

YOTTA NEWS

YOTTAQUEST
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Happy Anniversary YOTTA NEWS

That's right! It was one year ago this month that Yotta News had it's humble beginning. A sample publication, really, with only a few news stories and a lot of filler saying ...this section will be dedicated to these types of articles...etc. Well it seems that the idea caught on and now we have twelve glorious issues to look back on. Moving forward, we're looking at expanding the format and making room for additional content like reader submitted articles, reviews and maybe even a random comic strip, short story or artwork. Plus, more of your favorite local gaming and industry news. The sky's the limit. Keep in mind, this publication is for you. Feel free to let us know what you would like to see covered here, and don't be shy about submitting something yourself. From a short bio on your gaming history for Eye On You, to tips on painting miniatures....Any relevant information you'd like to pass on. As always you can send those ideas or articles in to editor@yottaquest.com Thanks for reading....and here's to another year!

WotC Revises GSL

Responding to concerns and complaints from third-party game publishers about the Game System License (GSL), Wizards of the Coast released a revised version of the licensing document. This *Dungeons & Dragons 4th Edition* licensing document has been in the works for over six months.

The revised GSL, however, does not appear to address some sticking points that third-party publishers, particularly Green Ronin Publishing, had with the original document. In a message posted on the company's Website in August, Green Ronin President Chris Pramas said:

"Under its terms WotC could frivolously sue a signatory for supposed violations of the GSL, lose the actual court case, and still ruin the winning company because the license specifies that the signatory has to pay WotC's legal fees. Also, the GSL can be changed at any time and WotC is not legally required to so much as inform its licensees."

Both of these provisions still appear to be present in some form in the new GSL. It remains to be seen whether the changes made will expand the number of companies producing product under it.



Holding on for a Hero....Clix?

A deal for the sale of key WizKids assets, including **HeroClix**, will be announced soon, according to several sources. Topps will reportedly sell the assets to a company newly formed for the purpose. It's expected that new releases will start to flow later this year.



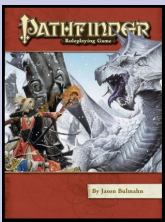
The last official word was from WizKids CEO, Lax Chandra, who said in late December that the company was "working hard to find a new home for the WizKids properties".

One of two bidders to publicly emerge, Pinata Games, in a post on the Save HeroClix site, said that it is "working on a long-term deal with the new owners to collaborate with them on the re-launch and operation of *HeroClix*." Pinata was formed by Jake Theis and Justin Ziran, formerly of WizKids.



The other bidder to go public, Catalyst Games, appears to be out of the picture.

ON A ROLE RPG NEWS



Paizo Publishing's D&D 3.5-compatible *Pathfinder RPG* won't see a physical release until August, but the company plans to release a slew of physical products supporting the hardcover version's release. Tens of thousands of players have already downloaded the PDF beta rules to the game from Paizo's Website.

The *Pathfinder Roleplaying Game Core Rulebook* contributes to and makes several changes to the core D&D 3.5 rules, including updates for the 11 core classes, new rules for spells and experience points, a new skill system, new feats and magic items, and more. Intended to stand alone, with no additional core purchases needed, the 560-page, full-color, hardcover book is scheduled for release at Gen Con Indy in August.

The *Legacy of Fire* "adventure path" sees the first of six releases, *Howl of the Carrion King*, April 15. Each of the six parts of *Legacy of Fire* includes a scenario and new game material for the *Pathfinder RPG* and are spaced out for release from April to July. Each title is a full-color, 96-page soft-cover. *Council of Thieves*, the first official campaign for *Pathfinder*, is a six-part adventure path that puts the players in pursuit of a shadowy band of infernal criminals in the city of Westcrown. Releasing monthly from August 2009 to January 2010, each installment is a 96-page soft-cover.



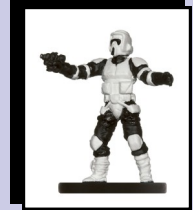
In related news, Paizo Publishing has released the Pathfinder Compatibility License, which will permit publishers the ability to mark products created for use with the *Pathfinder RPG* using a specially designed logo. The mark will indicate that the product is compatible with the *Pathfinder RPG* rules (which are published under the OGL from Wizards of the Coast).



SMALL VICTORIES MINIATURES GAMING

This month sees the addition of even more soldiers, heroes, villains and rogues into the ever-growing armies of *Star Wars* Miniatures. Wizards of the Coast unveils *Imperial Entanglements*, a classic trilogy-era expansion to their popular *Star Wars* Miniatures line.

Here's a sampling of some of the minis in this set. They're randomly packaged in booster packs of seven, with a total of 40 in the collection. These are due out on March 17, 2009.



In July Privateer Press is releasing *Monsterpocalypse Series 3: All Your Base*, an expansion that will allow players to expand their game with new MORPHER figures and faction installation buildings. Four of the MORPHER small figures can be combined to become one giant monster. The boosters only *All Your Base* expansion augments each of the six *Monsterpocalypse* factions with one new metamorpher monster, three new units, and six faction specific installation buildings. Other *Monsterpocalypse* July releases include a *Monsterpocalypse Series 3: All Your Base Map Pack* and a *Monsterpocalypse Series 3: All Your Base Strategy Guide*, a 64-page full color book that comes with an exclusive double-sided battle map.



EYE ON YOU

Matthew D. Fay

Hello there! You all might know me, I'm that guy who's usually behind the counter assisting you in your gaming addic... uh needs. I am also bound to this hobby of ours, and all that it entails. I have been playing D&D since I was old enough to roll dice (2nd Edition Oh Yeah!). Until the YQ, D&D was the only RPG I knew existed. Since that fateful day, I've now gone on to discover many new and different worlds. Currently I've been visiting Creation (2nd Ed Exalted), a really creepy world with lots of vampires (Old World of Darkness), and an older version of my beginning travels (1st Ed D&D).

One of my two favorite things I've discovered since we opened the store is Miniature Gaming. Since opening these doors, I've started my long schooling at the War College. Now every week, I'm locked in an epic conflict with other generals. Our pawns battling it out for our amusement, whether it be Beasts (Hordes), Metal Monstrosities (Warmachine), waves of futuristic Orks (WH40K), Naval fleets (Uncharted Seas), Alien Bugs (Starship Troopers), Mummified Hierophants (Warhammer Fantasy), or WWII Soldiers (Flames of War). I'm also starting to garner a Celtic Force (Fields of Glory). I really enjoy painting and have

recently gotten into Mod'ing and sculpting to keep my skills top notch. I will never be able to paint everything that I have, the boxes keep growing exponentially I swear. Currently I've been slacking but I paint in runs. I'll paint nonstop for like 3 weeks and get a huge chunk of stuff done, and then I'll wander off for a while amongst many other distractions (a.k.a. WoW).

My other favorite thing is LARP. Ewww LARP yeah, yeah, whatever. It deserves a lot more credit than it gets and I think every RPG gamer should try it out, twice. The first time you go is like entering any new social setting, its scary and there's weird people. The second time, people usually open up and realize their just gamers too. The interactions you get from having entire city political structures based on players is really astounding and the focus on player interaction really shines on the story and what each player may want to accomplish. I'm currently the AST (Assistant Storyteller) for an OWoD Sabbat LARP on Fridays, and I try to play in the Camarilla game whenever I get a chance. If you feel like trying it out just let me know, I'd love for more people to join and to prove that LARP isn't evil.

Yottaquest has brought many changes and new things into my life. Some people would expect me to hate it after the dedication to it for the last 5

years but the truth is, I can't picture my life without it. That first summer sealed my fate, working here for many 16-hour shifts, sorting so many cards my nightmares were filled with them. We've built this place up from just a trunk full. I imagine it staying around forever, one day knocking out the wall to the bakery and the sheet music store, conquering and growing further, someday opening the dungeon up for general use. No matter what happens though, what we have built here, the community, will stand strong. I've met many awesome people, and made many good friends, and I know in the years to come more will join us here. I would just like to say, Thank You.



MARCH 2009

EVENT SCHEDULE

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 Star Wars Mini 150 pt. DCI RPG: Tony H. D&D 3.75 (Pathfinder Rules) Ptolus Noon-6pm	2 Magic the Gathering Monday Night Madness @6pm (EDH) RPG: Scott H. Castles & Crusades 6-10pm	3 Board Game Night 6-10 RPG: Chris S. D&D4E FR Exploration 6:30-10pm	4 Hordes / Warmachine League Week 5 @6pm RPG: Chris S. D&D4E Thunderspire Labrynth 6:30-10pm	5 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	6 Friday Night Magic Standard @6:30 \$5 / Side Event Drafts \$15 Miniature Gaming in Back Room: 10am-Midnight OWBN Sabbat LARP 7pm	7 RPG: RPGA LFR D&D 4E 11am - 3pm Board Games 6pm-12am OWBN Camarilla LARP 7pm
8 Star Wars Mini RPG: Matthew M. 1st Ed. AD&D Classics Noon-6pm Daylight Savings Time Begins	9 Magic the Gathering Monday Night Madness @6pm (BYOB) RPG: Scott H. Castles & Crusades 6-10pm	10 Board Game Night 6-10 RPG: Chris S. D&D4E FR Exploration 6:30-10pm	11 Hordes / Warmachine League @6pm RPG: Chris S. D&D4E Thunderspire Labrynth 6:30-10pm RPG: Chris L. Exalted 6:00-10pm	12 Pokémon League Play @5pm Meetup Greater Cincinnati Role-Players @ 7pm	13 Friday Night Magic Standard @6:30 \$5 / Side Event Drafts \$15 Miniature Gaming in Back Room: 10am-Midnight	14 RPG: RPGA LFR D&D 4E 11am-3pm Board Games 6pm-12am
15 Star Wars Mini 200pts. DCI RPG: Tony H. D&D 3.75 (Pathfinder Rules) Ptolus Noon-6pm	16 Magic the Gathering Monday Night Madness @6pm (EDH) RPG: Scott H. Castles & Crusades 6-10pm	17 Board Game Night 6-10 RPG: Chris S. D&D4E FR Exploration 6:30-10pm <i>Release: SWM Imperial Entanglement Booster</i> St. Patrick's Day	18 Hordes / Warmachine League @6pm RPG: Chris S. D&D4E Thunderspire Labrynth 6:30-10pm	19 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	20 Friday Night Magic Standard @6:30 \$5 / Side Event Drafts \$15 Miniature Gaming in Back Room: 10am-Midnight OWBN Sabbat LARP 7pm Millennicon 23	21 D&D Game Day - Player's Handbook 2 RPG: Dungeon Delve 3pm Board Games 6pm-12am OWBN Camarilla LARP 7pm Millennicon 23
22 Star Wars Mini Release Event Imperial Entanglements 150 pts DCI Sealed RPG: Matthew M. 1st Ed. AD&D Classics Noon-6pm Millennicon 23	23 Magic the Gathering Monday Night Madness @6pm (Chaos Sealed) RPG: Scott H. Castles & Crusades 6-10pm	24 Board Game Night 6-10 RPG: Chris S. D&D4E FR Exploration 6:30-10pm	25 Hordes / Warmachine League @6pm RPG: Chris S. D&D4E Thunderspire Labrynth 6:30-10pm RPG: Chris L. Exalted 6:00-10pm	26 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	27 Friday Night Magic Standard @6:30 \$5 / Side Event Drafts \$15 Miniature Gaming in Back Room: 10am-Midnight	28 RPG: RPGA LFR D&D 4E 11am-3pm LARP: Lost (afternoon) LARP: Requiem (evening) Board Games 6pm-12am Warhammer 40K 8pm Q&A for new
29 Star Wars Mini RPG: Tony H. D&D 3.75 (Pathfinder Rules) Ptolus Noon-6pm	30 Magic the Gathering Monday Night Madness @6pm (EDH) RPG: Scott H. Castles & Crusades 6-10pm	31 Board Game Night 6-10 RPG: Chris S. D&D4E FR Exploration 6:30-10pm				

IT'S IN THE CARDS
COLLECTABLE CARD GAMING

Wizards of the Coast recently announced that it will be totally re-vamping its' core set releases. No longer will we see the familiar edition numbers. Now core sets will be released annually, with a year designation. Beginning in July of this year we will see *Magic: The Gathering 2010 Core Set* or *Magic 2010* for short. Along with this new yearly release will be three expert-level expansions.



Magic 2010 will be comprised of 50% new cards. This is a major change in how core sets will be viewed by players. New cards like "Wall of Frost" and "Silence" will be introduced to make *2010* more marketable to old and new players alike. Also, as with 10th Edition, all future core sets will have black borders. *Magic 2010* will have 249 cards including 15 mythic rare cards (9 reprints and 6 new).

WotC will be planning Prerelease and Launch party events for the first time with a core set in conjunction with the *Magic 2010* July 17th release date. Moving forward, they will also be allowing an overlap of about 3 months for 2 core sets to be legal at the same time. This "15 month legal" status will help accommodate the more frequent release of core sets.



Also included in *2010* are five *Lorwyn* "Planeswalkers" which should help make the set more attractive to skilled *MTG* players and prompt newcomers to learn the rules behind more complex cards.

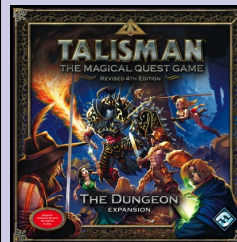


Monday - Thursday 10 AM to 10 PM
Friday - Saturday 10 AM to 12 AM
Sunday Noon to 6 PM

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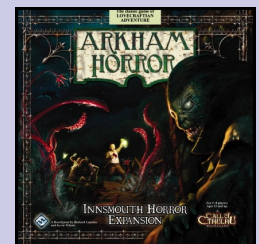
WELCOME A BOARD!
TABLETOP BOARD GAMING

Fantasy Flight Games' May release schedule includes new products supporting its board game lines.



Following in the footsteps of the similarly named and themed 1987 release for the original *Talisman*, *Talisman: The Dungeon* is an expansion for the *Fourth Edition* version of the game. *Dungeon* adds a new region (the dungeon itself), 100 new cards, and five new classes (Gladiator, Amazon, Swashbuckler, Gypsy, and Philosopher), as well as offering a new route to the Crown of Command.

Also, two of FFG's board games will receive supplements this spring. *Arkham Horror* fans can look forward to the *Innsmouth Horror* expansion, which adds over 300 new cards to the game, as well as new Personal Stories for each investigator. Players of *Descent: Journeys in the Dark* can obtain three miniatures of creatures currently represented by tokens in the game - *Kar-Amag-Atoth*, *Slaggorrath*, and *Dar Hilzernod*.



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

WINNERS' CIRCLE

**FRIDAY NIGHT MAGIC
TYPE 2**

- 2/06 Matthew M LeClaire
- 2/13 Steven Brill
- 2/20 Ben Bastin
- 2/27 Michael Brill

**2/1 MTG Conflux Prerelease
Ben Wienburg
2/7 Conflux Launch Day
Craig Wescoe**

**2/8 SWM 150 Pts
Mike Riegel
2/28 Federation Commander
Patrick Doyle**



WE WANT YOU

We're always looking for stories, reviews, bios or news from the realm. Let us know if there is anything you'd like to see in *YottaNews*. Submit suggestions or articles to:

editor@yottaquest.com

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