

CRIES FROM THE ATTIC™

A TALE OF TWO CONS



Well, the summer cons have come and gone. As always, GenCon was a blast. It was the first GenCon in several years that the entire *D-Team* was able to attend together. So that certainly made it special.

It was also special for some other reasons. Sales were up — not only for us but for virtually every company I've spoke with. So everyone came home recharged and enthused. If not a little sad. For we have to wait an entire year to do it all again.

I have one final con appearance for 2006 — **PentaCon** in Fort Wayne, Indiana (November 4 to 5. Go to www.pentacon-games.com for more details).

I'm pretty excited about **Pentacon** for a couple of reasons.

First off, not only is it a great con but it's close to where I was born and raised. So it's always a good excuse to visit the folks, look up old friends and ground myself again.

Secondly, Jason Holmgren (along with myself) is one of the special guests this year. Jason and I go back many years. Not only did he create one of my favorite comic strips (**Joe Genero**) in **SHADIS** when I was the editor, but he also did the first four covers of **Knights of the Dinner Table**. I'm looking forward to hanging with him and hopefully talking him into doing a fifth cover (evil grin).

Lastly, this year's **Pentacon** happens to be the tenth anniversary of my teaming up with **Kenzer and Company**. It was at **Pentacon** in 1996 that Dave and I made a handshake deal. My, how time flies. It was a life-altering moment for myself to be sure. I'm looking forward to celebrating the anniversary the best way I know how — where it all began, playing games with good friends.

If you're able to attend **Pentacon** look me up.

Before turning you loose on this month's issue, I wanted to take a moment to talk about our very own typo-slayer, **Bev Shideler**.

As anyone who has read **KODT** for any length of time knows, **KODT's** Achilles heel has always been the fact its been riddled with typos.

My bad mostly. Besides having **ADD**, I also have a quirky habit of working on the strips up til the very last minute when the issue is literally ripped from my hands by Steve and tossed on the press. I'm a tweaker. I admit it. And I love tweaking pages that have already been edited (thus introducing new typos to pages that have already been purged of them).

Over the years a lot of fans have offered to proof/edit the comic — wanting their favorite comic to be the best it can possibly be. And over the years I've explained that the typical issue of **KODT** often goes from my hand to press literally in a matter of hours. Particularly the strips themselves which I work on up to the last possible minute.

Bev was persistent. After explaining the quick turn-around time and the fact that my creation-through-chaos often thwarts the efforts of proofreaders she simply replied, "I can work with that."

And so she has. Anyway, I wanted to point out that she's an excellent proofreader and publicly thank her.

As for those typos that **STILL** appear month to month? Again — blame me. Because of our quick turn-around time, some of **Bev's** edits don't always make it in. Or... we goof and introduce **NEW** errors while correcting the ones she's found.

Which of course reflects on her. So I wanted to 'fess up.

We want her happy so hopefully she'll continue doing her magic for a long time (and trust me — you want her to keep doing it as well).

Hope you enjoy the issue in hand. This time around the **Blackhand's** story arc dominates the action. Don't worry — the **Knights** will be featured more prominently next issue.

Enjoy! And as always we live for your feedback. Good or Bad. So be sure to post on our boards or email me directly.

Game on!

Jolly R. Blackburn

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August 23, 2006

