

CRIES FROM THE ATTIC™

WHEN EVERYBODY KNEW YOUR GAME...



I was digging around in some old file archives the other day and stumbled across a few half-baked songs I was apparently tweaking for **Parting Shots** seven or eight years ago. Something I had almost completely forgotten working on.

Now usually such material is best left buried (meaning there's a reason why it was abandoned to gather dust). But as I read through this particular file I came across a filk for the TV theme song to **Cheers** that seemed strangely relevant today.

Each new edition of **D&D** tends to bring new players into the fold — but it also further fragments the existing pool of players.

Just the way things work.

Some players decide they're going to stick with one of the various older editions while others move on and adapt to the new.

With **4e** coming out there will be six editions of **D&D** out there (well — if you count Basic **D&D** as an edition and **3.0** as a separate edition from **3.5**).

Add to that the variants and hybrids (**Truetwenty**, **Castles & Crusades**, **HackMaster** and any other system you want to toss on the pile) people who once considered themselves “**D&D** players” are now essentially playing with different rules.

They tend to seek out others who play the same flavor of **D&D**. And they tend to congregate together — in their own circles with other like-minded gamers. Often in their own out-of-the-way corners of the Internet.

Which is far different than the way things were less than a decade ago — when you could essentially plop your books and dice bag down at any table running **D&D** and know everyone was playing the same game with the same rules.

Sure — there might be some house rules to learn. Maybe some fiddling and tweaking to be done between a **1e** game and a **2e** game. But nothing that couldn't be sorted out in short order.

Today the landscape is much different. And it's not that I'm complaining, mind you.

Truth is, I think things in general (in terms of quality, variety and options) are much better. And with print-on-demand publishing, PDFs and the Open Gaming License, there's more talent and creative minds contributing to the magic of the game I've always loved than ever before.

Where Everyone Plays Your Game

(Sung to the tune of the Cheers Theme Song)

Making your way to the old Games Pit
Takes all the gas you've got.
But taking a break from all your worries,
sure will help a lot.

Wouldn't you like to get away?

Sometimes you want to go....

Where everybody knows your game,
and the rules are all the same.

You wanna be where you can see,
Dice all roll the same.

You wanna be where everybody knows
Your Game.

You wanna go where you can know,
everyone plays the same,

You wanna go where everybody knows
your game.(fade out)

Even so — I do find I miss those days when “everybody knew my game.”

Well, enough waxing nostalgic.

I wanted to point out the ad on page 6 of this issue — for a limited time we'll be giving away a FREE issue of **Knights of the Dinner Table**. Part of a **Readership Drive** we're conducting to help kick off the new year.

A complete back issue of **KODT** in digital/pdf format you can download from our website.

We want to encourage you to download it and pass it (and/or the link) around. To friends. Your local game store. Family. Anyone you think might enjoy reading it.

Our hope of course is that the “hook” we've hidden in our little bait trap will set and we'll snag a few more readers to join us here each month.

With that said, I'll turn you over to the issue in hand. We had a lot of fun pulling this particular issue together. I hope you enjoy it.

Remember, we thrive on your feedback (good or bad). Just take a look at the bottom of page 7 — there are several ways for you to give us that feedback listed there.

Game On!

Jolly R. Blackburn

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