

YOTTA NEWS

YOTTAQUEST
7 6 0 7 HAMILTON AVE
CINCINNATI, OH
4 5 2 3 1

IT'S FINALLY HERE !

DUNGEONS & DRAGONS

4TH EDITION

...And whether you've been waiting with baited breath or loathing the day, it's one of the most highly anticipated RPG releases in recent history. A full introduction module, *Keep on the Shadowfell*, was released on May 20th, but the official launch date is June 6th. This month we will see the core rulebooks (pictured) hit the stores. The *Player's Handbook*, *Dungeon Masters Guide* and *Monster Manual* will be available individually or in a boxed set. But how is it? Will it live up to the hype? Here is an excerpt of a review from *Ain't it Cool News* contributor, Massawyrn:

"Every decade or so Dungeons & Dragons gets a make over. Not just a facelift, but a complete rebooting of the system. What I've always loved about these reboots is that each time the designers make sure to integrate, rather than move away from, the innovations of the previous decade. When 2E came out in '89, it took all of the math, the charts and the diversity that had emerged in gaming throughout the 80's and created one of the most complicated systems to date. When 3E hit the shelves in 2000, it took the revolution of the Vampire White Wolf Storyteller system - the notion of complete character individuality and modular options - and gave it a strong, but much more complicated system to work with. Now, with the revolutions in online gaming, Dungeons & Dragons once again finds itself evolving. From Everquest to the World of Warcraft (and the many other imitators in between and after) comes the notion of perfect balance - the idea that every class, every character, every role in the party, has something to do and never, ever, has to sit on the sidelines.

That is the single most important change to this system. I don't care what you're playing, whether the party's wizard, its cleric, the fighter or its rogue, you will always have the option of doing something useful. You will never be forced (as long as you're conscious) to simply sit and watch everyone else play because you've run out of spells or don't have a high enough Spell Penetration or lack a weapon property

to get through DR. Those days are done. Clerics don't just hide behind the fighter waiting to stand them up any more. And you can actually successfully run a party without one now. Oh, and the retarded notion of having to rest for the day because the wizard blew through his spells too quickly (even when the rest of the party is full up)? Over and done with. In redesigning the way the character classes work, they've managed to eradicate most of the stupid tropes that we've all just kind of sighed at and tried to ignore in the context of role playing.

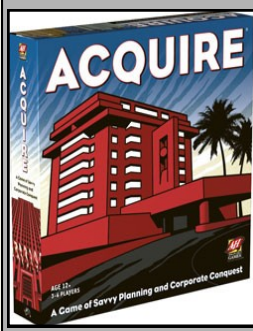


4E completely reinvigorated our group. It's weird, but in creating a new edition, they found the magic that made Dungeons & Dragons what it always was. They've taken shovels and dug out the core of what makes the game tick and built a system that focuses on THAT. This feels like 1st edition all over again. It has everyone

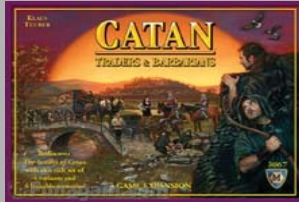
excited. No one skips or misses games. And when we have to cancel, it becomes a big production of attempting to reschedule before canceling. Seven people in our group and every one of us, no matter how resistant, no matter how angry about a new edition we might have been, have discovered a brand new passion for the game. There's a lot of negativity out there right now, a lot of anger over this rule change or that rule change or the thought of all those now nigh useless books. But come June that's going to change. People are going to see first hand how those changes work together to make a superior experience. The game is more fun and less work. And I, for one, am never going back. I am a 4E player. And I can't wait until you guys are too."

Massawyrn's full review can be found on the web at aintitcool.com.

Be sure to check out all of the products mentioned here at **YOTTAQUEST**. Also, look for the new module, *Thunderspire Labyrinth*, as well as new *Character Record Sheets* and the *Dungeon Master's Screen* coming in July from Wizards of the Coast. Look for a full 4th Edition release schedule on page 4.



NEW IN JUNE



NEW RELEASE LIST

- D&D 4TH EDITION CORE RULEBOOKS 6/6
- ACQUIRE 6/13
- MUTANT CHRONICLES CMG JUNE
- CATAN: TRADERS AND BARBARIANS 6/26

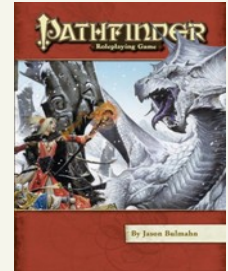
ON A ROLE RPG NEWS

Paizo Publishing has announced that Monte Cook has signed on as Rules Consultant for the new Pathfinder Role Playing Game. Monte is the co-creator of D&D Third Edition and the author of the 3.5 *Player's Handbook* and *Dungeon Master's Guide*. He will be writing an introduction to the final release of the Pathfinder rule book.

The 420 page hardcover volume is due to be released in August 2009.

Pathfinder's rules are based on the D&D 3.5 rules used under the Open Gaming License agreement from Wizards of the Coast.

Paizo Publishing stated that they were thrilled to have Mr. Cook on board.



EYE ON YOU

YOTTAQUEST CELEBRATES 4 YEAR ANNIVERSARY



Eye On Us

Yottaquest through the eyes of Jonathan Fay

Five years ago, I would have thought it insane for my father to own a game store. A year later and it was a reality. I was only 14 years old when my father decided to open Yottaquest. We thought of names for days, but mine stuck, Yottaquest. Yotta is the metric prefix for 10^{24} , septillion quests. What an adventure it has been! Four years ago, my father found the place to become our home and our house became a place just to sleep at. 7607 Hamilton Ave, a lair of filth and a treasure chest of potential. It took a lot of work; a 14 year old boy doesn't want to stay and clean up and work. I didn't want to paint ceilings or scrape paint off the bricks. I was just a

kid who wanted to go hang out with his girlfriend. On June 11, 2004, we opened the store for first time, I was able to escape that day and go out with my



friends. Yottaquest's first day is our record low day. We had nowhere to go but up. Summer vacation became a summer job. The job didn't end with summer, this first year Yottaquest grew up from a family store to a community. As the years go by I've learned about

myself and other people. From each little group of gamers comes the Alpha and the rules lawyers, but the best kind of people are the ones who share their games. These people try to invite as many players as they can to join their group. I've met many characters in this place. With so many faces coming and going, there are some who just like to be here. This community of gamers has grown tremendously and become a haven for all. An afterschool hangout. A place to escape our wives, or girlfriends. Just someplace to go, where everyone knows your name. Yottaquest is four years old, we have made it through some tough times and we thank everyone for helping us through it all.

SUNDERED SKIES OUT NOW!



JUNE 2008 EVENT SCHEDULE

<u>SUNDAY</u>	<u>MONDAY</u>	<u>TUESDAY</u>	<u>WEDNESDAY</u>	<u>THURSDAY</u>	<u>FRIDAY</u>	<u>SATURDAY</u>
1 Wotc Minis <u>Game Day</u>	2 Magic the Gathering Lorwyn/ Shadowmoor Block@6pm RPG: Castles & Crusades 6-10pm	3 Board Game <u>Night 6-10</u>	4 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds Kit#5-3	5 Pokémon League Play @5pm Open till a little after midnight to sell 4th Edition D&D	6 Friday Night Magic Flames of War Release: D&D <u>4th Edition</u>	7 Worldwide D&D Game Day
8 Star Wars 150point <u>Constructed</u> D&D Mini Axis & Allies Mini	9 Magic the Gathering Lorwyn/ Shadowmoor Block@6pm	10 Board Game <u>Night 6-10</u> SciFiCincinnati <u>Book Club 7-10pm</u>	11 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds Kit#5-3 YOTTAQUEST 4 YEAR ANNIVERSARY	12 Pokémon League Play @5pm Meetup Greater Cincinnati Role- Players @ 7pm	13 Friday Night Magic Flames of War Release: Acquire - revised; Heroscape- Large Exp Set 3 (Jungle Wave) Heroscape Wave 8 assortment	14 Bella Sara <u>10am to 11am</u> <u>Pokemon 11am</u> <u>Naruto Noon</u> Chaotic 1pm Maplestory-2pm <u>Kingdom Hearts 3pm</u> <u>Constructed</u> <u>LSR 4pm Constructed</u> Board Games <u>6pm-11pm</u> RPG: Star Wars Saga 1-6pm
15 Wotc Minis Game Day Father's Day	16 Magic the Gathering Lorwyn/ Shadowmoor Block@6pm RPG: Castles & Crusades 6-10pm	17 Board Game <u>Night 6-10</u> Creative Visions Comic Book Club <u>7-10pm</u> Release: SWR - <u>Gamemaster Screen</u>	18 Hordes / Warmachine League @6pm Chaotic League @5pm	19 Pokémon League Play @5pm	20 Friday Night Magic Flames of War OWBN Sabbat LARP 7pm Release: MTG - 15th Anniversary Starter w/ foil red <u>Kamahl</u>	21 Free RPG Day Board Games <u>6pm-11pm</u> OWBN Camarilla <u>LARP 7pm</u>
22 Star Wars 150point <u>Constructed</u> D&D Mini Axis & Allies Mini WoW Kit#6 Marquee Event Reg <u>Noon, Start 1pm</u>	23 Magic the Gathering Lorwyn/ Shadowmoor Block@6pm	24 Board Game <u>Night 6-10</u>	25 Hordes / Warmachine League @6pm Chaotic League @5pm	26 Pokémon League Play @5pm	27 Friday Night Magic Flames of War	28 Board Games <u>6pm-11pm</u> Battletech, Battle- grounds, War- machine/Hordes, Warhammer Fan- tasy/40k, Flames of War, etc. <u>10am to 6pm</u>
29 Wotc Minis Game Day	30 Magic the Gathering Lorwyn/ Shadowmoor Block@6pm RPG: Castles & Crusades 6-10pm					

A LOTTA YOTTA
STORE NEWS

- Work continues on the YottaQuest Gaming Dungeon.
- World Wide D&D Day June 7th.
- Free RPG Day June 21st
- Cincinnati RPG Meetup scheduled for June 12th. Join today!

CONFERENCE CONNECTION



- Origins Game Fair
Columbus, Ohio
June 25th - 29th, 2008
originsgamefair.com



- Gen Con Indy
Indianapolis, Indiana
August 14th - 17th, 2008
gencon.com



STOP IN, WE ARE OPEN 7 DAYS A WEEK.
Monday - Thursday 10 AM to 10 PM
Friday - Saturday 10 AM to 11 PM
Sunday Noon to 6 PM

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"I GOT GAME"

Join *The Greater Cincinnati Roleplayers Meetup Group* at meetup.com

Dungeons & Dragons 4th Edition 2008 Release Schedule

May 20th: <i>Keep on the Shadowfell</i> (game module)	September: <i>Scepter Tower of Spellgard</i> (game module) <i>Magic Item Compendium I</i> (sourcebook) <i>Forgotten Realms Player's Guide</i>
June 6th: <i>Player's Handbook, Dungeon Master's Guide, Monster Manual</i> (core rulebooks)	October: <i>Martial Power</i> (player sourcebook) <i>King of the Trollhaunt Warrens</i> (module)
July: <i>D&D Premium Dice</i> <i>Thunderspire Labyrinth</i> (game module) <i>Character Record Sheets</i> <i>Dungeon Master's Screen</i>	November: <i>Dungeons & Dragons Starter Set</i> <i>Draconomicon I: Chromatic Dragons</i>
August: <i>Forgotten Realms Campaign Guide</i> <i>Pyramid of Shadows</i> (game module)	December: <i>Demon Queen's Enclave</i> (game module) <i>Manual of the Planes</i> (sourcebook)

WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

STANDARD

May 2nd	Dan Gerhardt
May 9th	Brian Hughes
May 16th	Korey Fay
May 23rd	Dan Gerhardt
May 30th	Ben Bastin

Star Wars Minis (150 pt.)

May 4th	Bryan Creehan
May 18th	Mike Riegel
MTG Block	
May 12th	Korey Fay
May 19th	Mark Larson
May 26th	Matthew D. Fay

Shadowmoor Release Event

Door Prize Winner:	Benjamin Johnson
Flames of War Qualifier	May 3rd Tony Davis

YOTTA NEWS
VOLUME 1, ISSUE 4
JUNE, 2008

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