure ends here.

14

You hold up the magic candle and the room is flooded with light. The wellway is there waiting for you, so you waste no time in descending to level three. You land in the large green clue room. On the table are a large round shield, a bar of gold, a jewel and a key. When you have decided which two of these you wish to take, you turn your attention to the two exits. You see to your horror that a cavernwight is coming out of the exit to the right - you will have to get out of here quickly!

If you go left, go to **28**.

If you go right, go to **8**.

15

Mogdred says nothing, but melts away like a ghost. With nothing to bar your way, you leap through the door while the blade is raised and land on a pink arrow. Now, Merlin said you would need to spellcast in order to seal your victory - which spell will you use?

CUP. Go to **45**.

VICTORY. Go to **26**.

CHALICE. Go to **18**.

16

You are now in the final chamber. A chopping guillotine guards the exit, which leads into a star-filled night sky. There is a shining golden lock on the door.

If you have a key, go to **38**.

If you do not have a key, go to **19**.

17

"Thank you" the wraith says gratefully. "At last I am free of the talisman - do not take it, for ill fortune will surely follow! I will go now, but first I will give you a gift. It is called WEB. Good luck with your quest."

Go to **3**.

18

A shimmering image of the Chalice appears before you as Merlin's voice booms out of nowhere.

"Congratulations, you've mastered the Dungeon," it tells you. "The silver spurs of squirehood are yours and you have proven to be a worthy champion."

Well done for winning series 2, but some say that series 3 is the toughest one ever - can you beat its challenge next issue?

19

There is no way for you to reach your goal and you must frustratingly abandon your quest on the very brink of victory.

20

You walk through the door and are immediately burned alive by a blazing inferno. Your adventure ends here.

21

The Troll is not remotely interested. He grabs you in his colossal hand and you are soon being ground to bits between his teeth. Your adventure ends here.

22

Olaf laughs heartily at this before clouting you on the side of your head with his club. You overbalance and are doomed to fall through the bottomless depths of the precipice forever. Your adventure ends here.

23

Cedric is instantly trapped in a sticky web that holds him fast to the wall. He shouts some colourful insults at you, but you've no time to waste on the likes of him. Pass through the door to 27.

24

You fumble about in the darkness in a vain attempt to find the well, but you are not successful. Perhaps you would have found it given long enough, but the carnivorous creatures that dwell in the Dungeon's darkness soon overcome you. Your adventure ends here.

25

You approach Gretel and cast the spell. The web disappears and you bundle Gretel through the door before she can accidentally get you trapped again. You both emerge into a deserted stone room.

"Thank you so much for rescuing me" Gretel simpers when she has her breath back. "I'm afraid I have only my good wishes to give you for your quest. The wellway room is nearby somewhere - I hope you've got a candle, though, because the lights around here haven't been too reliable recently. Bye."

Perhaps you would have preferred help of a more practical nature from Gretel, but be assured that you did the right thing by rescuing her. There is one doorway in this room, which leads into a room that is bathed in darkness just as Gretel warned it might be.

If you have a candle, go to 14.

If not, go to 24.

26

That sounds like the sort of megalomaniacal spell Mogdred would award, not Merlin. You blew your quest, I'm afraid.

27

You are in Merlin's study. The old wizard is waiting for you on his throne, and he smiles warmly when you enter.

"Ah, well done for coming this far, brave adventurer" Merlin commends you. "But if you are to survive this level you will need my magical assistance. Tell me the answer to this, if you can. A common magic, far from grand, removes small blemishes from one's hand. What is it?"

When you have an answer, go to 7.

28

You now find yourself in Merlin's level three chamber. You go up to the table and touch the glowing letter M that is there waiting for you, causing a large transparent image of Merlin to arrive in the room with you.

"Congratulations" Merlin says. "Your quest has brought you far and is almost at an end, one way or another. As a reward for your progress, I gift you the spell REVEAL. You will also need to spellcast at the very end of your adventure, and the spell to use should be obvious to you. Look out for Mogdred, my evil alter-ego, on this level - do not trust his words. Now, be brave for you have only a short way to go."

You leave the room by going to **36**.

29

You are in the clue room, where a cavernwraith floats menacingly to your right. It is clearly on guard, but it is not blocking your path to the table. You approach the table, where the choice of a bar of gold, a talisman, a candle and a dagger awaits you. Before you can make it, the wraith speaks to you in a thin wispy voice.

"Release me," the tortured ghost implores you. "The Talisman holds me in its thrall. To release me, turn it over."

If you decide to do this, go to **17**.

If you do not wish to help the cavernwraith, go to **3**.

30

You walk through the door and are immediately burned alive by a blazing inferno. Your adventure ends here.

31

"Truth accepted" Merlin beams. "Well done, adventurer. Your reward is called FREE. It may serve you - and perhaps others - well, but serve you only once."

You can now leave Merlin's study by going to **5**.

32

"Ah, yes, very nice" Olaf says approvingly as he takes the gold and steps aside. "You may pass, adventurer."

You can now cross the bridge to **47**.

33

You are in a small chamber with a single exit. Unfortunately, it is blocked by Cedric the monk, who hefts his quarterstaff when he sees you.

"Intruder alert, level two" Cedric yells. "The password, intruder, or you perish!"

Well, you don't have the password, but clearly you'll need more than riddling skills to get you past Cedric this time.

If you offer him gold, go to **9**.

If you fight him with a dagger, go to **42**.

If you have the spell WEB given to you by a cavernwraith and decide to make use of it, go to **23**.

Failing any of these options your adventure ends right here.

34

How could you have fallen for that one? Mogdred smiles evilly and grabs your neck before thrusting your head right into the path of the chopping axe. The deadly blade descends and your head is neatly severed. Needless to say, your adventure ends here.

35

You cast the spell and the web disappears, and you escape from Ariadne as quickly as you can. You are astonished to find yourself back in the Great Hall of Nightmare Castle. Treguard is standing by the fire, glaring at you with a black look.

"That was unwise, adventurer" Treguard scolds you. "A true champion of chivalry would never have abandoned in innocent in distress. Perhaps Gretel would have done little or nothing to aid you in your quest, but that spell could have helped both of you escape. The only reward you should have expected was her gratitude - now you have failed in your quest."

Your adventure ends here.

36

You are in the chamber of the Medusa. The Gorgon's stare bears down on you and threatens to turn you to stone at any moment. You must act quickly.

If you cast the REVEAL spell, go to **39**.

If you have the round shield and wish to make use of it, go to **11**.

Failing either of those options you are turned to stone and your adventure ends here.

37

Good thinking! The Troll disappears out of sight as he shrinks further and further down into the blackness of the precipice. You can now walk at your leisure to the exit. Go to **2**.

38

You unlock the door and are about to step through it when Mogdred appears in front of you. He laughs evilly and then smiles insincerely at you.

"So, we meet at last" Mogdred rumbles. "You have almost reached your goal, and yet a sharp obstacle bars your path. Trust in me and I'll see that you get what's coming to you. Well, will you agree to put your trust in me?"

If you agree, go to **34**.

If you do not agree to this, go to **15**.

39

The spell has no effect on Medusa's stare. You needed the magic shield for this situation. Even if you do have it, you have wasted too much time and you are now doomed to remain a stone statue forever. Your adventure ends here.

40

You find yourself in the level one clue room. There are three objects on the table: a SMALL potion, a bar of gold and a jar of bats' wings. Before you can take anything, of course, the face of Igneous appears on the wall.

"Beware, intruder," Igneous bellows. "None may pass here without pleasing me. To earn your quest you must tell me this: What is the name of the bird that is reborn when it burns?"

Once you have your answer, go to **10**.

41

"Ah, well done" Mildred congratulates you. "Just what I need to create a way down to the second level. Wing of bat, make a spell, conjure up a deep dark well!"

The cauldron transforms into a wellway, which you use to descend to level two. You land in an empty room with exits to the left and right. Which way will you choose?

Right: Go to **29**.

Left: Go to **20**.

42

Cedric laughs in your face as you wave the dagger feebly at him, and you are dead before you realise that you've had an accident. Your adventure ends here.

43

Olaf laughs heartily at this before clouting you on the side of your head with his club. You overbalance and are doomed to fall through the bottomless depths of the precipice forever. Your adventure ends here.

44

Olaf laughs heartily at this before clouting you on the side of your head with his club. You overbalance and are doomed to fall through the bottomless depths of the precipice forever. Your adventure ends here.

45

You've got the right idea, but perhaps you've forgotten that this is series 2 - the Chalice won't be called the Cup for another two years! You blew your chance.

46

You immediately shrink to a small fraction of your former size. The Troll can no longer see you, but his rapidly descending hand looks set to squash you flat! Roll a die.

If you score one or six, the giant fingers miss you and you scurry to the exit as the effects of the potion begin to wear off. Go to **2**.

If you roll anything else, you are squashed like a bug and your adventure ends here.

47

You find yourself in Ariadne's chamber. The enormous spider looms overhead, and has blocked the only two exits from the chamber with her deadly webbing. Suddenly a cry catches your attention.

"Help me, dungeoneer!" Gretel calls from behind one of the webs. "Ariadne has trapped me here and she's going to eat me! Please help me."

Well, if you don't have the FREE spell - either because you didn't earn it or you wasted it escaping from Olaf - you can help neither yourself nor Gretel and your adventure ends here.

If you have the spell and wish to use it to help Gretel, go to **25**.

If you approach the other door and use the spell for yourself, go to **35**.

TOP FIFTEEN KNIGHTMARE VILLAINS

Part Three

By Richard Temple

5. Snapper-Jack (Series 8): This kidnapper prowled the Dungeon in the final series looking to kidnap fools. He had a snapdragon for an arm called Snapper. His original arm had been bitten off by a snapdragon and Snapper had grown in place of it. This character is often criticised for being too much like a pantomime character for the Knightmare Dungeon, but he is one of my fondest memories from that final (and admittedly unsatisfying) series. Whenever he appeared on screen I found myself laughing; I think he rivals Sylvester Hands for the most comical villain ever, though he never caught a dungeoneer.

4. Sylvester Hands (Series 5-8): Lord Fear's longest-serving henchman was a member of the Honourable Guild of Beggars, and served Lord Fear relatively faithfully for four years. He was often used for comic relief as he was hard to take seriously, but he can claim one victim as he caught

January with his magic rope. I never found Hands scary or threatening; merely funny and revolting. My favourite Sly moments are him singing his Ten Dead Goblins song, fishing in a barrel on his day off (D-A-Y-O-R-F) and his capture of January, the only time he appeared to be really villainous.

3. Julius Scaramonger (Series 5-6): Rayner Bourton played two brilliant Nightmare villains: Skarkill and Julius Scaramonger. This shifty trader would try to fob dungeoneers off with false passwords and useless spells (this resulted in the death of one dungeoneer, Chris III). He also tried several times unsuccessfully to buy the eye shield (the artefact, not this magazine). He became more of a Fear henchman in series 6 when Ah Wok set up shop to rival Scaramonger and cost him money. He tried to have Ah Wok killed, but failed. He later helped Lord Fear to obtain the red dragon, Red Death, with which Lord Fear attempted to destroy Nightmare Castle. Julius developed a drink problem and left the Dungeon broke and depressed. One of the most memorable characters in Nightmare's history, he was far superior to his successor, Honesty Bartram.

2. Skarkill, the Goblin Master (Series 5-6): Lord Fear's original henchman and goblin master. Skarkill stalked the levels in series 5 and 6 with his goblins, Grippa and Rhark, and the hobgoblin, Tiny. Skarkill attempted to capture dungeoneers with his manacles. Although mostly loyal to Lord Fear, he could be bribed with gold and gems. In fact it was the lack of such objects that led to the kidnapping of Richard by Skarkill in series 5 (Skarkill's only catch), when the team tried to pass off a goblin horn as a magic horn. This, coupled with his gravely voice, his eye-patch and his bloodthirsty catchphrase ("Lovely!") made Skarkill a very real and threatening presence in any quest. The end came for Skarkill in series 6 when, suffering from a broken leg at the hands of Tiny, he was crushed under Red Death when the dragon crashed on top of Mount Fear, breaking his other leg and rendering him useless to Lord Fear.

1. Lord Fear (Series 5-8): The evil techno-sorcerer is the undisputed greatest Nightmare villain of all time. From series 5 right up until the end of series 8 Lord Fear ruled the lower levels without equal, Aesandre being the one exception. He devised all sorts of evil schemes, from sending Red Death to destroy Nightmare castle to capturing Brollachan to use as a dragon-slayer. Employing a whole army of henchmen and monsters, Lord Fear certainly put a stop to a lot of quests, albeit not in

person. Mark Knight played the leader of the opposition for the last four series of Knightmare, and became part of Knightmare history by personifying its final years, playing Lord Fear for both comic and menacing effect. Even though Lord Fear usually got his comeuppance at some point (like being cast into his own communications pool by a team in series 6 with a SPLASH spell) he always came back, in his own words: "*Bigger, bolder, badder and better equipped.*" This makes Lord Fear my top Knightmare villain of all time.

Thanks for that, Richard. I'm surprised Mogdred didn't do anything for you, though. I think he's pant-wetingly scary. Still, life would be boring if we all felt the same about everything.

PUZZLE PAGE ONE

Treguard is the character responsible for all of these quotes, but whose death is he talking about? Name the series, episode, dungeoneer and cause of death.

1. "It's never safe to stray from the path, team, and in this case you strayed from the quest."
2. "Some extra magic might have helped you with this very difficult puzzle, team, and you could have got that magic from Maldame."
3. "Too long, team, your magic was too long! What you needed here was the shorter spell."
4. "There. Not only game over, but time out as well. And just for once it couldn't have happened at a better moment."
5. "Ooh, nasty! And I can't imagine why you did it - take the wrong path, I mean. Folly clearly indicated right and yet you went left!"
6. "A swift and merciful end, boys, for without using the *darkness* powder, you could not complete the spell you needed to get to the end of level two."

7. "Without dragon magic, I'm afraid you were no match for Morghanna."

8. "You missed your station and now _____ is missing parts of his body."

9. "For the lack of a proper defence you have failed in your quest, yet you have travelled further and braved more than any other team to enter the Dungeon so far."

10. "You didn't stand much of a chance there, girls. At least, not without a weapon of defence. A couple of fireballs might have done the trick, but then you didn't pick up any, did you?"

11. "I'm afraid that's just a slice of life, team."

12. "Elita might have saved you from this fate but you just couldn't make up your mind, and now you've lost your dungeoneer!"

REMEMBER HER?

Series 6/7. Level 2/3.

QUEEN GREYSTAGG

If you're looking for evidence of Girl Power in medieval times, you need look no further than the proud and haughty Queen Greystagg. The witch queen and ruler of Witch Haven was played by Iona Kennedy, the actress who also gave us Sidriss and Maldame. In series 6, level two consisted mostly of a place called Witch Haven, which was the home of the witches (or grey sisters) over which Greystagg ruled. Greystagg's air of majesty and mystery could not be denied, and she was always a quietly commanding presence. The witch queen held valuable information about passing through Witch Haven, and any dungeoneer who encountered her would have to be respectful and not afraid to subordinate themselves a bit.

Like any self-respecting Knightmare character, however, Greystagg was susceptible to bribery, and helped Ben II in exchange for a ring and later Chris IV in exchange for witch amber. Greystagg and the other witches were unaligned (*"Rather like cats, we take our own paths; we know no masters"* - **Greystagg**) in series 6, which is why Lord Fear spent a great deal of this series trying to get Greystagg to sign a treaty with him and join the Opposition. In the end, Greystagg refused the alliance. For this reason, Lord Fear had completely destroyed Witch Haven in time for the next series, which meant that Greystagg had a somewhat different role in series 7.

Instead of being unaligned, she was now dedicated to fighting the tyrant Lord Fear, and sometimes helped dungeoneers just because they were out to oppose him. The quiet, majestic Greystagg became a bitter, vengeful character, but she was still very proud and haughty and needed to be handled with kid gloves: *"The Witch Queen is notoriously difficult to deal with."* - **Treguard**. Little remained of Witch Haven in level two, but Greystagg seemed to have managed to hang onto her throne room, where she struck up deals with Alex II and Barry. On both these occasions she still demanded payment, but, when she began to appear in level three later in the series, Greystagg served as an integral part of both Julie's and Barry's winning quests just so she could try to get one up on Lord Fear: *"If it harms Lord Fear then I will help!"* - **Greystagg**.

If she had appeared in series 8, the logical progression for Greystagg would have been to rule over the Great Mire and try to get the better of Lord Fear, just like Maldame did. Still, I suppose we have Iona Kennedy's pregnancy to thank for that. As she stands with her two series, Greystagg is a powerful, noteworthy character, and is involved in some memorable Knightmare scenes and scenarios.

Fear Factor: 5 She always asserted her authority, even over Barry!

Killer Instinct: 2 She would have killed if handled incorrectly.

Humour Rating: 1 Took everything very seriously.

Oscar Standard: 7 Not as memorable as Sidriss.

THE KNIGHTMARE WINNERS' GALLERY

As suggested by Steven Webberley, here is a section of TES to compare Knightmare's eight winning teams. I am starting the ball rolling today with some facts and my personal opinions about them, but if you have something to add or argue then please do send it in for this section. A red asterisk (*) signifies a sibling team. Here are the marks out of five details:

Intelligence: Did the team know what they were doing all the way to victory?

Character: How much of a card was the dungeoneer, or even the advisors?

Luck and help: A low rating is good here - how deserving was the victory?

Shelf Life: Do they stand out in our memories, or fade into the background?

Team: Mark, Jonathan, Matthew and Daniel.

Home town: Witney, Oxfordshire.

Quest: To free Gretel.

Time on Knightmare: Series 2, episodes 3, 4 and 5.

Details: They won a game of cards and bribed Gumboil in level one, charmed Cedric and froze a catacombite in level two, and cheered up a depressed gargoyle and put a dragon to sleep in level three.

Intelligence: 3 Certainly the best up to that point in series 2.

Character: 2 A bit wooden and boring.

Luck and help: 4 They had no riddles from Cedric, and no level three objects.

Shelf Life: 4 Mainly because they were the first ever winners.

Team: Julian, Vaughn, Becca and Mary.

Home town: Banbury, Oxfordshire.

Quest: The Talisman.

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

Details: They cast a spell against Mildread and evaded the Automatum in level one, solved a riddle from Gretel and bamboozled Gumboil and Olaf in level two, and blocked Medusa's stare and turned out the lights in level three.

Intelligence: 4 They seemed to know what they were doing, particularly Julian.

Character: 3 Julian was quite animated, and Becca stood out from the advisors.

Luck and help: 3 They only had to use two objects during the entire quest.

Shelf Life: 4 Mainly because of Becca's hat, and Julian's subsequent association with TES.

Team: Dickon, Dominic, Tim and Pravine. *

Home town: Torquay, Devon.

Quest: The Crown.

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

Details: They agreed to deliver a potion for Hordriss and bribed Fatilla with a horn in level one, grew smaller with a downer pill and turned Brother Mace into a giant lizard in level two, and defied Malice and beat the Corridor of Blades in level three.

Intelligence: 5 Faultless, including nine correct door monster questions.

Character: 5 Dickon was a real breath of fresh air, and Tim was very good.

Luck and help: 3 They had no riddles from Oakley, a free ride through Ariadne's lair, and no Block and Tackle in level two, which had killed the previous two teams.

Shelf Life: 5 Perhaps because they were the first winners I ever recorded.

Team: Ben, Jonathan, Ray and John.

Home town: Exeter, Devon.

Quest: The Shield.

Time on Nightmare: Series 5, episodes 6, 7, 8 and 9.

Details: They solved a dispute between Motley and Elita in level one, pleased Gwendoline and foiled Skarkill in level two, and gave Hordriss a sphinx bone and froze Aesandre in level three.

Intelligence: 2 Somewhat haphazard and disorganised.

Character: 2 Again, a bit wooden.

Luck and help: 1 They had no extra help that I can see.

Shelf Life: 3 The photos on the website certainly help.

Team: Ben, James, Alan and Nat. *

Home town: Salisbury, Wiltshire.

Quest: The Crown.

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

Details: They saved Sidriss from falling in love with Sylvester Hands in level one, bartered with Greystagg and scared Skarkill with a pooka in

level two, and evaded Ariadne and made a tricky magical choice in level three.

Intelligence: 4 They were all very much on the ball.

Character: 3 They were all a certain early '90s laddish type.

Luck and help: 3 They needed only one object each in levels one and three, and were not given a dud third object in the level two clue room.

Shelf Life: 4 Stood out more than the previous year's winning Ben.

Team: Julie, Helen, Sam and Helen.

Home town: Leek, Staffordshire.

Quest: The Sword.

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

Details: They saved Romahna from the clutches of Raptor in level one, got Sylvester Hands drunk and saved Hordriss from being frozen in level two, and collected the parts of Grimaldine's arken shield and set up Greystagg's revenge on Lord Fear in level three.

Intelligence: 5 They mastered some tricky brainwork.

Character: 5 Julie's scene with Sylvester Hands is worthy of Dickon and Brother Mace.

Luck and help: 1 All on their own merit.

Shelf Life: 4 Nightmare's only all-girl winning team.

Team: Barry, Simon, Derek and Daniel. *

Home town: Unknown, Worcestershire.

Quest: The Shield.

Time on Nightmare: Series 7, episodes 12, 13, 14 and 15.

Details: They pieced together Grimaldine's staff in level one, saved Hordriss from Lissard in disguise as Marta in level two, and saved the Dungeon from a troll in level three.

Intelligence: 4 They knew pretty well what was going on.

Character: 5 Some find Barry's particular style of dungeoneering endearing and funny. As for me, I'm not saying.

Luck and help: 2 The short cut they used wasn't really that much of one.

Shelf Life: 5 All thanks to Barry and his antics.

Team: Dunstan, Oliver, Alan and Alex. *

Home town: St. Albans, Hertfordshire.

Quest: The Crown.

Time on Nightmare: Series 8, episodes 8, 9 and 10.

Details: They returned Stiletta's knife and found the Short Cut in level one, and rescued Hordriss from Lord Fear in level three.

Intelligence: 2 Very average, really.
Character: 2 Nothing remarkable.
Luck and help: 5 Don't get me started.
Shelf Life: 4 Although not necessarily in a warm and fuzzy way.

CLASSIC QUEST

Series 4.

Quest: The Shield.

Dungeoneer: Alistair Gill.

Advisors: Harry, Martin and James.

Home town: Woodbridge.

Team score: 8 out of 10.

A high-quality quest from series 4 this time, which came to a thrilling but tragic end.

Level One: After a wobbly start on the Spindizzy and a stumble onto the path with the Shield above the door, Alistair meets Dooris, the weeping door. The team answer all three questions correctly, and Alistair goes on to meet Malice. The team strike up a deal with the sinister sorceress to find a green gem for her later in their quest, and to call her with the calling name Merris when they have it. A walk through the Forest of Dunn is next for Alistair, where Brother Mace shares with him some useful information about elf paths.

In Oakley's glade, the team again get three out of three riddles correct, and Alistair picks up a key and a packet of aniseed. He leaves behind a gold bar, which could have been used to bribe Fatilla at the Castle of Doom. However, Alistair manages to flatter the Barbarian guard and is allowed to pass by anyway. A goblin horn is heard during an eye shield sequence, so the aniseed is thrown down to lead the goblins off Alistair's trail. In the wellway room, Pickle and the team spot an assassin, and Alistair scares it off before descending to level two.

Level Two: Alistair rescues Gundrada from the stocks, and she accompanies him further into the level. The pair meet Hordriss, who is

none too pleased to see Gundrada as he has only just put her in the stocks! However, he decides to let the matter go and gifts Alistair and Gundrada with one self-activating spell each. Alistair gets one called SLOW, and Gundrada gets one called ADORE. Gundrada then helps Alistair onto a conveyer belt, which leads to the clue room. There is a solitary bar of gold on the table, and Alistair manages to convince Gundrada that he should have it as payment for releasing her from the stocks.

Fatilla then turns up and challenges Gundrada to combat, but the ADORE spell self-activates. Fatilla starts prostrating himself in front of Gundrada and declaring his undying love, while she waves her sword around to try and get rid of him. As the love-struck pair are holding Alistair up, the SLOW spell activates and Alistair is able to get away from Fatilla and Gundrada as they are slowed down by Hordriss's magic. A meeting with Merlin follows. The wizard is disguised as a peddler, and he sells Alistair a red slipper in exchange for the gold. The slipper is possessed of the spell RUN. After scoring three out of three with Doorkis, Alistair reaches Ariadne's lair. Here he picks up another bar of gold, and the team cast RUN so that Alistair can escape from the giant spider. The gold pays the cowled ferryman to row Alistair across the Dunswater to the Tower of Time, where he goes down a purple staircase and into level three.

Level Three: In the clue room, Alistair finds the green gem. He calls Malice, and she gifts him the spell HERO as a reward. The team choose a bottle of poison and a gold-streaked cloth from the table. They successfully complete the challenge of the Transporter Pad, but then become the first team to be pitted against the Corridor of Blades. Ah, the poor little souls! Alistair is just not quick enough to respond to his advisors' instructions, and is quickly sawn in half. What a shocking and tragic end to a high-quality quest.

Summary: A very good team and an excellent attempt, but a new and tricky obstacle claimed poor Alistair in the end.

CREATURE FEATURE

Series 1/2. Level 1/2.

SHADOW MONSTERS

A lot of the scariness in the early series was brought about by fear of the unknown. Confined entirely to the cavernous depths of the Dungeon, you could never be sure what was lurking in the shadows. When the quest started to venture outside Knightmare Castle, even as early as series 3, something of the status of the Dungeon's fearful depths was taken away, as it was clear that they were no longer effectively limitless. Thus the shadow monsters take their place only in series 1 and 2, when the unknown was often much scarier than the known. Wherever a dungeoneer encountered one of the Dungeon's deeper, darker recesses, shadow monsters were not far off, ready to do whatever it is they liked to do to dungeoneers.

What did they do? We don't know. What did they look like? We don't know. And it is this mystery that makes the shadow monsters so scary. You may be asking yourself what exactly I mean by the term shadow monster, and the answer is that I'm not really sure. I am sure, however, that there were creatures lurking in those early Dungeon rooms that not even Tim Child could really categorise. Some made squeaking, scratching noises, like whatever it was that finished off the first dungeoneer, David: *"This darkness is caused by something that doesn't like intruders; even now it's making its dislike felt"* - **Treguard**.

Some shadow monsters lurked in the Corridor of the Catacombs, menacing dungeoneers into making a quick exit. I am thinking here particularly of a monster with red eyes from series 1, which appeared to be made of moving darkness. Although it posed no real threat, unlike its scratching compatriot, it was a spooky unknown enemy, particularly for little four-year-old me clinging to the edge of our old, brown sofa with fear. If you like large, frightening monsters with big claws and twelve heads then I guess you're probably not a fan of the shadow monsters. If like me, however, you find the unknown far scarier than the tangible, shadow monsters might be just your cup of tea.

Fear Factor: 8 The unknown can be very frightening.

Killer Instinct: 6 They polished off a couple of very early dungeoneers.

Gore Factor: 5 The one with the red eyes was nasty.

Humanity: 4 Who knows?

PUZZLE PAGE TWO

In the following quotes, which character is talking and to which dungeoneer are they referring?

1. "One is gratified to discover that in these modern times there are still some young people who know how to honour a bargain."
2. "Not exactly a starving traveller by the look of him."
3. "This dungeoneer ____ is a tricky little herbert and must be stopped! Stopped dead would please me inordinately."
4. "There's someone on the doorstep; a young maid."
5. "I think maybe he's a smart bottom, huh?"
6. "Don't be so foolish, milord. She's a blonde, isn't she?"
7. "To Treguard's delight, a second team has trounced our catacombs."
8. "Lost, are you? Well, never mind; you don't look worth finding!"
9. "I say, what a charming dungeoneer. Quite the most pleasant I've come across in a dragon's age."
10. "This brute here, with the horned helmet, attacks me!"
11. "Who are you calling intruder? I'll have you know that this here is my friend!"
12. "That's classic, that is, Smirky. Laugh at a stranger's jokes but never at mine!"

KNIGHTMARE UNIVERSITY CHALLENGE

The questions below relate to dungeoneers from Nightmare. If you answer the starter for ten points correctly then you can have a go at the bonuses for five each, 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 the very end of this section.

- 1. Who was the first winning dungeoneer? (10)**
 - a. Which is the only all-girl Nightmare winning team? (5)
 - b. Which is the only mixed gender Nightmare winning team? (5)
 - c. Which two series had no winners whatsoever? (5)

- 2. Which four series have a dungeoneer dying in the first episode? (10)**
 - a. How many dungeoneers failed to reach level two in series 5? (5)
 - b. How many dungeoneers reached level three in series 4? (5)
 - c. Which series has the most dungeoneers, and which has the fewest? (5)

- 3. Which character, with a grand total of three, killed the most dungeoneers? (10)**
 - a. Who was Sylvester Hands's victim in series 6? (5)
 - b. Who was Skarkill's victim in series 5? (5)
 - c. Who was Cedric's victim in series 2? (5)

- 4. The Block and Tackle killed how many dungeoneers in series 4? (10)**
 - a. How many dungeoneers died on causeways in series 5 and 6? (5)
 - b. Which sharp obstacle claimed four victims between series 4 and 8? (5)
 - c. Play Your Cards Right claimed which two dungeoneers in series 7? (5)

- 5. Which northern city did Martin of series 3 fame come from? (10)**
 - a. Which Wiltshire city gave us a Ben in series 6, and another in series 7? (5)
 - b. Three dungeoneers came from St. Albans - who were they? (5)
 - c. Which county did the first-ever team come from? (5)

Answers:

1. Mark Wickson. (10)

- a. Julie's (series 7). (5)
- b. Julian's (series 2). (5)
- c. Series 1 & 3. (5)

2. Series 1, 2, 3 and 8. (10)

- a. Two (Jenna and Duncan). (5)
- b. Four (Helen, Alistair, Dickon and Giles). (5)
- c. Series 2 has the most with 13. Series 1 has the fewest with 6. (5)

3. Lillith (Mave, Akash and Anthony). (10)

- a. January. (5)
- b. Richard II. (5)
- c. Neil. (5)

4. Three (Simon, Vicky and Jeremy). (10)

- a. Six (Catherine, Jenna, Alex I, Matt, Alan and Sofia). (5)
- b. The Corridor of Blades (Alistair, Sarah, Duncan and Daniel). (5)
- c. Simon IV and Alex II. (5)

5. York. (10)

- a. Salisbury. (5)
- b. Nicky (series 4), Alan (series 6) and Dunston (series 8). (5)
- c. Bedfordshire. (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.

From the first ever quest to the last, Knightmare always provided us with couplets of fun.

From Beds came David and his four,
The first to quest 'neath Treguard's floor.
The first task was to walk the word,
How long it took was quite absurd!
With *open* spelled and path discovered,
Olgarth's clues were soon uncovered.
Two of three were earned with wit,
Then Lillith sat atop her pit.
The ruby earned Dave's freedom flight,
But then someone turned out the light!
No lamp, no hope, and worse, no well.
Dave was doomed when darkness fell.
Eight years on how things had changed!
One final quest could be arranged.
Olly's Leicester men were pressed,
To hurry blindly through their quest.
With Motley landed without harm,
Sidriss gave her creepy charm.
With dragon's help and magic cast,
A stick will find the way that's fast.
Past the whirring blades of death,
There was no time to pause for breath.
In Marblehead the bells rang out,
The end of Knightmare's final bout.

PUZZLE ANSWERS

Challenge question: Series 6, episode 8.

Treguard's Death Quotes.

1. Gavin. The Dungeon Valley (quicksand). Series 3, episode 1.
2. Nathan. Falling through a hole in the floor. 8, 6.
3. Helen II. Mogdred's haunted broadsword. 4, 3.
4. Sofia. The Great Causeway. 6, 13.

5. Danny. Bomb explosion. 1, 6.
6. Ben III. The Trial by Spikes. 7, 10.
7. Martin II. Morghanna. 3, 15.
8. Duncan. The Corridor of Blades. 5, 15.
9. Chris I. Medusa. 2, 3.
10. Rebecca. Miremen. 8, 8.
11. Alistair. The Corridor of Blades. 4, 5.
12. Sarah. The Corridor of Blades. 5, 6.

Dungeoneer quotes.

1. Hordriss. Chris II. Series 3, episode 16.
2. Treguard. Simon III. 4, 7.
3. Lord Fear. Ben II. 6, 10.
4. Pickle. Nicola I (Nicky). 4, 5.
5. Majida. Barry. 7, 12.
6. Aesandre. Kelly II. 5, 16.
7. Treguard. Julian. 2, 14.
8. Mildread. Steven. 2, 15.
9. Smirkenorff. Oliver. 8, 10.
10. Sylvester Hands. 5, 16. Kelly II.
11. Cedric. Mark. 2, 4.
12. Motley. Dunstan. 8, 8.