

CRIES FROM THE ATTIC™

HAPPY ANNIVERSARY!!



My how time flies. Can I get a drum roll please? Ten years ago this month (October 15th, 1996) I put the finishing touches on the editorial of *Knights of the Dinner Table* #4, carefully copied the files and images to a Zip™ disk and dropped the issue in the mail. Its destination? A printer in Texas.

It was a scary moment for me. Not only had I borrowed nearly two grand from my parents to cover the printing cost, but my editorial had effectively committed me to a monthly publishing schedule. I was 'locked in' so to speak. Going for broke.

I was also heading toward disaster.

For when that issue came back from the printer I was shocked and horrified to find they hadn't properly installed the fonts. The issue was a horrible mess. Barely readable. And worst of all — unsellable.

With three thousand botched issues of a magazine stacked in my living room and the printer refusing to make good on the mistake the phrase, "I'm doomed!" ran through my mind.

Barely two weeks out the gate, my bold plan to go monthly looked like it was about to go down in flames.

I had just rolled a fumble in a major way. Or so it seemed.

I'm not going to recount the entire story. I think I did an adequate job in the editorial of Issue 100.

The short version is that a few weeks later Dave Kenzer came down to crash at my house while he attended Pentacon '96 in nearby Fort Wayne.

By the time the con ended we had a handshake deal.

KenzerCo would reprint the botched issue #4 and the dream of doing a monthly comic book/magazine would no longer be a solitary effort but a team effort.

As I write this editorial my bags are packed. In a few days (quite by coincidence) I'll be attending Pentacon 2006 as a **Guest of Honor**. The very place where ten years ago the *D-Team* started their journey together (And ironically enough, Jason Holmgren — cover artist for *KODT*#4 is slated to be one of the other honorary guests).

And what a long rewarding journey it's been.

Somewhere along the way we managed to win an armload of **Origin** awards for **Best Professional Games Magazine**, a Game of the Year award for **HackMaster**, a **Gamer's Choice Award**...

And just a few days ago we learned our latest release, **The Great Space Race** has been nominated for **Games Magazine's Top 100 Games** list.

Together (Steve, Dave, Brian, Jen, Barb, Mark and myself) we have managed to put out 121 monthly issues without a break in publication — for the span of a decade!

Not too shabby.

Needless to say I plan on doing some celebrating at Pentacon '06 this weekend.

Meanwhile I hope you enjoy this issue.

Game on!

Jolly R. Blackburn

Jolly R. Blackburn
October 30, 2006



YEAH, I PRETTY MUCH CARRIED THEIR ASSES THE ENTIRE WAY.