


THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue thirty-nine of The Eye Shield. I'm glad to say that I've had some response to my latest plea for more feedback, but I'm still in desperate need of even more! Once you've browsed through my latest

observations about Nightmare, be sure to let me know what you think! I'm waiting with baited breath, readers. In the meantime, here are two e-mails to enjoy.

This is from Ross Thompson:

I think The Eye Shield is great and I am a big fan of Nightmare, even though I am 12 and never saw the original version! I saw the repeats on Challenge and loved them, and now I have the Nightmare board game and some of the books!

Thanks for getting in touch, Ross. I'm glad you enjoy TES - I work quite hard on it, so I always like to hear that people are reading and enjoying it. It's good that Challenge has got Nightmare a lot of new, young fans, like you. The same thing happened when it was repeated on the Sci-Fi Channel during 1995-1998. I work in a school, and I know that several people there have seen and enjoyed Nightmare on Challenge. Like you, I am an avid player/reader of the board game and the books.

The following comes from Thomas Grimshaw.

I just wanted to say that I am amazed that there are still people other than me who are fanatical about Nightmare. Keep up the good work with TES!

There are plenty of Nightmare fanatics out there, so you're definitely not alone, Thomas. Thanks for writing.

Challenge Question: Name the only member of the wall monster, door monster and tree troll consortium never to have said "Falsehood!"

REMEMBER THIS?

Series 3. Level 2.

THE MINECART RIDE

Having used wellways as the sole method of changing levels in the first two series, the Nightmare production team clearly wanted to branch out a bit in series 3. Although dungeoneers still used a well to descend from level one to level two in this series, apart from Scott who used a trapdoor, any dungeoneer lucky enough to earn the right to travel to level three had the pleasure of experiencing an exciting yet bumpy ride down a gold mine in a rickety old mining cart.

In itself, the entrance to the mine looked far from impressive. Viewers of series 2 would have immediately recognised the rocky room as the old hangout of Bumptious the Dwarf, when dungeoneer Cliff first arrived there in episode 3 of series 3. However, what we didn't learn until Leo's arrival at the mine in episode 5 was that the mining cart now moved on the rails, and there was a whole new gold mine travelling sequence to enjoy.

First, though, there was the issue of getting started. Inevitably, this would involve a character flexing their muscles and pushing the dungeoneer-filled minecart down the mineshaft. The only two characters who performed this task, in fact, were Motley and McGrew, although perhaps others would have done so if other quests had reached this point. Motley started Leo off on his journey in return for being told a very bad joke, and later he performed the same service for Martin, who had used Merlin's magic to restore the jester's lost voice. The only other dungeoneer to undertake the journey to the third level was Ross, who was given a push by McGrew. The burly clansman was in Ross's debt, as he had saved the day when Mogdred had turned McGrew into a toad. McGrew would also have been on hand to push Cliff down the tunnel, if the team hadn't mistreated the poor Scotsman with the excessive overuse of Merlin's magic.

The ride itself was spectacular, at least to a wide-eyed six-year-old like me. The cart raced down a gold-lit tunnel, which had flickering torches throwing its golden walls into tantalising view, and nuggets of gold strewn on the floor from time to time. The thrilling ride down the mine shaft was one of the few aspects of the first three series I vividly remembered during the period between 1989 and 1996 when series 1, 2 and 3 were just a distant, blissful memory to me.

The gold mine was created using the same basic travelling animation sequence that was used for the dwarf tunnels in series 3. It presented no challenge whatsoever to the team, and played no significant part in the quest, but it was a visual treat for the viewer at home. Level three in series 3 was presented as a wild, untamed country where evil abounded, in the form of Mogdred, Morghanna, hobgoblins, cavernwrights, and all kinds of unknown dangers. The minecart ride helped to enforce this image, and it really was one of those memorable Nightmare sequences that struck a chord with the fans when they first saw it, and still does to this day.

Difficulty: 1 All you had to do was sit back and enjoy the ride!

Killer Instinct: 0 Not designed to kill, or even to hinder.

Gore Factor: 3 A fatal crash could still have been nasty.

Fairness: 10 A new and interesting way to change levels.

ADVENTURE TIME

In this age of heroes, the score is Dungeon 11, Humans 4. Dungeoneer Katie is just about to face the rigors of level two.

Katie is in a blue cavern, where Elita is sitting on a box, looking very perturbed indeed.

"Well, well, team, you appear to have discovered a damsel in distress," Treguard remarks. "I wonder if she's on the lookout for a knight in shining armour."

"Oi, you!" Elita snaps, jumping to her feet. "Who said you could come blundering through trapdoors whenever you felt like it, huh? Get lost, will you? I'm not in the mood for dungeoneers today."

"Er... perhaps I could do something to improve your mood," Katie ventures hopefully. "Do you need help with something?"

"Help?" Elita scoffs. "And just how is a stupid human like you going to help me get my dagger back, huh?"

"Your dagger?" queries Katie.

"It's a little decorative thing, not big enough to do anyone any real harm," Elita explains. "Most elves carry one. Hordriss has stolen mine - says he needs it as an ingredient for a spell, of all things!"

"I'll get it back for you," Katie offers.

"I doubt that," Elita sniffs. "Still, if you do, you can call me, and I guess then I'll have to help you in your quest. The name's Elita; three times you must call to bring me. Look, as you've promised to help me, I'll tell you something useful, okay? The third step is the goose. There, now get moving, face-ache!"

Her civility exhausted, Elita skips from the chamber. Katie's advisors direct her out as well, into the level two clue room. On the table Katie finds a scroll, a key, a lantern and a rusty old dagger. The scroll reads: *The path of truth is well lit. Fair exchange is no robbery; make the old shine good as new.*

"Hmm, an interesting and unusual choice here, team," Treguard remarks. "Be sure to choose carefully now."

Despite the fact that the dagger is clearly a weapon, the clues in favour of taking it prove too clear for the advisors to ignore. Katie also takes the key, and is then directed out. She is now in Merlin's chamber.

"Ah, you have reached a place of magic, team," says Treguard. "But steps must be taken if that magic is to be within your grasp."

"Quack like a duck, Katie," instructs an advisor.

"Quack-quack," honks Katie, feeling rather silly. Treguard and the advisors laugh wryly as the first step appears.

"Now cluck like a chicken," giggles an advisor.

"Cluck-cluck," Katie obliges, and the second step appears, then "honk-honk," and the path is completed. There is a flash of lightning, and Merlin appears on his throne.

"Ah, very nicely done, Katie," the old wizard beams. "You passed your farmyard bird impressions test with flying colours, but now I have a further test for you, and you must obtain full marks in order to receive a reward. Here, then, is my first. What appears once in Summer, twice in Autumn, but never in Winter or Spring?"

The advisors discuss this for a while, and then Katie ventures an answer.

"The letter U," she says.

"Truth accepted," smiles Merlin. "Here is my second. A tired old horse who's always on your back. What is it?"

"Nag," replies Katie, with the same quick wit she displayed when Brangwen asked her a similar type of question.

"Truth accepted," says Merlin again. "Excellent, another pass with flying colours! The name of your reward is REJUVENATE, and as it's synthetic magic, I hope you'll have the sense to use it on a synthetic artefact. Now, farewell, and good luck. If you survive all, we shall meet once again."

Merlin disappears in another flash of magical lightning, and Katie is directed out. She emerges into a dark cave, where Hordriss the Confuser is muttering to himself and throwing various artefacts into a bubbling cauldron.

"It seems that Hordriss is making a return to his warlock days," Treguard chuckles quietly. "Let's hope you have what it takes to win him over, team."

Katie is taken up to Hordriss, who seems too engrossed in his activities to spot her.

"Er... excuse me," Katie ventures meekly.

"What do you want?" Hordriss snaps, looking up sharply from the frothing cauldron. "How dare you disturb me at a most critical moment in this ritual?"

"I... I'm sorry," Katie stammers. "It's just that... I know you're planning to use Elita's dagger for your potion, and I was wondering if I could possibly persuade you to use this one instead."

Hordriss turns up his nose at the rusty old dagger that Katie holds out to him.

"That piece of scrap metal is no use to me!" he thunders. "Be gone from this place, impudent dungeoneer, before I lose my temper with you!"

"Think of the words of the scroll, team," Treguard urges.

"Spellcasting:" declares the spellcaster. "R-E-J-U-V-E-N-A-T-E."

The rusty old dagger is now shining and sparkling like new. Hordriss is about to lower Elita's golden dagger into his cauldron, but he stops short and looks at the dagger that Katie is now holding before him.

"On second thoughts, that is a much finer specimen than Elita's little pin," Hordriss muses. "Very well, dungeoneer; we will trade."

Feeling as though she is participating in a Dungeon version of Pokemon card trading, Katie hands Hordriss the shiny blade and takes Elita's dagger in return. Hordriss adds the sparkling artefact to his cauldron, which immediately begins to spout noxious fumes and sizzle alarmingly.

"Curses!" Hordriss coughs. "There's something wrong with the spell! Spellcasting: T-E-R-M-I-N-A-T-E."

There is a terrific bang, a flash of blue light, and both Hordriss and the cauldron have completely disappeared, leaving Katie alone in the chamber.

"Well, Merlin did warn you that the spell was synthetic, team," Treguard grins. "Obviously the dagger was not rejuvenated enough to fool Hordriss's spell. Still, that's his problem, isn't it? Time for the calling, I think."

"Elita, Elita, Elita!" calls Katie, and the elf maiden appears in the cave.

"Well, I guess I underestimated you, human," Elita admits sulkily, as Katie hands her dagger back to her. "Thanks. In return for this service, I gift you the spell RUST. You've nearly made it to level three now, but don't you go using my calling name again once you're down there, because there's no way I want to face Morghanna - that's your prerogative. Now, bog off!"

Elita skips out of the cave, and Katie's advisors direct her out as well. She emerges into a large hall, where an enormous metal door is set into the opposite wall. There is a golden keyhole in the centre of the door.

"Well, here's an invitation if ever I saw one, team," remarks Treguard. "Don't wait around, now, will you?"

Katie is directed over to the door, and she holds the key up before the lock. The door clanks upwards to reveal the Descender beyond, but a

terrible whirring, clanking noise fills it as the Automatum steps creakily towards Katie from the interior of the lift.

"Beware the threat of the mindless mechanical warrior!" Treguard exclaims. "You won't get to the third level with him blocking the way!"

"Spellcasting:" says the spellcaster with confidence. "R-U-S-T."

The Automatum judders to a halt, and then collapses on the floor of the Descender. Katie enters the lift, and it begins to descend into the bowels of the Dungeon. It stops at a single open door, through which Katie is promptly directed, leaving the broken Automatum decisively behind. Katie has made it to the third and final level of the Nightmare Dungeon.

Will Katie survive the dangers of level three? Read Adventure Time next issue to find out, if you dare!

PUZZLE PAGE ONE

Lord Fear's Spyglass Quotes

To which of his allies or minions - or even enemies - is Lord Fear talking, by means of his crystal ball, magic pool or telescreen, in the following spyglass quotes?

- 1.) "Well it's not my fault it crushed your foot! You'll be wanting compensation next."
- 2.) "Tell me, madam, do you travel by magic or some more conventional manner?"
- 3.) "Listen as carefully as that mountain of wax in your ears will allow."
- 4.) "You can breathe underwater; how come you can't hear under it?"
- 5.) "Well you've got your hobgoblin now, and let me tell you, they don't come cheap!"

6.) "So you see, madam, there are positive benefits to be gained from this alliance which I propose. You have territorial ambitions, and I have a certain natural aversion to dungeoneers."

7.) "For the safety of the entire Dungeon, not to mention our peace of mind, you are out of it!"

8.) "I shall personally consign you to the Sewers of Goth, where you will suffer such a terrible... oh, what am I talking about? You'd probably flourish in all that stench and detritus."

9.) "Like all good middlemen! And take money from both sides?"

10.) "The trouble with you, old thing, is that you've started to believe your own scrolls."

11.) "That's the trouble with you Druids and Celts; all oak trees and mumbo-jumbo."

12.) "Cut the cackle, you grotty little scrap-merchant! Do you want the gold or what?"

13.) "I can't tell you how gratifying it is to view you through a watery environment. It's almost as if, perish the thought, you had decided to take a bath."

14.) "Tell me, milady, why is your dislike so personal?"

15.) "Hmm, I wonder. Not even the teeniest possibility of the tiniest little stowaway?"

16.) "I need this quest seriously delayed so that I can get the beast into level two. Now, how have you accomplished this?"

17.) "What do you mean *what*? Did I not give you specific instructions as to the neutralising of a certain hostile element?"

18.) "I know you can hear me, and you know that I know that you have purloined something that I want."

19.) "If you're so good at wart-charming, how come all the witches I see are covered in them, eh? Answer me that!"

20.) "I think I'd be willing to pay to see you manage that, _____. You would, of course, look different with an arrow through your head, but it shouldn't affect your thought processes."

CLASSIC QUEST

Series 4

Quest: The Crown.

Dungeoneer: Dickon Hares.

Advisors: Dominic, Tim and Pravine.

Home town: Torquay, Devon.

Team score: 10 out of 10.

Dickon and his team were the first Nightmare winners for two years and, although their quest was perhaps not quite as hard as other quests in series 4, I think most Nightmare fans agree that they deserved their exciting victory.

Level One: After choosing the Crown at the Place of Choice, the team score three out of three in Dooris's true or false challenge. A meeting with Hordriss follows and a bargain is made, the upshot of which is that Dickon will deliver a strange green potion to Brother Mace in order to punish him for showing Hordriss *"a remarkable dearth of respect."* Dickon is to tell Mace that the potion is something called Fifty-Year-Old Etruscan Brandy. In the Forest of Dunn, the paths lead Dickon to the Crazy Heifer, where Mellisandre engages him in conversation. In return for a bit of false information about what the Romans called Colchester - (*"If she doesn't know the answer, how can she know whether you do or not?"* - **Treguard**) - Mellisandre informs Dickon that Oakley's son is called Little Acorn. This information is required in Oakley's glade, in order to prove that Dickon is what Oakley calls a Tree Friend. Once the tree troll is satisfied, Dickon is able to pick up a horn from the tree stump, leaving behind a bar of silver. The horn is required at Dungarth, where four goblins are on guard. Dickon is able to deafen them by blowing the horn as

he runs past them, and then he gives the horn to Fatilla as a bribe to use the wellway. Although Fatilla is dubious, Dickon manages to bluff his way through: *"Men have died trying to get this."* - **Dickon**. Fatilla accepts the horn as a bribe, and Dickon uses the well to descend into level two.

Level Two: Dickon lands on a table, which also contains a bowl of *downer* pills. Dickon picks up one of these, and it comes in very handy when he has to get through a tiny door. The *downer* pill shrinks him down to the right size to fit through the door. Fortunately enough, there are some *uppers* on the other side, so Dickon is able to return to his original size. Next, Dickon releases Motley from the stocks in what is usually Merlin's room, earning himself a travelling companion. An ogre chases Motley and Dickon out of the chamber, into Doorkis's room. Again, the team score full marks, meaning that the door monster is more than satisfied. Gundrada is in the next room. Once Motley has tried out his own brand of flattery on her, the sword mistress becomes rather angry: *"Look at the muscles on that! They don't make girls like that where I come from."* - **Motley**. Once Gundrada has threatened him enough, Motley beats a hasty retreat, leaving Dickon to apologise for him: *"I'm sorry about my friend, he's a bit... a bit of a head-case."* - **Dickon**. Gundrada accepts the apology, and accompanies Dickon into Dunkley Wood. However, she abandons him here, leaving him to make his own way to Ariadne's glade. Dickon has to dart into a hollow tree in order to escape the giant spider, and then he meets up with Gundrada again. Ariadne arrives and chases Gundrada away, leaving Dickon free to steal a bar of silver from her lair. Next, Dickon meets Brother Mace having some bread and cheese in a clearing in the woods. The monk is pleased to accept Dickon's offer of Fifty-Year-Old Etruscan brandy to accompany his meal, but it turns him into a giant lizard! Treguard advises the team to make a quick getaway: *"In that form, Brother Mace could well get quite annoyed."* - **Treguard**. Dickon then arrives at the Tower of Time, where the ferryman is waiting in his boat. Dickon pays for the ride with the silver. Inside the castle, the usual purple set of stairs leads down into level three.

Level Three: After a quick whirl on the Transporter Pad, Dickon picks up a phial of poison from a clue table. Hordriss then appears to congratulate him on his performance with Brother Mace, and rewards him with the spells FIRE and OPPOSITE. The next room leads onto a conveyer belt, but Malice appears before Dickon can escape and demands that he pledges himself to her. The advisors decide to agree for the moment, so Malice lets him pass. Dickon steps onto the conveyer belt, which -

surprise, surprise! - turns out to be the Corridor of Blades. Dickon receives good directions, and passes this most tricky obstacle with no problems. On the unstable bridge, a second meeting with Malice takes place. This time, the team decide not to pledge their quest permanently to her alone, so the evil sorceress causes the bridge to crumble and fall. A speedy dash is required for Dickon to reach the exit safely. However, Malice is waiting for him on the other side. She promises Dickon immediate death, so the advisors decide to cast FIRE. It works, and Malice is defeated. Treguard then announces that Dickon's life force has become critical, and the advisors work out that OPPOSITE has to be cast on the poison, turning it into a form of liquid sustenance. Once Dickon has restored his life force, he is able to progress to the chamber of Dooreen, the final door monster. Her questions are far from difficult, however, and a third trio of correctly answered true or false questions is easily attainable for the team: *"I thought they were going to be more difficult, Master!" - Pickle.* Across the drawbridge, the Crown sits atop the head of a goblin statue. Once Dickon has picked up the magic artefact, Treguard summons Merlin to the Great Hall of Nightmare to congratulate the first winning quest for two years! Merlin rescues Dickon from the Dungeon, and rewards the team for their victory: *"These are for you. They are not valuables, you understand, merely mementoes, but what you have achieved is worth far more than any treasure."* - **Merlin.**

Summary: Despite the absence of questions with Oakley, the Block and Tackle, and a riddle to earn magic to deal with Ariadne, this team was an excellent team, and Dickon was a competent and charismatic dungeoneer. An exciting and well-deserved win.

Trade in the Old for the New

By Richard Temple

Skarkill and his reinforced party once again approached the Grimwold shack. The Goblin Master could see Julius Scaramonger still sitting in the front garden, miserably washing clothes, and now that old hag Mrs. Grimwold was standing guard over him. Skarkill looked back at his hunting party, which now consisted of the goblin brothers Grippa and Rhark, as well as Sylvester Hands.

"Right, do you all remember the plan?" Skarkill asked the motley group of villains he had assembled.

"Oh, yeah, I remembers what I has to do," Sly Hands said eagerly, while Grippa and Rhark just nodded and jabbered in their own goblin tongue.

Skarkill, Hands and the goblins made their way down to the cottage. Mrs. Grimwold saw them coming.

"Don't you ever learn, dearies?" she shouted. "CLEAR OFF BEFORE I SETS FESTUS ON YER AGAIN!"

"Here, don't you talk to opposition mina... mini... to Opposition people like that, you old hag!" Hands snapped at Mrs. Grimwold.

"Look, witch, we are taking the trader now," Skarkill stated, "and neither you nor that two-headed flea-ridden mutt are going to stop us!"

Mrs Grimwold simply turned and yelled, "FESTUS!"

Once again the hellhound came bounding out of the house to aid his mistress. He ran at Hands and Skarkill, intending to make them his new chew toys.

"What now?" Sly asked nervously.

"You pet him, Hands, that's what!" Skarkill said harshly, as he pushed Hands towards the waiting Festus.

Hands yelled in fright as the vicious dog's two jaws bit into his tattered old cloak, but then something strange happened. Festus stopped, his two noses started twitching, and then his faces turned a shade of green. He let go of Hands and started coughing and spluttering, then the hellhound keeled over, unconscious.

"FESTUS! What's wrong? Speak to Mummy!" Mrs. Grimwold ran over to her stricken pet.

"I think he disagreed with something he ate," Skarkill laughed coldly. "Sly Hands's clothes haven't been washed for goblin's years. The smell is

enough to make anyone pass out, even two-headed monster dogs. LOVELY!"

Mrs. Grimwold made an angry lunge for Skarkill, but Julius, who had been sitting quietly during this whole episode, stuck his foot out and tripped her up. THUD! Mrs. Grimwold hit the path hard.

"Oops, how clumsy of me! I'm very, very sorry, Mrs. Grimwold," Julius sneered at the fallen hag.

"Good one, Scaramonger," Skarkill approved. "Right, Hands, quick! Tie them up with that magic rope of yours before they come to, while I tell his Lordship that the job's done."

While Hands busied himself tying Mrs. Grimwold and Festus together with his magic rope, Skarkill activated his spyglass.

"Can you hear me, yer Fearship... er, Lordship?" asked Skarkill.

Back in Marblehead, Lord Fear answered, "Better than I would like to, Skarkill. I assume you're calling to report your success in acquiring Julius Scaramonger for me? If not... Bhal-Shebah's just found a new chew toy!"

"Oh no, I got him, yer Lordship!" Skarkill reported proudly. "Everything's... LOVELY! I was just wondering what you wanted me to do now."

"Wondering what I wanted you to do?" Lord Fear boggled. "BRING HIM BACK HERE, YOU ONE-EYED MORON! What do you think I want you to do? Take him boozing at The Mad Cow? And that, for clarification, was sarcasm, not an instruction! Bring Scaramonger back here at once! I'll have Honesty Bartram meet you at the edge of the Forest of Dunn - we'll need that grotty little peddler as well. Well, go on - GET ON WITH IT!"

"Right, yer Fearship... er, Lordship." Skarkill broke communication with Lord Fear, and then he, Hands, Scaramonger and the two goblins set off, unaware of the hulking figure who was hidden in the bushes across the road. He had seen and heard everything, and he now stepped out on to the dirt track behind the Opposition party.

"Ah, so both traders are to meet at the Forest of Dunn, eh? Well, the Atlantian will be there to greet them!" With that, the giant thug set off towards the Forest of Dunn, but he took a slightly quicker route.

Well, it looks like the scene is set for the final encounter. Will Lord Fear's plan to combine Honesty Bartram and Julius Scaramonger finally succeed, or will the Atlantian carry out Maldame's grisly wishes? Read the fifth and final chapter of *Trade in the Old for the New* next time, and your curiosity might just be satisfied.

CREATURE FEATURE

Series 2. Level 1/2.

THE AUTOMATUM

Although the Automatum is undoubtedly a Nightmare character, I thought it would be more apt to include him in this section rather than *Remember Him?* because he definitely performed the same role as many Nightmare creatures and monsters. He came into Dungeon chambers, threatening to kill the dungeoneer, necessitating a hasty escape. And, like many Nightmare creatures, that's about all he did.

Played by Edmund "Gumboil" Dehn, the Automatum was a mechanical warrior that ran on clockwork. Dressed in a black and white crusader's tabard, the mindless robot would relentlessly pursue dungeoneers through levels one and two, hoping to smash their heads in with his morning star. This was his one salient objective - he could not to be stopped, or reasoned with. He just had to be avoided, and usually this was as far as his appearances on Nightmare went - he clanked into the room, whirring and clicking mechanically, and chased the dungeoneer out. For this reason, the Automatum really did feel more like a creature than a character, even though he (unlike Igneous) was included in the cast along with Gumboil at the end of each episode.

However, some of the Automatum's appearances were a little more varied. At the end of the series, Karen had to physically defeat the Automatum in the wellway room, utilising a RUST spell from Mildread. The advisors, however, were a bit slow on the uptake: "*Cast the spell on him or something!*" - *Karen*. This was definitely the Automatum's most

interesting encounter, and it gave Edmund Dehn a chance to do a nice pratt-fall as a bit of variety from just walking rigidly, but his involvement in Jamie's quest earlier in the series had proved to be more crucial to the dungeoneer's progress. In level two, the task fell to Jamie to collect the scattered pieces of a MEDAL spell. However, the presence of the Automatum in the room flustered the team sufficiently for them to miss out on collecting the spell, which led to their subsequent entrapment in Ariadne's lair.

So, as a character, the Automatum was unusual to say the least. As a creature, he didn't do much other than scare dungeoneers and advisors into hurrying up a bit, although a couple of his scenes were slightly more interesting. By the way, to those of you who are wondering why this character was named the Automatum rather than the Automaton, which would seem to be a more sensible spelling, I say only this - let me know if you ever work it out!

Fear Factor: 7 Strangely eerie and frightening.

Killer Instinct: 2 Never really given a proper chance.

Gore Factor: 3 Looked like a normal guy in a costume, really...

Humanity: 1 Human-shaped, but all mechanical underneath.

REMEMBER HER?

Series 8. Level 2/3.

MALDAME

Born from an unsuccessful plan to hide Iona Kennedy's pregnancy bump, Maldame will always remain one of the less successful Knightmare characters in my eyes. She was a much less convincing character than Greystagg, whom she directly replaced, and she never seemed to fit in to the quest situation, despite numerous appearances (many more than Sidriss, certainly) in the final series.

Maldame was the Queen of the Mire World. When Lord Fear moved down there from Goth, Maldame was most upset to find that her new neighbour had erected two enormous towers in her realm. However, she was prepared to overlook this affront as long as Lord Fear gave her one of the towers, leaving the other for himself, and the two could then work

as allies. Lord Fear, of course, was having none of this, and turned Maldame to stone when she suggested it. However, thanks to the intervention of dungeoneer Daniel, Maldame was rescued from her predicament and was able to take over Linghorm, where she took up residence, much to Lord Fear's annoyance. Throughout the rest of the series, Lord Fear and Maldame were constantly trying to get the better of each other, which culminated in Lord Fear's plan to use Bhal-Shebah to raze Marblehead, and destroy Maldame. However, thanks to Dunston, this plan was also foiled.

I always feel that Maldame was brought in to Knightmare simply to continue the ongoing battle with Lord Fear that Greystagg was involved with. The first stage of this, series 6, saw the pair of them attempting to form a shaky alliance. The second stage, series 7, saw them accept their enmity for each other, with Lord Fear in a position of power. The third stage would have been for Greystagg to steal some of Lord Fear's power and create her own empire to rival his. This is exactly what Maldame did with Linghorm, which really added to the sense that all she was doing was filling Greystagg's shoes.

As you can probably tell, I don't like Maldame very much, and I find her one of the most forgettable Knightmare characters of all. Perhaps it's just because she added to the general disarray that was series 8, but I honestly believe that Greystagg could have performed her role more effectively, and with more continuity to the ongoing plot of the programme. But of course, the Greystagg costume was too tight to hide a pregnancy, wasn't it? Then why did they bother hiding Maldame's lower half behind telescreens, windows and balconies in almost every appearance she made? If they were going to do that anyway, why not do it with Greystagg? Answers on a postcard, please!

Fear Factor: 4 Haughty and disdainful, but not really frightening.

Killer Instinct: 1 Sometimes threatened, but never made the move.

Humour Rating: 2 Very hard to get a laugh out of.

Oscar Standard: 5 A poor replacement for Greystagg, and the performance reflected this, in my eyes.

PUZZLE PAGE TWO

Cliffhangers

Here are some Knightmare quotes that ended the thrilling action in one episode, only to leave us begging for the next one. Which character is setting up the cliffhanger ending in each case, and for which episode?

1.) "Now, you prove to me that you're not as thick as I think you are, and I'll give you the arrow."

2.) "Agree to collect it for one, and one will advance the offer of magic aid. Do you agree?"

3.) "By the way, one of these spells must give you a chance, because, you see, he does have to give you a chance."

4.) "The bell, Master! They've been saved by the bell."

5.) "You have upset me dreadfully, and you must make amends!"

6.) "Truth accepted. I'm not finished yet!"

7.) "Warning, team! A goblin hunting party has crossed Simon's trail!"

8.) "I'm afraid, Miss Elita, that one can do nothing for you. Do you wish to try again? Once more, then."

9.) "I've got for you the most incredible talking book!"

10.) "It's a bit like the potion of true sight, and I used to have some here. Would that be any use to you?"

11.) "Bog off, goblin features! I saw this first!"

12.) "Very well. Stand very still if you wish to be safe."

POETRY CORNER

Another trip back to series 2 this issue, where we join Stuart and his motley horde, whose disregard for a simple Dungeon rule became their fatal flaw.

**Stuart's Leicester gentlemen
Did not score a perfect ten.
Past combat chess and fiery pit,
Igneous then tested wit.
The stinging tail was no setback,
But Lillith was on the attack.
With glove in hand, the way was clear,
The Automatum caused great fear.
With door unlocked, the well was found,
And Stu went deeper underground.
In cave below, and in monk's habit,
Mogdred had an evil rabbit.
The team refused to be dismayed,
So further on their game was played.
With clues to choose the quest did stagger,
Through dowser spurned for deadly dagger.
The team forgot the Dungeon laws,
So had no clue to class the doors.
Although Olaf's sweet tooth was fed,
Stuart still did end up dead!**

PUZZLE ANSWERS

Challenge Question: Dooreen.

Lord Fear's Spyglass Quotes

- 1.) Skarkill. Episode 601. Matt's quest.
- 2.) Aesandre. Episode 513. Chris III.
- 3.) Sylvester Hands. Episode 802. Daniel II.
- 4.) Lissard. Episode 704. Nicola II.
- 5.) Skarkill. Episode 515. Kelly II.
- 6.) Greystagg. Episode 602. Matt.
- 7.) Maldame. Episode 802. Daniel II.

- 8.) Sylvester Hands. Episode 702. Simon IV.
- 9.) Julius Scaramonger. Episode 514. Duncan.
- 10.) Hordriss. Episode 607. January.
- 11.) Grimaldine. Episode 708. Naila.
- 12.) Honesty Bartram. Episode 804. Nathan.
- 13.) Sylvester Hands. Episode 603. Sumayya.
- 14.) Aesandre. Episode 516. Kelly II.
- 15.) Captain Nemanor. Episode 606. Alan.
- 16.) Lissard. Episode 709. Ben III.
- 17.) Skarkill. Episode 614. Chris IV.
- 18.) Sylvester Hands. Episode 505. Sarah.
- 19.) Greystagg. Episode 712. Julie II.
- 20.) Skarkill. Episode 508. Ben I.

Cliffhangers

- 1.) Gwendoline. Episode 515. Kelly II.
- 2.) Hordriss. Episode 315. Chris II.
- 3.) Treguard. Episode 610. Ben II.
- 4.) Pickle. Episode 503. Richard II.
- 5.) Lillith. Episode 209. Stuart.
- 6.) Merlin. Episode 302. Cliff.
- 7.) Treguard. Episode 408. Simon III.
- 8.) Hordriss. Episode 511. Alex I.
- 9.) Honesty Bartram. Episode 805. Nathan.
- 10.) Rothberry. Episode 710. Julie II.
- 11.) Elita. Episode 611. Sofia.
- 12.) Hordriss. Episode 702. Simon IV.