

# CRIES FROM THE ATTIC™

## OUT WITH THE OLD - IN WITH THE NEW...



Welcome back all. I'm making this short this month. Not only are we prepping for our major release of the *Aces & Eights* core rule book (see next issue for details) but we're also ramping up for *GAMA*.

Exciting stuff going on.

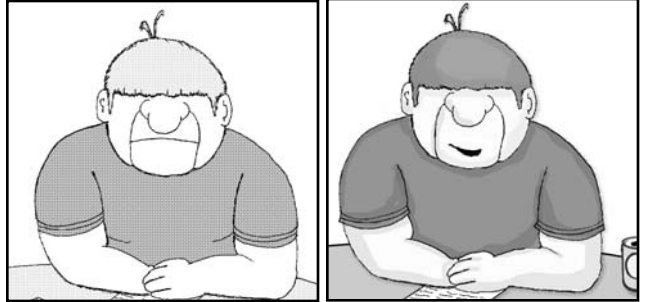
The peeks behind the curtain in recent issues at what goes on behind the scenes seem to have been popular with readers — so along that theme we're doing more of the same this issue as well.

As you may or may not know, for years I relied on bitmapped images that utilized pixel-patterns to show shading in *KODT*. We didn't know what I was doing. Heck, we still don't. That's the way the strip has been presented since *KODT#1* and the early *SHADIS/Dragon* stories. The crude jaggy images (so I was told) lent themselves well to the strip so it seemed like a good idea to stick with them and not mess with them.

About a year ago however things changed. We were forced to change printers (after nearly a decade) and suddenly *KODT* found itself being printed on a digital press.

Suddenly the old bitmapped images became problematic. Those pixel-pattern shadings suddenly were coming out on paper in strange and unexpected ways (which I'm sure some of you noticed).

So -- around issue 112, I began the long slow process of



Above: Out with the old -- in with the new. The old version of Brian straight-on is replaced with the newer 'digital friendly' version.

converting our catalog of *KODT* art/panels from bitmapped to full color images. The new art has been slowly introduced into the strips (replacing the old) over the past 12 issues or so. We did it slowly so the change over wouldn't be too obvious and readers could slowly adjust.

The Brian shot (above left) was one of the last of the bitmapped images to be replaced (issue 124).

You'll still see the old bitmapped images pop up now and then (in *One-Two Punches* for example).

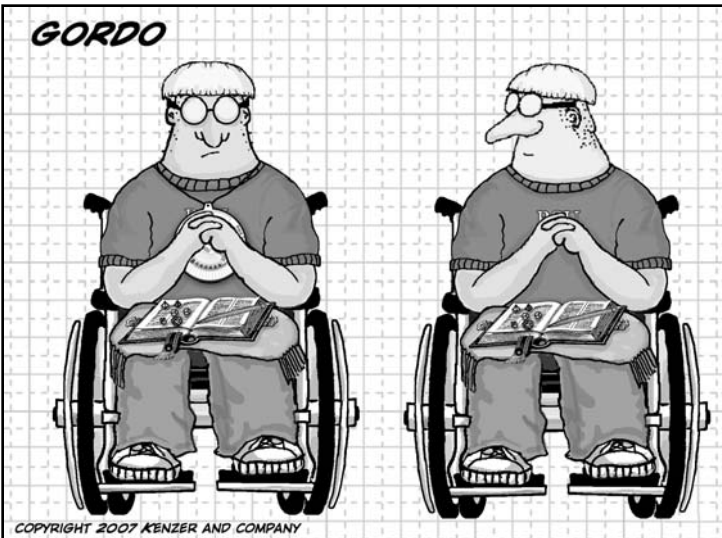
Scattered on this page are some examples of recent change overs as well as an entirely new piece.

Enjoy! Game on!

*Jolly R. Blackburn*

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February 25, 2007



Above: Although readers have known for years that Gordo uses a wheelchair there have been only a few references to his handicap. His pewter mini shows him in a wheelchair. And he was seen in his wheelchair on the cover of *KODT#100*. But never in the strips themselves.

That will change in an upcoming strip. The above are some early drawings I did (with thanks to Manny Vega's sketches for the Gordo Mini as reference).

### SEND IN THE CLOUDS



Speaking of face lifts -- one of the oldest pieces of recycled art in our catalog that gets used again and again is the little 'angry cloud' (above left) used to show that a character is fuming (usually after he's just been hosed by a GM or another player).

Way back in the early days of *KODT* I recall one confused reader writing in to ask "what's that black thing over Brian's head on page such and such...." Yeah -- I can't draw.

It's become such a part of *KODT*'s legacy I've been hesitant to replace it — this issue however we did just that (above right).