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NOVEMBER, 2010

YOTTA NEWS

YOTTAQUEST
FANTASY GAMING

A LOTTA YOTTA STORE NEWS

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EDITOR

MIKE ONEY

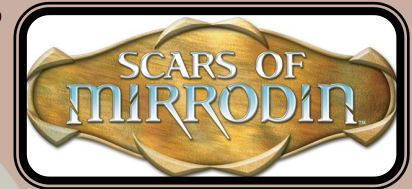
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JONATHAN FAY

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Pumpkins, mutations, and scars, oh my! October started out with a bang with the new [Magic the Gathering](#) set, *Scars of Mirrodin*. Infest ability brings back poison counters with a vengeance. New players as well as old are having a great time. The *Scars of Mirrodin* Game Day also had a great turnout of 35 players. We also just got confirmation that we will be running Grand Prix Trial Atlanta on December 11th, mark your calendar and start building those extended decks.



Pokémon players were once again treated to a *Battle Roads* event right here at Yottaquest. Rumor has it we may have a City Championship coming soon....

Have you played the *Crokinole* yet? Lots of people have tried it and it is usually being played. We keep it out most of the time unless we are really packed and need the space. If you're not sure what this game is, come in and learn.

Our annual Fall Sale was a huge success. Thank you to all our loyal patrons.

We held our first Thursday [RPG Meetup](#) in quite awhile and well, Thursday's are here to stay. We had great attendance and will continue to host this in the back room on the third Thursday of every month.

Did you see our [new video](#)? I am really excited about this and it is going to be on cable TV commercials in December.

Jonathan and I attended the Alliance Game Distributor Open House in Fort Wayne Indiana. This is an annual event where retailers from all over come to meet and have seminars and exchange ideas. We ran into Rick and his wife from Rockin' Rooster, it was great to see another Cincinnati.



Random mutations were all the rage with Gamma World Day. Many thanks to Random and Lance for GMing these events.

The local food pantry was very happy to receive our canned goods we collected on our first annual Pumpkin Quest day.

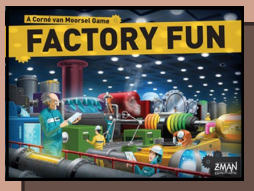
Thank you for your generosity.

The Yottaquest team will be at Sugoicon the first weekend of November. We are running two rooms of gaming. We always have a lot of fun at Sugoicon. Hope to see you there...

-Matthew M. Fay

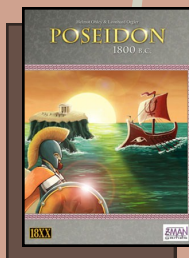
WELCOME A BOARD BOARD GAMING

Z-Man Games has three new releases this month that offer a variety of themes and gameplay.



Factory Fun promises to keep players on their toes as they each try to assemble the most productive factory utilizing various machines. Several player boards and multiple challenges are supplied to keep you coming back for more.

Poseidon allows players to become kings of nations, earning money and prestige. Each nation has its own unique treasury and resources for players to manage.



Last, and certainly not least, comes an 'out-of-time' train game set in ancient Egypt.



The title... *Cleopatra's Caboose*... I'm not making it up! Players build train lines between ancient cities, deliver cargo, build buildings (like Pyramids) and try to appease the "Train Gods".

Mage Knight will be returning in late 2011! It was the first Collectible Miniatures Game when it was released back in 2000 and it heralded



in a whole new generation of miniature gaming. Now WizKidz has announced that they plan to release a board game, deck building game and an RPG based on the property. Let's hope they bring back the CMG too!

In December, Paizo will be releasing a new edition of *Save Doctor Lucky*. This new version, which is a



sequel to *Kill Doctor Lucky*, will include a full-color, multi-piece board, a deck of 96 full-color cards, rulebook, and pawns and stands for six players and Doctor Lucky.

COMICS CORNER COMIC BOOKS

Legendary Pictures announced that they will be launching a publication division called Legendary Comics. The focus of this new group will be to produce graphic novels that fall in line with the types of movies they produce such as *Watchmen*, *300* and *The Dark Knight*. Comic book editor Bob Schreck, previously with IDW Publishing, has been hired as editor-in-chief. The company hopes to start releasing content as soon as mid-year 2011 and with talents like Neil Gaiman and Frank Miller expressing interest and support, we're likely to see some interesting work.



Did you attend last year's Cincinnati Comic & Anime convention? Did you have a great time? Well evidently enough people did to capture the attention of Gareb Shamus, CEO of Wizard Entertainment, publishers of the Wizard comics magazine. He was so impressed that Wizard acquired the show from Marc Ballard of Comic City Conventions. Shamus stated, "What Marc accomplished in his first year of the Cincinnati show inspired us". Moving forward the show will be titled the Cincinnati Comic Con Wizard World Convention. This is yet another addition to Wizard's multi-city line-up, now sporting over a dozen locations. The new Cincinnati show does not have a date or location yet but you can check Wizard's website at <http://www.wizardworld.com/wizcon.html> for news and other information. Last year's show was in November and was held at the Radisson Hotel on the Riverfront.

Editors Note: This is not to be confused with the [Cincinnati Comic Expo](#), which is a separate show, and is currently scheduled for next September 17th.



NOVEMBER 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-
land

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
12 - 6pm

SUN	MON	TUE	WED	THU	FRI	SAT
31 Open Miniature Gaming - Back Room Ex-Illis - Open Play 12 - 6pm	1 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	2 RPG: Jeffrey O. D&D 4E 6-10pm Board Game Night	3 RPG: Dave H. D&D 4E 6-10 PM RPG: Andrew J. - Hollow Earth Expedition	4 Open Card Gaming 5-10pm Shadowrun 3E 6-10	5 OWBN LARP Sabbat 7-12 Friday Night Magic 4-12 Sugoicon Anime Conventon	6 11-3 Gamma World Redux OWBN LARP Camarilla 7pm Board Game Night
7 Open Miniature Gaming - Back Room Ex-Illis - Open Play 12 - 6pm	8 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	9 Board Game Night	10 RPG: Dave H. D&D 4E 6-10 PM	11 Open Card Gaming 5-10pm RPG: Pathfinder Society 6-10pm	12 Friday Night Magic 4-12 7-12 LARP: Camarilla Geist	13 Board Game Night
14 Open Miniature Gaming - Back Room Ex-Illis - Open Play 12 - 6pm	15 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	16 RPG: Jeffrey O. D&D 4E 6-10pm Board Game Night	17 RPG: Dave H. D&D 4E 6-10 PM RPG: Andrew J. - Hollow Earth Expedition 6-10	18 Cincinnati RPG Meetup 7-10pm Open Card Gaming 5-10pm	19 OWBN LARP Sabbat 7-12 Friday Night Magic 4-12	20 Board Game Night OWBN LARP Camarilla 7pm 6-11 Kurt Loy: Laundry System
21 Open Miniature Gaming - Back Room Ex-Illis - Open Play 12 - 6pm	22 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM \$15	23 Board Game Night	24 RPG: Dave H. D&D 4E 6-10 PM	25 CLOSED THANKSGIVING DAY	26 Friday Night Magic 4-12 7-12 LARP: Camarilla Requiem	27 LARP: Changeling 6-12 Board Game Night
28 Open Miniature Gaming - Back Room Ex-Illis - Open Play 12 - 6pm	29 Warhammer Fantasy & 40K 5 - 10 MTG Booster Drafts starting @5 PM	30 RPG: Jeffrey O. D&D 4E 6-10pm Board Game Night	1 RPG: Dave H. D&D 4E 6-10 PM RPG: Andrew J. - Hollow Earth Expedition 6-10	2 RPG: Pathfinder Society 6-10pm Open Card Gaming 5-10pm Shadowrun 3E 6-10	3 Friday Night Magic 4-12 OWBN LARP Sabbat 7-12	4 OWBN LARP Camarilla 7pm Board Game Night
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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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"America's Favorite Game Store"

JOIN THE GREATER CINCINNATI
ROLEPLAYERS MEETUP GROUP AT
<http://www.meetup.com/Yottaquest/>

WINNERS' CIRCLE

FRIDAY NIGHT MAGIC STANDARD

10/08	Hunter Hersko-Fugitt
10/15	Hunter Hersko-Fugitt
10/22	Bernie Wen
10/29	Derek Stuckey

MTG: Launch Party

10/02 Hunter Hersko-Fugitt

MTG: Scars of Mirrodin Game Day

10/30 Jeff Perkins

ON A ROLE RPG REVIEW GAMMA WORLD

I think it was Roger Ebert who once said that you should review a movie as it is, not as you would want it to be. I think that's the correct approach to take when reviewing Wizards of the Coast's new edition of *Gamma World*.

This is not the *Gamma World* I played in my youth. Longtime RPG fans will recognize the name *Gamma World*, but there's little else tying it to the venerable gaming franchise. The grim, survivalist tone of the previous editions has been replaced by something more akin to Loony Tunes tweaked on crystal methamphetamine. The game's graphic design tells you this straight away - instead of the rusted metal and earthy tones of previous editions the new version is rendered in light neon green and pulsating violet. It's eye-catching, to be sure, but it also does a good job conveying just how bonkers the new *Gamma World* is.

The primary concern interested consumers will have is the mechanics: yes, it's true...*Gamma World* uses a stripped-down version of WotC's 4th Edition *Dungeons & Dragons* ruleset - and while it plays a lot like *Dungeons & Dragons* 4e in many ways it differs in one important fashion - Alpha mutations.

Gamma World uses cards to reflect each player's ever-shifting repertoire of mutant abilities and hi-tech gear - the former dubbed 'Alpha Mutations' and the latter 'Omega Tech'. On the surface these two resources simply replace the Encounter or Daily powers available to D&D 4e characters, but their randomized nature drapes the whole affair in a chaotic cloud of activity. Players can purchase booster cards to customize their own decks (and thereby giving them a heads up as to what powers or gadgets they'll manifest), but as one of my players noted it seems a bit more fun to go in without any foreknowledge of what you're going to draw. The cynic in me cries out that WotC finally found a way to combine D&D with the worst aspects of their other big offering, *Magic: The Gathering* - which is probably true to an extent. But there's no denying that the cards add something special to the game.

People who decry what the 4th Edition mechanics have done to D&D probably have less to complain about in this new context - no single edition of *Gamma World* has boasted of brilliant game mechanics (neither has any edition of D&D, for that matter). I can't imagine anyone being so beholden to any of the past GW systems that the 4e mechanics would be a barrier in the same way many have complained about what WotC did to D&D. While I don't share the latter view, 4e mechanics can't be said to have 'ruined' *Gamma World* in any way. The 4e mechanics are, and continue to be, a fun albeit shallow experience. If anything, streamlining and re-tooling the rules has made the game just that much more enjoyable - at least from a mechanical standpoint. Making characters is a snap - and randomly determining your characters dual origins is an exercise in hilarity (one player in my group rolled a 'Yeti Empath' - which turns out to be a nature-attuned Chewbacca with the ability to keep everyone's back covered).

My biggest misgiving, from a cosmetic standpoint anyway, is that the apocalypse is no longer the result of a simple nuclear and/or biological exchange. No - in this edition of *Gamma World*, the apocalypse occurs as a result of an accident involving the Large Hadron Collider. Apparently the LHC goes kablooney and as a result all the various multiverses are merged into a single world. The result is a game world which is constantly in flux, with inhabitants of all possible worlds co-mingling in a single cacophonous macrocosm. (Again, I suspect this was a means of justifying the use of cards - and therefore a means by which to sell booster packs of said cards.)

Anyone who has played *Rifts* or *Torg* will be familiar with this setup, but while those games used the concept to create fairly straightforward game worlds, *Gamma World* uses it as a license for unbridled lunacy. Granted, this is an aesthetic thing - *Gamma World* is still about roaming a wrecked landscape and dealing with hordes of mutated baddies that want to ruin your day...and truth be told, *Gamma World* has always harbored a penchant for the absurd. The difference is that the new edition focuses on the silliness, and does so gleefully. Some vestiges of the old game survive - Cryptic Alliances garner a couple of paragraphs, but not much is said about the world itself...which is a bit of a shame.

Gamma World will not convert anyone who despises D&D 4e, nor will it attract *Gamma World* die-hards. But it is a fun game which works well as a filler between longer campaigns; the 4e mechanics are as solid as they ever were, which is both a blessing and a curse. There's still little to do outside of beating the snot out of baddies, but frankly I don't feel the need to push *Gamma World* into doing something it wasn't meant to do the way I do when I play D&D. It's not the *Gamma World* I remember, but I'd be lying if I said it wasn't fun.

-Alex Mayo