



# KNIGHTMARE

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Walter finds himself in a large room. "This castle's dungeon isn't safe," a bellowing voice says. "We need to guide you to find the spell to freedom before it is too late." **Initially**, Walter was confused and scared. This place feels like a scary prison yet it was oddly familiar. Without a moment of hesitation, Walter sets off in search of the spell to freedom.

*What spell will set him free from this Nightmare?*

- Knowing that time is of the essence, Walter quickly searches around the room to see if he could find out where he is within the castle's complex. He soon realises that he is in a room with a **three-syllable name**. There is also a suspicious mark on the wall, "first;" Walter believes that this may be critical to finding his freedom spell.
- Eager to find out what secrets the dungeon holds, Walter follows the instructions of the bellowing voice. He continues right to the room that sounds like a question and then goes down one ladder to his left. Finally, he goes four spaces in the direction that reminds him of his favourite Romeo and Juliet adaptation. In this room Walter finds the second mark.
- Yikes! A knight with a giant **sword** and protective **shield** runs at Walter. He must defeat the knight in order to progress. After defeating the knight he continues to the next room where he finds the third mark.
- Before Walter has a chance to catch his breath, more instructions are provided by the bellowing voice but it seems to get distorted: ENO TSAE OG NEHT TRATS EHT OT NRUTER. On arrival, Walter finds the fourth mark.
- On the wall Walter finds a series of strange **words**. He thinks a common change of their firsts may tell him the room where the fifth mark can be found.
- Almost there! Walter goes to the room furthest away from the one he is currently in and then continues to the second closest room made up of exactly four lines. Here he finds the sixth mark.
- Right as Walter goes to leave the room, he sees the floor connecting the rooms to his right slowly crumble away. Instead of going the long way round, Walter decides to use planks of wood he conveniently finds in his current room to build a **bridge** across. Somehow the bridge is sturdy enough for him to cross. He arrives in the room containing the seventh mark.
- Darkness starts to overcome the dungeon; Walter fears his time is almost up. To end his long and difficult journey, he quickly darts to the nearest end of the corridor. Here he finds the eighth and final mark. Finally, Walter is able to cast his spell to freedom...

**"Spellcasting... \_ \_ \_ \_ \_"**



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2	1	2	0	2	1	1	
S	🛡️	F	A	T	E	F	1
R	O	E	P	🛡️	V	O	2
U	W	🛡️	A	S	P	R	0
E	🛡️	N	🛡️	E	R	T	3
🛡️	M	L	R	🛡️	🛡️	A	1
T	S	🛡️	W	T	V	W	2

## SWORDS AND SHIELDS:

Find all of the swords in the dungeon.  
Every shield is attached to exactly one sword, and  
every sword is attached to exactly one shield.  
The numbers tell you how many swords are in that  
row or column.

A sword can only be found horizontally or  
vertically next to a shield.

Swords are never next to each other, neither  
vertically, horizontally, nor diagonally.

A sword might be next to two shields but is only  
connected to one.

2	?	2
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1	5	5
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2	3
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## BRIDGES:

There are no more than two  
bridges between a pair of  
rooms

Bridges can only be vertical  
or horizontal and are not  
allowed to cross through  
rooms or other bridges

When completed, all  
bridges are interconnected  
enabling passage from any  
room to another.

## WORDS:

CAGES  
DEN  
GATE  
JAIL  
POTION  
RAID  
TOWER