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Top Ten reasons to play Monty Python and the Holy Grail

- 10) We shall say "Ni" to you if you do not appease us!
- 9) Questions Three Cards - What other CCG require the players to answer trivia questions as part of the game? Brush up on your trivia and you will excel at this facet of the game.
- 8) Song Cards - Great for games at conventions, bars or anywhere in public. Force your opponent to stand up and sing or they will face the consequences.
- 7) You get to kill stuff - Knights battling peasants, knights battling other knights, knights battling young virgins. No, scratch the virgins, it's too perilous.
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- 5) One deck per player does it all - Specially designed starter decks allow players to play and win with just one deck. Also, each deck is guaranteed to have at least two of everyone's favorite knights from the round table.
- 4) You can use the Holy Hand Grenade of Antioch and blow thine enemies to tiny bits.
- 3) There is but one punishment for setting alight the grail-shaped beacon. Zoot, Dingo and the rest of the young virgins have been very naughty and they must be punished.
- 2) Monty Python and the Holy Grail is the funniest movie of all time. Each game is like rewriting the script of your favorite movie in your own particular ...um... ahh... Idiom sir?... Yes, idiom!
- 1) The killer rabbit - It has nasty, big, sharp, pointy teeth and is great fun to throw at your opponent. But remember, in order to run away, you must actually stand up and shout, "Run away! Run away!"



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KENZER & COMPANY

Knights of the Dinner Table #14
Fist Full of Dice and a Bad Attitude
December, 1997

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Submissions: We accept submissions for strip ideas, jokes, cartoons, etc. We are interested in running anything that other gamers and fans would enjoy. Send a S.A.S.E. for writer's guidelines.

Knights of the **D**inner **T**able™

"Fist Full of Dice and a Bad Attitude"

Created by Jolly R. Blackburn

**Ongoing Developers: Jolly R. Blackburn, Brian Jelke,
Steve Johansson and David Kenzer**

Cover by George Urbanic



Editorial of a Madman

Welcome back! As you've probably already noticed, this issue weighs in a little heavier than the typical issue of **KODT**. That's because we've crammed a free sixteen page insert in the middle. Consider it a gift from one group of gamers to another. The **GameMasters' Workshop**™ is a collection of generic gamemaster aids that can be dragged-and-dropped into any campaign. It's also a sneak-peek into the **Kingdoms of Kalamar**™ campaign setting (one of the other product lines here at **KenzerCo**). It's our holiday gift to our readers and our way of saying "thank you" for an incredible year.

In just nine short months, you've made **Knights of the Dinner Table**™ the fastest growing games publication in the industry. Our distribution level just recently surpassed 5,000 and shows no sign of slowing down. As Bob Herzog is famous for saying, "Hoody Hoo!"

If you recall, way back in Issue #5, I wrote about our plans to slowly expand **KODT** in the coming months. While promising to keep the same page count of **KODT** strips (Nobody wants to be tarred-and-feathered here), I explained that we would be adding new columns and features, bumping up the page count, and generally tweak and fiddle with the mix.

We're extremely mindful of the old adage, "If it ain't broke — don't fix it!" so we will be relying on you, the reader, to let us know if you like what we're doing. So be sure send in your letters and e-mail giving us your feedback.

Now to the issue at hand. Besides the 16 page insert (which, by the way, you can simply pull out if you find it annoying in the middle of your **KODT**), you will find two new regular columns.

The first is **Stevil's Bitter Pulpit**. Stevil answers questions put to him by our readers on the subject of gaming. Be forewarned, Stevil likes to express his opinions. He doesn't pull any punches and he generally speaks his mind with no apologies. 'Nuff said.

Our other new columnist is Donald Bingle! Most of you probably recognize his name. Donald has written material for **Chill**™, **TimeMaser**™, **Polyhedron**™, **AD&D**® etc. Donald will be taking us to the movies each month in his column, **A Gamer's View of the Movies**. This column presents movie reviews with a twist. As the title suggests, Donald analyzes the movies from a gamer's point of view. *How would a gamer have handled the traps Indiana Jones faced in Raiders of the Lost Arc?*

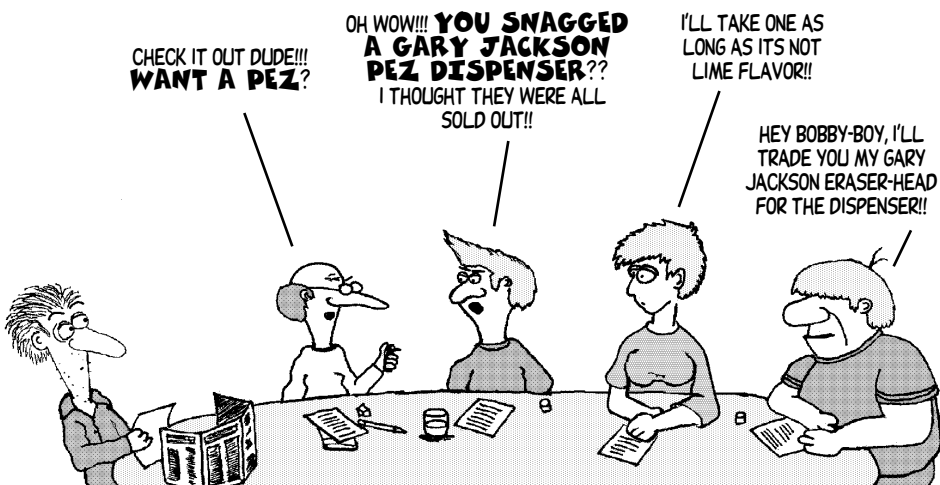
Also in this issue you'll find another edition of Tales From the Table. In issue 11 B.A. Felton shared his GENCON diary, detailing the exploits of the KenzerCo staff at the show. One of the stories we related was about the 'pipe-cleaner spider' we attached to some fishing line and lowered from a balcony onto unsuspecting gamers in the lobby of the Hyatt. That prompted Eric Steel to send us a letter and photos of his own pipe-cleaner monstrosities. We enjoyed it so much we asked him to write it up as an article so we could share it with the rest of our readers.

Before I close, I want to put out the call once again for your ideas and submissions. If you have something you think other gamers would enjoy reading — we want to see it!!

Until next month, Good Gaming!!

Jolly R. Blackburn

Jolly R. Blackburn
November 10, 1997



Our Readers Talk Back!

Dear KODT,

I am a student at Ball State University, and after reading the article in **Cries from the Attic** I had to say, "Damn, I was planning on doing that, too." Now it seems unoriginal.

But, that is not the purpose of this letter. I am writing to let you know that I work for the local gaming store, **Wizard's Keep**. Wizard's Keep has been in business for 15+ years, and I believe its owner is your long forgotten inspiration for **'Wierd Pete'**. (Wizard's Keep-Wierd Pete's...sounds pretty similar).

The owner of this establishment is Stan Stephens, and he looks exactly like Wierd Pete, with only two exceptions: He has some grey in his receding hair and extensive beard, and he does not possess the 'gamer's waistline' that Wierd Pete has, but other than that; the glasses, advice (some good, some bad), the receding hairline, and constant commenting on different pros and cons of games, its all there.

Also, B.A.'s "Hoody-Hoo!" comment may have an origin here as well. A former employee of the shop often greeted customers with a light-hearted "Howdy-Doo!". This may be a stretch, but it could be a possibility.

Harvey Krantz
via email

Apparently there are a lot of Weird Pete look-alikes out there. At a recent con no less than four people approached our booth informing us they knew the 'real' Pete. The truth is, Wierd Pete is a montage of personalities I've ran into over the years. Besides, I'd hate to dissappoint all those readers who feel 'they' know who the real Weird Pete is.

Jolly

Dear KODT,

Just thought I'd drop a line to say how much I love **KODT**. My friendly neighborhood comic shop pulls a copy for me every month, and is rapidly becoming the **ONLY** title I've read as soon as it arrives. But what I want to know is this: I've searched high and low, and cannot figure out where you guys have hidden the camera that so obviously records my group's weekly sessions! Fess up, guys, you're watching us!

Are there any plans to collect into a trade paperback? I'm only missing #'s 1 and 2, and wouldn't mind it if the trade had more than those 2 issues. I'd be willing to pay good money!

Thanks for such a fun comic. Keep up the good work!

Pete Hooper
via Email

Once again we're accused of using hidden cameras to gather our material. There is absolutely no truth in the rumors. That small black box mounted over your gaming table is just a harmless Radon-Detector placed by our engineers for your protection. (Because, we really care!).

As far as trade paperbacks - yes, yes, YES!! We are planning on reprinting back issues in the near future. We will be bundling three issues per book. (the first being issues, 1, 2 and 3). There is no definite release schedule, however, so look for a future announcement here in KODT.

Jolly

Dear KODT,

I get kind of inured to some of the **KODT** strips when they're all lined up in a row in the comic collections, but I had to drop a note and tell you: I read the strip in **Dragon # 241** tonight (the one about the dead-end corridor), and you quite nearly killed me. I haven't laughed so damn hard since the Random Encounters Chart piece.

You really do have the Dilbert of the gaming world.

Dntpntc@aol.com
via email

Dear KODT,

Greetings! Long time reader, first time caller...err, writer! I just picked up the 12th issue of KODT the other day and, as usual, loved it. So did other people apparently, as my story will show.

My roommate and I ordered a pizza the other night from a local pizza chain and were awaiting its delivery. It was raining outside and the pizza was late, but we weren't overly worried, knowing that the bad weather sometimes slows down delivery persons. Well, when the driver finally showed up, he apologized for being late and said that he had had an accident. He had hydroplaned into the back of another car.

The other car had not been damaged and pizza-man said, "I gave the driver ten bucks as an apology, and he was happy." However, our pizza had slid off the seat and become a crumpled mess. The driver said that he was sorry about the condition of the pizza and that if he could use our phone he would get us a replacement pizza delivered. So, we let the guy in. As he walked to the phone, he noticed the 12th issue of KODT laying on a chair.

He said, "Oh you guys read that too?" We answered in the affirmative. The pizza man smiled and said, "Yeah, I was reading that issue when I ran into the guy tonight." My roommate and I stifled our laughter until the pizza man left.

In the end, we got our new pizza. But, maybe there should be a warning on future issues to "Not operate heavy machinery while under the influence of KODT." *grin* Thanks again for putting out such a great comic.

Rod Spellman
via email

I may have lost count, but I think this is the third time a reader has reported that an issue of KODT has caused (or nearly caused) a traffic accident. And then there's that disturbing incident of a mass-bedwetting at Gencon reported a few issues ago. If this keeps up, we will require a medical-waiver from all readers prior to purchasing a copy of KODT. Remember folks - Don't drive and read at the same time!!

Jolly



GOT SOMETHING TO SAY??? HUH??? YOU CAN WRITE TO US VIA E-MAIL AT **JOLLYRB@AOL.COM!!** OR YOU CAN SEND YOUR SNAIL MAIL TO **KODT LETTERBOX, 1003 MONROE PIKE, MARION, IN 46953**

TABLE TALK: READER MAIL

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* See KODT#4: A Hole Lot of Trouble