



KENZER AND COMPANY

**Knights of the Dinner Table
Bundle of Trouble:
Volume Forty-Four**
PDF edition - June 2014

© Copyright 2014 Kenzer and Company, All Rights Reserved.

Subscriptions: Six month, one-year and two-year subscriptions to the monthly Knights of the Dinner Table magazine are available. Please see our website for ordering details and prices.

Other Merchandise: We have **back issues** as well as additional Knights of the Dinner Table compilations for sale including other volumes of **Tales from the Vault** as well as the **Bundles of Trouble** trade paperbacks that feature the early issues of Knights of the Dinner Table magazine.

Kenzer and Company also produces several role-playing games and board games. For a full selection of our merchandise, please visit our website.

Mailing Address:

Kenzer and Company
511 W. Greenwood Ave.
Waukegan, IL 60087
E-mail: questions@kenzerco.com
World Wide Web address:
<http://www.kenzerco.com>

Submissions: We accept submissions for strip ideas, jokes, cartoons, etc. We are interested in running anything that other gamers and fans would enjoy. See our website for writer's guidelines. Electronic submissions preferred.

Internet: jolly@kenzerco.com (editorial inquiries only) or questions@kenzerco.com (all other inquiries). Our Twitter handle is @Kenzerco or find us on Facebook <https://www.facebook.com/jolly.blackburn>

Legal Notice: Knights of the Dinner Table and HackMaster are registered trademarks of Kenzer and Company,

CattlePunk, SpaceHack, KODT, Bundle of Trouble, Cries from the Attic, Parting Shots, Tales from the Table, Jump the Shark, Warp Factor 5, It's on like Donkey Kong, The Boys are Back in Town, the Kenzer and Company Logo, and all prominent characters and likenesses thereof are trademarks of Kenzer and Company.

Knights of the Dinner Table

BUNDLE OF TROUBLE

VOLUME FORTY-FOUR

The KODT Development Team is

JOLLY R. BLACKBURN • STEVE JOHANSSON • DAVID S. KENZER • BRIAN JELKE

TABLE OF CONTENTS

Cries from the Attic	2
ISSUE #151: JUMP THE SHARK	
SCORE!!	4
Midnight Calling	7
The Welcoming Committee	12
Rollin' it Old School	18
The Four Herdsmen of the Apocalypse	20
The Game's Afoul	24
Gamers at the Gates	27
Wedding Bells	29
ISSUE #152: WARP FACTOR 5	
The Crit Hits the Fan	31
New Blood	35
Bringing in Waco	39
Aren't you Going to Say it?	43
The Night Caller	48
The Wager	50
ISSUE #153: IT'S ON LIKE DONKEY KONG	
The Assignment	55
The Absentee	57
The Road to Hack	64
Keep it Safe	69
Pedal to the Metal	71
ISSUE #154: THE BOYS ARE BACK IN TOWN	
On the Eve of GaryCon	80
Basement Blues	82
The Stage Has Left	86
Operation Breakout	87
Road Chatter	89
The Rumagers	93
Where There's a Will	96
Basement Rules	99
Dream Date	104
EXTRAS	
Bits and Pieces	107
One-Two Punches	109
Parting Shots	113
Who's Who in KoDT	117

KNIGHTS OF THE DINNER TABLE™ was accidentally created by Jolly R. Blackburn way back in 1990 as 'filler' for his small press magazine, SHADIS™. It was something of a 'creative burp' and Jolly really didn't give it much thought. Perhaps that's why he was just as surprised as anyone that soon KODT was overshadowing everything else he'd ever done and that the *created* was now controlling the *creator*. Fortunately, writing and drawing KODT strips isn't the lonely job it was in the past. Hundreds of fans have contributed to the beast over the years and since joining the ranks of KENZER AND COMPANY and the formation of the KODT DEVELOPMENT-TEAM, the Knights have gone far beyond anything Jolly or the rest of the Kenzer and Company staff ever imagined. It's been a wild ride and the gang looks forward to seeing where the Knights takes them next.



A COMPILATION OF KODT ISSUES 151 to 154

Jump the Shark • Warp Factor 5

It's on like Donkey Kong • The Boys are Back in Town

CRIES FROM THE ATTIC™

Editorial of a madman



This volume of **Bundles of Trouble** starts off with the return of a character who had been absent from the pages of the comic for almost, nine years!! The subsequent issues deal with how the Muncieverse™ deals with that character's return from 'death' and the events he sets in motion.

I thought running the original editorial (in part) would be appropriate here...

"If you don't like spoilers you might want to read the strips in this issue first and then come back (although the cover and title of this issue are pretty much a spoiler in themselves). Consider yourself warned.

The big question on many readers' minds the last two months has been — Is Gary Jackson alive? Issue #149 cruelly ended with a bit of a cliff hanger as a familiar looking shadow of 'somebody' from the past greeted Jo Jo Zeke.

Since then we've been flooded with emails and posts on our forums as to what the shadow really meant and exactly who it was. There have been some interesting theories. One of the most popular is that the shadow belonged to Timmy Jackson (all grown up). Another theory is that it was Logan Foremax (some think he has a similar profile and he DID appear as a 'shadowy figure' as the mysterious Team Ninja leader in a **World of Hack Kraft** strip last year). Others still proposed it was a dream sequence and Jo Jo was in a drunken stupor.

Okay so now it can be finally told — Gary IS alive. I won't give away all the **clues** and whys here — most of that will be revealed in the coming issues as the tale unfolds.

I will say this — Gary's return has been planned for 8 years and wasn't something just recently contrived. In fact, if you go back to the strip with Gary's fun **call-in** issue #55 (**We've Become Orphans**), the first clues are right there.

The fact is we've been laying down clues in the strips for the last 8 years. Those paying close attention may have noted the newspaper Sheila was reading in Issue 137 for example. Or the intern, "Jack Grayson", who has been listed in the Table of Contents of **KODT** for the better part of 5 years (Waco once commented about Jack, "He's good. He's Gary Good.")

That last panel in issue 149 (**BOT Volume 43**) had been a long time coming. And when the **Hard Eight** story arc escalated a year or so ago when things kicked into gear, we feared we had tipped our hand and readers would figure it out. (And yes, Greyldon — You "always knew"). Even my wife, poor Barb, thought Gary was really dead up until a few months ago (still trying to make it up to her that she wasn't brought into the circle).

And of course last March when the strip appeared with Jo Jo brooding over an unopened bottle of Scotch on the anniversary of Gary's death it was a bit of sad irony (and quite by coincidence) that Gary Gygax happened to pass away a few days after that same issue went to press. Our fear was that readers would wrongly assume the strip (and the story arc around it) was somehow trying to bank on the news.

Speaking of Gary Gygax, when he learned we had killed off Gary Jackson back in 2001, he gave me a hard time about it. He liked the character, he explained.

"Steve Jackson thinks he's Gary. But everyone knows he's me." he joked in an email.

The truth is (as I've written many times), **Ge-Jay** was initially based on MANY people I've known over the years — both in the gaming industry and out (including a former boss I once had who referred to himself as Top Cat). Since that time he's managed to grow and become a unique personality in his own right, I think.

At any rate, it's good to have him back. Let the games begin. And apparently, (based on emails), a lot of you agree."

One other thing I'd like to mention about that original issue — just as we were going to press, news arrived that Dave Arneson (co-creator of D&D) passed away.

We knew we couldn't let the moment pass without some sort of nod to the man who had helped bring so much magic and friendship into our lives. A likeness of Dave was added (that's him raising a beer to Gary as he 'jumps the shark') by the Fram Brothers.

Speaking of that cover, we knew that bringing a character back from death is often the kiss of death in comics (as well as television series) and an indicator that things are winding down and the creators have run out of ideas.

I'm glad to see we had at least five years. Hopefully there's a few more still to come. :)

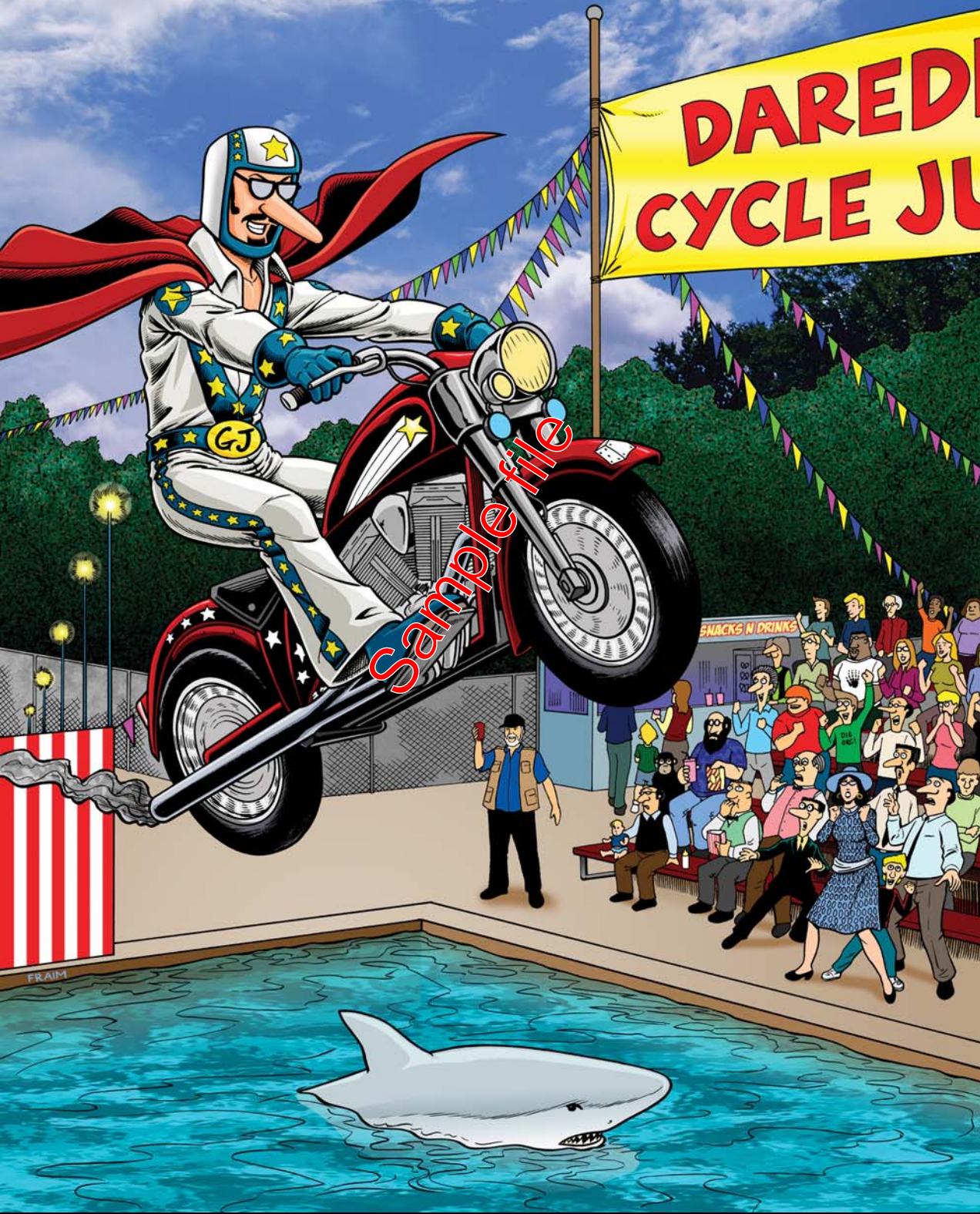
Game on!

Jolly R. Blackburn

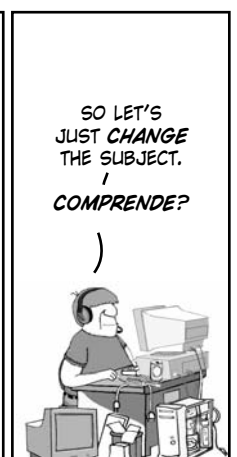
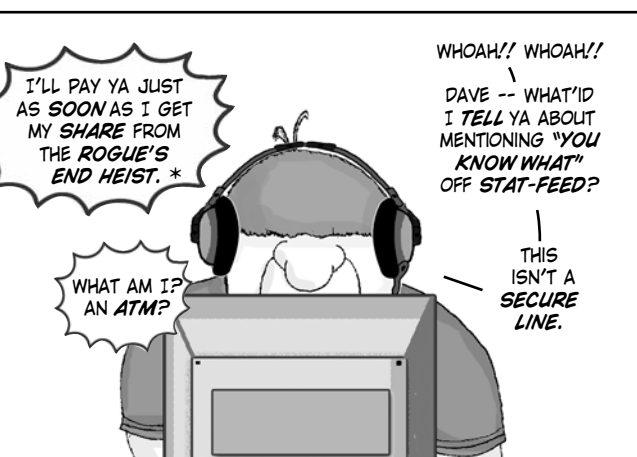
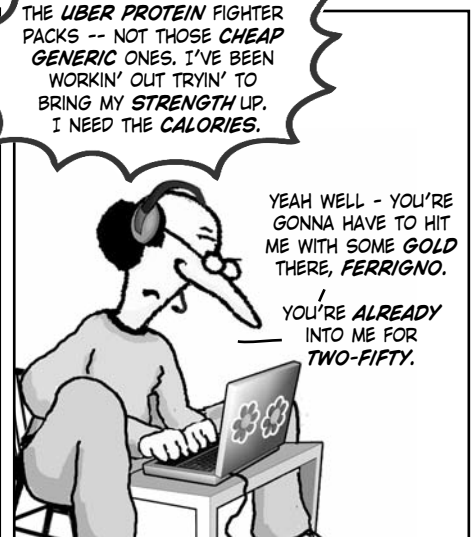
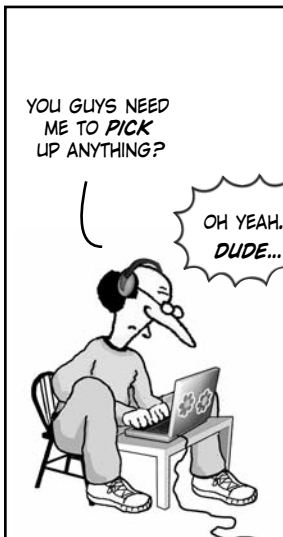
Jolly R. Blackburn

April 7, 2014

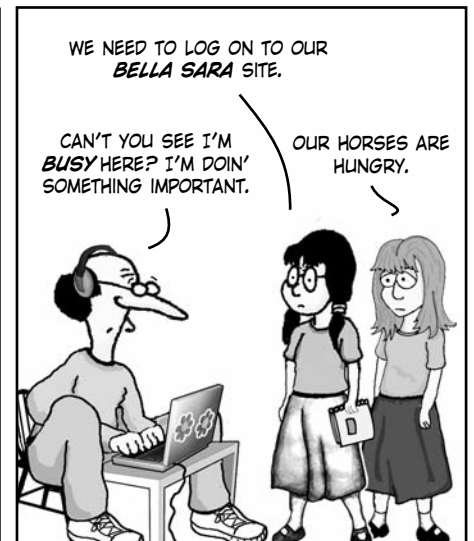
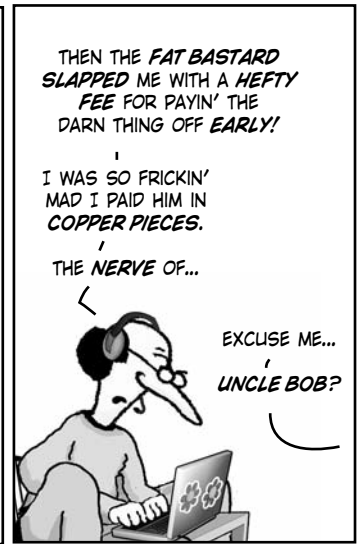
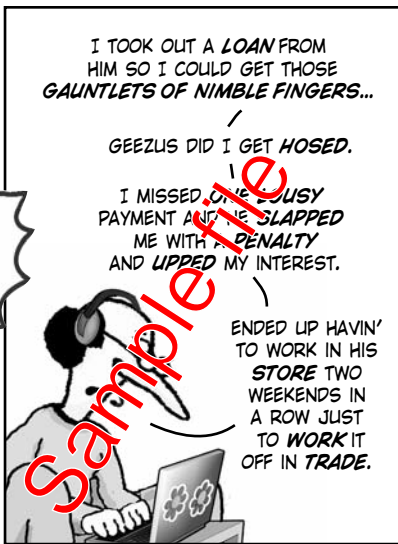




KODT #151: Jump the Shark

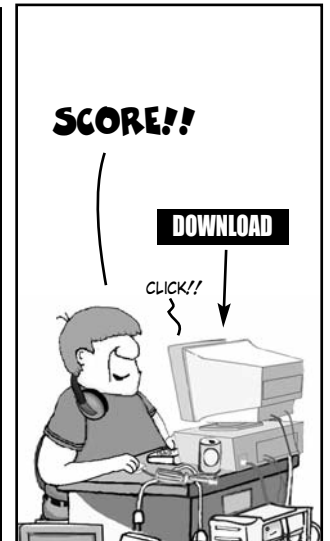
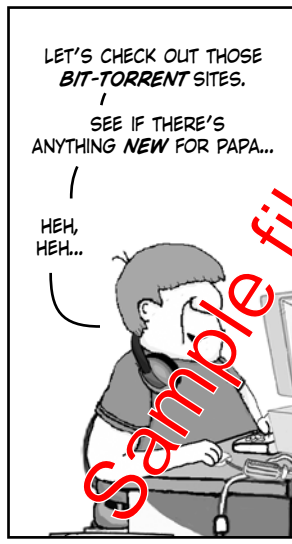
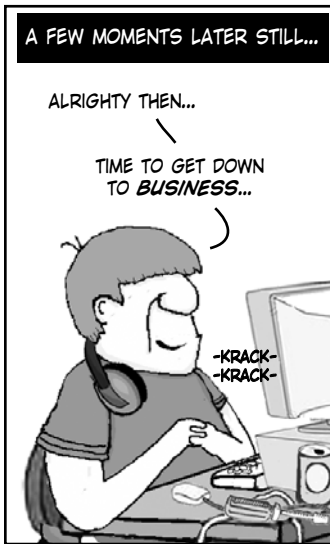
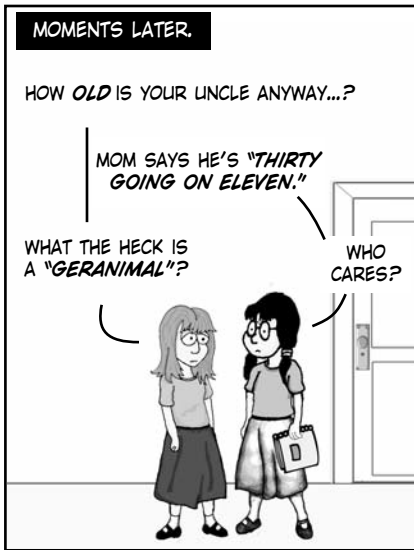
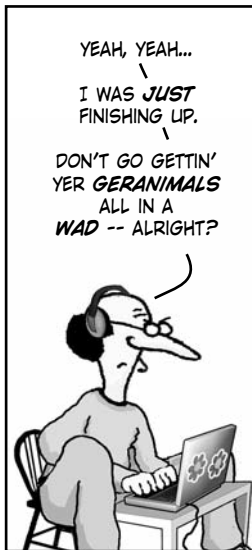


* **Bundle of Trouble #43: THE HEIST** and **THE PARTY CRASHER** — The World of HackKraft tribe, the Rough Shods, unknowingly take out a Stash Pile belonging to a 'major player'. They are currently laying low and sitting on the stolen goods waiting for the heat to blow over.



"DICELESS!! MOTHER OF BLESSED DICE ROLLS PRESERVE US. I HEAR THE BARBARIANS POUNDING AT THE GATES!!!" WITHOUT DICE WE ARE MERE PAWNS OF THE GAMEMASTER."

—Brian Van Hoose, [Bundle of Trouble #4](#), [Let the GM be a Lady Tonight!](#)



* **Bundle of Trouble Volume #43: THE NEGOTIATOR** — After retrieving Heidi Jackson's manuscript for HackMaster from the rioters at the "Gamer Gulag", Tuley takes it upon himself to 'leak' the file to the public. "The World has to know!"