

CRIES FROM THE ATTIC

TIME TO HIT THE TRAIL...



Yep — it's that time again. Season of the summer cons. *Origins* is right around the corner and then GENCON not far behind. That time again — hopefully we'll see you there.

It's fitting that this issue has the *Knights* and other characters in the strip packing up and going to *GaryCon*. We've been attending cons both as gamers and exhibitors for a few decades now so it's about time we've actually drawn from some of that experience for inspiration and 'show' the gang at an actual con (as opposed to just talking about it around the table afterwards).

You'll have to let us know how it went.

This issue is a bit unusual. It has a western theme (excluding the strips). There's a couple of reasons for that.

First off, about the time you read this we'll be shipping a handful of new *Aces and Eights* product. *Aces & Eights* was something of a surprise hit for us last summer and sold out almost immediately after hitting our docks. Well the core rule book is now back in print (in two flavors — premium leathered hardback, like the original printing, and a softcover version for those on a budget). We also yielded to demand and added a *Player's Guidebook*. Check out the *Aces & Eights* ads elsewhere in this issue for the other new products.

The second reason for the western theme, it was recently announced that *Aces & Eights* has been nominated for a *Best RPG of 2007 Origins Award* (see *Game Vine* this issue for more details).

We felt that was something to crow about and that it called for some celebrating. So the extra content in this issue is our way of saying thanks to those of you who have supported our efforts. Enjoy!

And if westerns aren't your thing, don't worry. Things will return to normal next issue.

But be sure to check out how all the regular features are tied together (*Good, Bad and the Ugly*, *Rustlers of the Night*, *Bait and Tackle*, *Plot Werkz*, *Casting Call*, etc).

We plan on doing this on a semi-regular basis focusing on various genres (fantasy, sci-fi, modern era). So let us know what you think of this approach (and yes we're taking submissions along these lines).

Another big change this issue to take note of.



You'll find the strange new icon to the left scattered about the magazine. It indicates there is downloadable related material on our website (free). Fully statted characters, maps, weapon cards, bonus material, etc. Our answer to giving readers more of what they want without taking up valuable page real estate. We hope you approve.

Speaking of changes, with this issue we're officially embarking down the short path to issue 150! Over the next few months we'll be introducing new features and trying a few new things.

One of those 'new things' we're considering is an occasional short adventure. Be sure to check our website for more details.

And with that, I'll turn you over to the issue in hand.

Enjoy! See you at the summer cons.

Game On,

Jolly R. Blackburn

May 15th, 2008



TEN YEARS AGO THIS MONTH: This panel from *Knights of the Dinner Table* Issue 20: *Virtual Liabilities*.