

VOLUME 3, ISSUE 10

OCTOBER, 2010

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CINCINNATI, OH
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YOTTA NEWS

YOTTAQUEST
FANTASY GAMING

A LOTTA YOTTA STORE NEWS

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The month started out with a big change... our new [website](#). Jonathan has completely upgraded the look and feel of Yottaquest.com. Check it out. You can even sign up for events. BTW, who went to the Cincinnati Comic Expo? Well, about 2,000 people. Yottaquest hosted the gaming room and it was a huge success! We are looking forward to next year and the special guest list is growing...

We also were a gold sponsor for *Celebrate Mt. Healthy*, a local event that we have been very active in for the last six years. To those that stopped by we had a car show, military band, popcorn, snow-cones, demos, Phil Dalton the Illusionist, and it was all free!

D&D players were treated to Worldwide D&D Game Day Red Box for a day of gaming and artwork that brought back memories of gaming years ago. D&D Encounters ended for *Dark Sun*, however it started right back up again with *Keep On The Borderlands*.

For releases there was *Castle Ravenloft*. This game is just incredible. We are sold out as I write this, and we can't seem to keep enough in stock! For game demos a big thanks to Will Larson for *Anima Tactics*. If you have been interested in the game, stop in most Wednesday evenings and check it out. Speaking of miniature games, *Ex Illis* has been getting a lot of attention and I am sure we will see more of this in the future. The month ended on a new record with the *Scars of Mirrodin Prerelease*. We sold out both days. We had a great time and everyone loves the new set.

Moving on to October the big change is the [Greater Cincinnati RPG Meetup Group](#). **We are back on Thursday night.** The back room on the third Thursday of every month will be exclusively reserved for the meetup. Come in and find players or a GM. On October 16th we will again host the *Pokémon Battleroads*. This is a free event and Pokémon officials will be on hand to run this event. October 6th is *Uncanny X-Force Day*, comic fans will be sure to come in and know that Yottaquest is dedicated to your comic needs.

Jonathan and I will be taking a trip to Fort Wayne, Indiana to meet with hundreds of other game store retailers to see new product, attend seminars and do what we can to make Yottaquest the best game store that it can be! Speaking of trips, Yottaquest convention department will be attending Con on the Cob this year. William will be taking the trailer full of goodies to sell and run demos for this growing event.

Well, I saved the best for last. It is October and that means... yes, our Fall Sale! **Saturday, October 16th from 9 AM to 6 PM is our Buy 2 Get 1 Free Sale.** See you there!

-Matthew M. Fay

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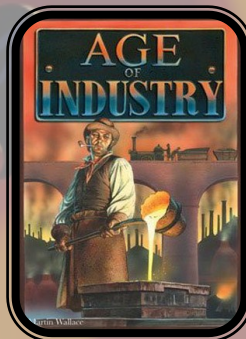
WELCOME A BOARD BOARD GAMING

Fantasy Flight Games announced that they will be releasing *The Hobbit* board game in December. This is completely different than the game previously released in 2001 and it is from the makers of the popular *Lord of the Rings* board game. The game, which takes about



an hour to play, consists of utilizing cards and dice to ultimately accumulate the most treasure and win.

New from Mayfair Games is the resource management game, *Age of Industry*. It is a re-worked and simplified version of *Brass* and for those familiar with the previous game, it can be played in about half the time. Two to five Players take on the roles of tycoons during the industrial revolution and the two-sided board allows for 2 different game settings.



The most over-played holiday movie of all time is coming back this season in the form of a board game from WizKids. *A Christmas Story: The Party Game* is a family friendly board game for 2-4 players. It comes with four miniature



figures, game board and cards that depict scenes from the movie.

EYE ON YOU GAMER PROFILE

Paul Kovach

My name is Surelron, Remington, or Paul. Depending on what character I am playing. I started DM'ing in 1979 with the original Red Box addition. When I got to play I was usually a cleric named Surelron. This name followed me into the SCA where I was a Druid for a barbarian clan. I am a veteran of 9 Pennsic wars. In college I was also hooked on StarFleet Battles and Battletech. My favorite Mech was the Rifleman, hence the name Remington. In college we got banned from playing Diplomacy for a month

when a game almost turned into a fist fight. Now I have been married over 20yrs and have 3 children. While my girls don't play many games, my son Tristan and I frequent Yottaquest on Saturday nights and for D&D adventures. We are currently playing Castle Ravenloft, Summoner Wars and trying to stay involved in Hoards/Warmachine. I also teach TKD twice a week at the PCY and am always willing to give a lesson. I have been going to YottaQuest for about 6 years now. I appreciate that I have been able to bring my son and his friends in to play

games. I am happy to be raising a second generation gamer. Whether I am playing games or just stopping by I enjoy being able to socialize, relax, and take a break. Keep up the good work.

-Paul



CONVENTION CONNECTION INDUSTRY CONVENTIONS

Did you make it to the [Cintas Center](#) for last month's Comic Expo? If so, you may have seen the newest member of our Yottaquest "family". Will Schramm has been hired on as YottaQuest's Convention Specialist. He has been an avid game enthusiast for 30 years. He especially enjoys board game nights. In fact, he can be found most Tuesday and Saturday nights at a table with a rulebook in front of him and an ice cold IBC in his hand.

Will and his wife, Molly, have worked many conventions in

the past couple of years. Their business recently merged with us, and they are now travelling near and far to put the word out about YottaQuest. They run a vendor booth and some game demos at these conventions and also promote "America's Favorite Game Store"! This month they'll be at [Con on the Cob](#) in Hudson, Ohio. Next month Will is taking on the city of Fort Wayne at [PentaCon](#).

Be sure to welcome Will to our staff!

OCTOBER 2010

Weekly Events

Monday

MTG Booster Drafts
5-10pm

Warhammer Fantasy/
Warhammer 40K
5-10pm

Tuesday

Board Game Night
6-11pm

Wednesday

D&D Encounters:
Keep on the Border-
lands

New Comic Book Day

Thursday

Open Card Gaming
5-10pm

Friday

Friday Night Magic
4pm - 12am

Saturday

Board Game Night
6pm - 12am

Sunday

Open Miniature Gam-
ing - Back Room

Ex-Illis Open Play
6 - 10pm

SUN	MON	TUE	WED	THU	FRI	SAT
26 MTG: Scars of Mirrodin Pre-Release Day 2	27 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	28 RPG: Chris S. D&D 4E 6-10pm Board Game Night	29 RPG: Dave H. D&D 4E 6-10 PM Anima: Tactics 6-11pm	30 RPG: Pathfinder Society 6-10pm Open Card Gaming Warlord 2	1 OWBN LARP Sabbath 7-12 Friday Night Magic 4-12	2 MTG: Scars of Mirrodin Launch Day OWBN LARP Camarilla 7pm Board Game Night
3 Open Miniature Gaming All day in Back Room Ex-Illis - Open Play 6- 10pm	4 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	5 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm Board Game Night	6 UNCANNY X-FORCE DAY RPG's 6-10pm Hollow Earth Exp. D&D 4E Vampire:Dark Ages 6-11pm Indie Games On Demand Anima: Tactics	7 Open Card Gaming Warlord 2 Shadowrun 3E 6-10	8 Alliance Open House Friday Night Magic 4-12 7-12 LARP: Camarilla Geist	9 Alliance Open House 6-12 LARP: Camarilla Requiem Board Game Night 6-10 Pokemon: BattleRoads
10 Open Miniature Gaming All day in Back Room Ex-Illis - Open Play 6- 10pm	11 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	12 RPG: Chris S. D&D 4E 6-10pm Board Game Night	13 RPG: Dave H. D&D 4E 6-10 PM Anima: Tactics 6-11pm	14 RPG: Pathfinder Society 6-10pm Open Card Gaming Warlord 2	15 OWBN LARP Sabbath 7-12 Friday Night Magic 4-12	16 YottaQuest Fall B2G1 Sale 9-6 OWBN LARP Camarilla 7pm 6-11 Kurt Loy: Laundry System
17 Open Miniature Gaming All day in Back Room Ex-Illis - Open Play 6- 10pm	18 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM \$15	19 RPG: Chris S. D&D 4E 6-10pm Board Game Night RPG: Jeffrey O. D&D 4E 6-10pm	20 RPG's 6-10pm Hollow Earth Exp. D&D 4E Vampire:Dark Ages Anima: Tactics 6-11pm	21 Open Card Gaming Cincinnati RPG Meetup 7-10pm	22 Friday Night Magic 4-12 7-12 LARP: Camarilla Requiem	23 D&D Game Day: Gamma World 9-6 Board Game Night
24 Open Miniature Gaming All day in Back Room Ex-Illis - Open Play 6- 10pm	25 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	26 RPG: Chris S. D&D 4E 6-10pm Board Game Night	27 RPG: Dave H. D&D 4E 6-10 PM Anima: Tactics 6-11pm	28 RPG: Pathfinder Society 6-10pm Open Card Gaming Warlord 2	29 Friday Night Magic 4-12	30 MTG: Scars of Mirrodin Game Day Board Game Night
31 Ex-Illis - Open Play 6- 10pm HALLOWEEN	1 <u>NOVEMBER</u> Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	2 RPG: Chris S. D&D 4E 6-10pm Board Game Night RPG: Jeffrey O. D&D 4E 6-10pm	3 RPG's 6-10pm Hollow Earth Exp. D&D 4E Vampire:Dark Ages Anima: Tactics 6-11pm	4 RPG: Pathfinder Society 6-10 Open Card Gaming Warlord 2 Shadowrun 3E 6-10	5 OWBN LARP Sabbath 7-12 Friday Night Magic 4-12	6 OWBN LARP Camarilla 7pm Board Game Night

GAMING SPOTLIGHT 'TRANSHUMAN' RPG'S

To Be Or Not To BeTranshuman

Roleplaying, as a hobby, has always existed in synergy with – and in many ways has supported and promoted – genre fiction. From its roots as an extension of fantasy wargaming, roleplaying games have always been used to emulate fantasy and sci-fi of one stripe or another – and post-cyberpunk sci-fi...what most have come to call *transhumanism*, is no exception.

Transhumanism has gained traction in recent years, not only as a literary genre, but also as a bona fide social movement. It's not surprising given the speed with which technology iterates – advances in computer technology, biology and medicine, artificial intelligence, and nanotechnology pile up so fast it's difficult to make sense of how they will affect society and how we absorb these changes into our own lives. Where cyberpunk attempted to track the low end of technological assimilation (demonstrated by William Gibson's axiom 'The street finds its own use for things'), transhumanism forecasts what will become of the human form itself. Instead of asking what it means to be able to interface directly with one's computer, transhumanism begs the question: how much can one change their physical form before they cease to be human at all?

Transhumanism as a social movement is still a hotly debated subject – theoreticians like Ray Kurzweil have written extensively about the **Singularity**, an event in which society is irrevocably changed by sweeping technological change, creating a future society which is completely unrecognizable by today's standards, much in the way that a physical singularity breaks down the laws of physics, making it impossible to predict anything beyond the event horizon. Still others, like virtual reality pioneer Jaron Lanier and Gordon Moore (father of Moore's Law), think Kurzweil and his cohorts are full of hot air.

Either way, transhumanism is by far the bread and butter of today's sci-fi literati, in much the same way that cyberpunk fueled the majority of sci-fi in the 1980's.

As mentioned before, transhumanism has made significant inroads into roleplaying, as well. Where sci-fi RPG's used to be about neural interfaces and disembodied hackers swimming through cyberspace, today's sci-fi roleplaying is about matter printers capable of spitting out gold bars on demand and surviving your own death by downloading your mind into a new body. It may seem like a slight distinction, but it's an important one. Cyberpunk as a genre has been superseded by reality itself – why would anyone bother plugging their brain into a computer and mentally surfing the web? *Virtual reality* has been supplanted by *augmented reality*. There's a reason William Gibson no longer writes science-fiction – most of what he wrote about came true.

Transhumanist sci-fi has gained a foothold through authors like Richard K. Morgan (author of the **Takeshi Kovacs** novels) and Iain M. Banks (author of the **Culture** series). Earlier works, like Bruce Sterling's **Schismatrix** or even Frank Herbert's **Dune** series also provided a foundation for transhumanist sci-fi.

Although transhuman concepts existed in roleplaying for many years, it wasn't until 2002 – with the publication of Steve Jackson's **Transhuman Space** – that transhumanism legitimately entered roleplaying. **Transhuman Space** was well received and has a healthy fan base to this day.

Transhuman Space projects humanity into the early 22nd century – mankind, aided by a parade of technological upgrades, has begun to colonize the solar system. **THS** posits a world in which embryonic upgrades are possible, allowing one's genetic code to be scrubbed during gestation or even altered to allow for near superhuman abilities. Re-sleeving (changing bodies, a trope common to transhumanist fiction) is possible, as is copying one's consciousness into more than one body – in effect, making a copy of oneself. Death is largely a matter of choice – and, presumably, resources.

Like most transhuman sci-fi, **THS** confronts the social implications of such a society.

It would be seven years before another major transhumanist RPG would hit the shelves. In 2009, Posthuman Studios **Eclipse Phase** was released; described as a 'roleplaying game of post-apocalyptic transhuman conspiracy and horror', **Eclipse Phase** combined the transhumanist genre with Lovecraftian horror, positing a future in which humanity has nearly been wiped out in a war with rogue artificial intelligences.

Unlike the burgeoning human civilization depicted in **Transhuman Space**, the humanity of **Eclipse Phase** is broken and spent, a refugee culture tucked into the nooks and

crannies of the inner solar system. A large segment of humanity was smuggled off Earth in data form, some of whom still haven't been installed in new bodies. These unfortunates haunt the net as disembodied informorphs, hoping to one day earn a physical form.

Even otherwise normal humans may opt for a different form however, choosing to merely switch gender or perhaps inhabit the body of an 'uplifted' octopus. **Eclipse Phase** even allows a character to spread their consciousness across a swarm of tiny robots. One of the unique features of **Eclipse Phase** is the way the system divides your character into their *Ego* and *Morph* (their 'mind' and 'body', respectively) – allowing a player to acquire and discard bodies as needed.

Despite their transhumanist trappings, however, both **Transhuman Space** and **Eclipse Phase** are at heart fairly traditional RPG's – the PC's are generally a group of adventurers who encounter a series of challenges which usually require them to respond with force.



Freemarket, an indie RPG released at Gen Con this year, is a different beast. Co-written by Jared Sorensen (**octaNe**, **Lacuna**) and Luke Crane (**Burning Wheel**, **Mouse Guard**), **Freemarket** is a transhumanist game about exploring the transhumanist ideas. **Freemarket** is set aboard a large torus-shaped space-station dubbed The Donut. Players step into the shoes of the stations free-wheeling inhabitants, who collectively form a group known as a Multiregional Cultural Zone (MRCZ, or 'Mercy'). The goal of each MRCZ is to accumulate Flow, a kind of social currency. The more flow, the more resources the Aggregate (the AI running Freemarket) will assign to the MRCZ. Since Freemarket is a post-scarcity society, meaning that everyone's physical needs are a non-issue due to nanotech matter-printers,

the economy is based on how much good Karma you generate through your actions. Do good things, make the Donut a better place to live, and you'll get Flow. Screw people over or behave like an ass, your Flow will decrease accordingly.

Another mechanic unique to **Freemarket** is how it deals with memories. Memories are how you learn new things in **Freemarket**, in short – how you 'level up'. Beyond that, memories can be created and shared – but there is a catch. Only one person can have a memory at a time – if you give your memory away, you cannot 're-remember' it unless the other person gives it up. Memories can also be garbled, or combined with other memories, to create false memories.

One significant way in which **Freemarket** differs from the two previous games is that their view of 'human-ness' is much more restrictive than **Transhuman Space** or **Eclipse Phase**. In **Freemarket**, you can alter your gene-code – but you cannot become something other than human in form. It is not possible to move your consciousness to a robotic or animal form. You can move to a new human body – indeed, if you somehow die (in **Freemarket** it's called 'deathing' – you can be 'lightly deathed' in **Freemarket**) you will end up in a new body. But it will be a human body.

I hope this article has shed some light on transhumanism and its impact on roleplaying. Given its current popularity – in sci-fi and roleplaying – I presume we will see new transhumanist games on the market for years to come.

-Alex Mayo

Alex designs games via his own publishing label.

Check out his site at

<http://oneinchpunchgames.com/>



We're on the Web!
<http://yottaquest.com>



Monday, Thursday 10 AM to 10 PM
 Tuesday, Wednesday 10 AM to 11 PM
 Friday 10 AM to 12 AM
 Saturday 9 AM to 12 AM
 Sunday Noon to 10 PM

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COMICS CORNER COMIC BOOKS

On November 3rd, Batman returns to our day and age, only to see the world changed, How will everyone else take it? In October The Road Home, a series of One-shot stories, will show how the bat-family will react to the Dark Knight's return. Dick Grayson took over the mantle of Batman when Bruce Wayne died, but will he give it up now that Batman returns? On the horizon we see Batman Inc., a new series featuring the Batmen, who will make the cut?



The Heroic age will fall as Chaos rules. The Marvel Universe will never be the same, Chaos War #1 shipping out October 6th, will change our favorite heroes lives forever, including the dead. The Chaos King has amassed



an army of alien slave gods to destroy reality! It's up to Hercules, newly infused with Godpower, and the greatest Marvel heroes to defend all of existence. Can the Chaos King be stopped or will the Marvel Universe be decimated irrevocably?

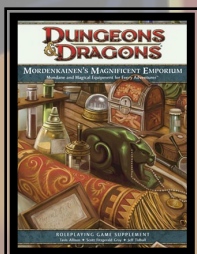
ON A ROLE ROLE PLAYING GAMES

Wizards of the Coast will be releasing 6 new titles early in the new year beginning with *Caverns of Icewind Dale Dungeon Tiles*. Focusing on winter landscapes, the set will be compatible with all other Dungeon Tiles.

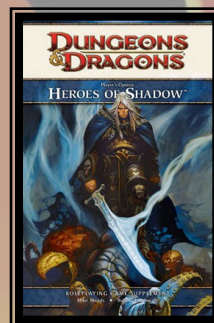


In February the *Deluxe Dungeon Master's Screen* and *D&D Gazetter: The Nentir Vale* game setting book will both be available for DM's. Also, the newly re-released *Gamma World* will see an expansion with *Legion of Gold*.

March will see the release of the *D&D Player's Option: Heroes of Shadow*. This book will be a source for the player to create an anti-hero character to explore darker themes in the game.



Finally, in April, comes *Mordenkainen's Magnificent Emporium* which is a sourcebook to help provide detailed information on magical items to include in a campaign.



WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

Standard

9/03	Derek Stuckey
9/10	James Grendell
9/17	Chris Grady
9/24	James Grendell

Draft

9/03	Jacob Schnieders
9/10	Jacob Schnieders
9/17	Julie Tysen
9/24	Ben Brautigam

MTG: Scars of Mirrodin

Pre-Release

9/25	Jason Waeber
9/26	Steven Brill