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VOLUME 3, ISSUE 4

APRIL, 2010

YOTTA NEWS

YOTTAQUEST
FANTASY GAMING

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**Saturday April 10th is a
MTG Vintage Tournam-
ent 10 AM cost \$10
(15 proxies)**

**Saturday/Sunday April
17th and 18th is our
Rise of the Eldrazi
MTG Prerelease so start
making plans. This set
looks
AWESOME!**

**Until further notice we are
extending Wednesday
hours until 11 PM.**

A LOTTA YOTTA: STORE NEWS

Changes are in the air. First, nothing official on when and where we are moving, however we are looking and checking out our options. Yottaquest needs to grow. Last year shattered records, and 2010 is already setting new highs. We owe this to our wonderful customers who continue to make Yottaquest a wonderful place. This is not just your FLGS but your Community.

Role-players! The Greater Cincinnati RPG Meetup Group has changed the "When" from every 2nd Thursday of each month to every 2nd Sunday of each month but the "Where" is still right here at Yottaquest. We hope to see you there!

We're glad so many of you were able to take advantage of our early release of Player's Handbook 3, and the Game Day was an awesome celebration. I've heard tales of many adventurers travelling to the Yawning Portal to once again brave Undermountain. These "D&D Encounters" are building their renown thus awarding them with great treasures and bragging rights.

From the Magic angle, Ancient and Cthulhu-esque creatures will shake the very foundations of Zendikar with the release of the new set *Rise of the Eldrazi* on April 23rd. Players can get a taste of the horrors to come on April 17th and 18th during our pre-release.

For the armchair generals the back room has now been commandeered on Mondays AND Sundays barring special events. Check the calendar, come up, and dominate the tables either starting wars or finishing galactic conquests. Warhammer Fantasy, Warhammer 40k, Warmachine/Hordes, Flames of War, Field of Glory, Warlord,

whatever your calling may be, feel free to stop in.

Thanks to all of you who showed up for our first ever Spring Cleaning Sale. We were really running out of room for new stuff, and because of the phenomenal success we will now be making this a yearly event! All styles of YQ Gamer Gear Shirts are in, so if you haven't picked up the two new styles yet, be sure to check them out!

April 20th we will be having a special treat with a StarCraft Celebration Day. During the day bring up your Laptop and get some LAN games going on, then in the evening, see if you can control the galaxy playing the StarCraft Board game. There may even be some StarCraft 2 beta keys to be given out for door prizes...

We just weren't quite satisfied with how many hours we're open so until further notice on Wednesdays we are now open to 11pm, bringing the total up to a massive 87 hours a week!

May 1st is Free Comic day so we of course will be handing out some goodies. Speaking of Comics, they have been doing tremendous and growing fast, going to need another shelf for all of our pull lists! Again, a HUGE thank you all for choosing Yottaquest as your Favorite Local Gaming Store, and being a part of the gaming community!

-Matthew D. Fay



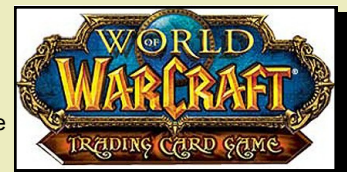
News of the Realm Industry News



Origins Award finalists were selected last month at the GAMA Trade Show (GTS) in Las Vegas. Five finalists each in thirteen categories were chosen by GTS attendees. The winners will be announced at the Origins Game Fair on June 28th.

For a complete list, go to the Origins website at:
<http://www.originsgamefair.com>

New company, Cryptozoic Entertainment, has officially won the licensing rights to *World of Warcraft TCG*. With Chief Executives consisting of former DC, Blizzard and Upper Deck management, the company announced they will release their first set, Wrathgate, in May. There will be no changes in the game and organized play will continue as before.



EYE ON YOU

Craig Wescoe

I am currently a fourth year Philosophy PhD student at the University of Cincinnati and *Magic: the Gathering* has been a hobby of mine for over fourteen years. When I'm not working on academic projects, I'm usually playing Magic in some form or another. I was also recently hired by starcity-games.com as a weekly columnist where I write premium strategy articles about Magic. The name of my column is The Wescoe Connection.

I started playing Magic when I was in Middle School, just after the release of Ice Age. My brother and I saw some people playing the game and decided to each buy a 75-card Starter deck. He bought a

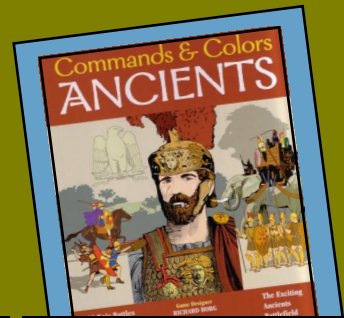
Fourth Edition deck and I bought an Ice Age deck and we learned the rules of the game together. Shortly thereafter I started playing in tournaments at a local shop called Mighty Mick's, which was a store very similar to Yotta-Quest that held weekly tournaments. At first I lost most of my matches, but I enjoyed the competition and sought to get better. Before long I was winning many of these local tournaments and desired tougher competition and larger prizes, so I started playing in Pro Tour Qualifier tournaments and eventually made it onto the Pro Tour.

I have since competed in over a dozen Pro Tours, traveling to Sydney Australia, Barcelona Spain, Rome Italy, Hono-

lulu Hawaii, and all over the United States. This past February I had the biggest tournament accomplishment of my career where I finished in 4th place at Pro Tour San Diego, earning me \$13,000 and invitations to compete in the upcoming Pro Tours in San Juan Puerto Rico, Amsterdam Netherlands, and Chiba Japan, as well as U.S. Nationals.

I plan to do more traveling than usual for Magic this year, but whenever I am in town on Friday evenings, it's a good bet that you'll find me playing Friday Night Magic at Yotta-Quest. Hope to see you there!

-Craig



WELCOME A BOARD! TABLETOP BOARD GAMING

Game Review: Command and Colors: Ancients

Up for review this month is GMT Game's *Command and Colors: Ancients*. CCA is most definitely a war game, but to be more precise, it's a card-driven block war game. This is a breed apart from the standard grognard staple of hex and chit. This is not the first game to employ either blocks, or card-driven mechanics, but it's definitely my personal favorite of the genre. CCA is expanded by an entire line of similarly titled games that hope to recreate ancient battles on the tabletop, all within a reasonable amount of play time, and with a very simple set of core rules that will apply across all of the expansions.

Within the game box, you will find a clearly written rule book, a book full of scenarios that cover the time period of the battles between the Romans and Carthaginians, two well designed quick reference folios, a game board, some terrain overlays, and enough wooden blocks to choke a warhorse. Oh, and a couple of sheets of stickers. More on that later.

Game play is simple. Quickly glance over the rules (they're not difficult by any means), pick a scenario out of the scenario booklet, pick out your wooden block units, and commence to throwing down. Each scenario has a good historical write-up (which I never read unless I lose, just to vindicate myself in the off chance that the

army I'm commanding didn't fare any better). The scenario book will tell you how to line up your army, where to place terrain, who goes first, and most importantly what the command rating of your army is. The command rating determines how many cards you will hold in your hand.

Once the armies are on the board, command cards are dealt (as per your command rating), and then you can start to formulate your plan. The command cards, as their name implies, are commands that you can issue to your troops. The game board is divided into three sections, from left to right, so as to give you left flank, center, and right flank. A typical card will be something along the lines of 'Order two units left flank', which means you can pick any two of two hexes that you have on your left flank and perform an action with them. Other cards, you can play immediately as a reaction to a card that your opponent plays.

As an action, depending on unit type, they may both move and attack. Units are divided between foot, cavalry, elephant, and war machine. Further subdivisions are made between those of light, medium, and heavy. Each subdivision has their own characteristics of movement distance, ranged attack, and ultimately the amount of dice they deal in an attack. Each wooden block also has a

colored symbol on it, either a circle, a triangle or a square. These denote light, medium and heavy, respectively.

Dice are something unique in this one. They are six sided to be sure, but each side contains a different symbol (circle, triangle, square, sword, flag, and helmet). When an attack is rolled, you compare the resulting roll against the type of unit you are attacking, i.e. if you have three attack dice in close combat and you roll two circles and a flag against light infantry, they would take two casualties (remove two wooden blocks from their full strength number of four), and would retreat one time (because of the flag). If that sounds confusing, don't worry, because by the second time you roll dice and look at the handy quick reference chart, you pretty much have the whole system down.

Some things will become readily apparent to you during the first couple of times you play. Large scale tactics that work in real life work in this game. Units play out just like their historical counterparts, i.e. light cavalry is excellent at chasing down and decimating routed units, but is highly susceptible to retreat in the face of opposition. Card driven games, which I initially wrote off as gamey and unrealistic, do impose a certain amount of hard choices that you have to make as a commander, such as do I continue to press against a weak flank, knowing that I may

not draw a card on my next turn to continue the effort, or do I go where the strength of my cards lay?

If I had to get my war-game fix, and I only had an hour to do so, I would hands down choose *Command and Colors: Ancients*. The other expansions in the series (I own the 1st expansion which adds the Greeks and Persians) complement the game very well, and things flow very smoothly between them. I have, of course, over simplified this review because I've mentioned nothing of the effect of command, the use of terrain, or any of the other minutiae. That said, the biggest drawback is the stickers (I said I'd mention them). If you don't buy the game used, which is hard to find because everyone loves this game, you're going to spend the first three hours of ownership peeling stickers and placing them on blocks. Small price to pay, small price indeed. Also, it's worth noting that you should invest in Plano boxes to organize all of your units. I went to Dick's Sporting Goods and bought a nylon case and 4 Plano boxes (in the fishing supplies section) to store both my CCA and expansion number one pieces. Works like a charm.

Get out from behind the keyboard and game. It's worth it.

-Scott

APRIL 2010

Every Week:

Mondays

Open Miniature Gaming
All day in Back Room

[Magic The Gathering Monday Night Madness @ 6pm](#)

Tuesdays

Flames of War
10am to 4pm

[Board Game Night 6pm to 10pm](#)

Wednesdays

[D&D Encounters: 11am - 1pm GM Jonathan](#)

[D&D Encounters: 6:30-8:30pm GM Greg H.](#)

[Hordes / Warmachine League @6pm](#)

Thursdays

Field of Glory 10am-4pm

Warlord 2 @ 6 PM

Fridays

Miniature Painting
10am to 4pm

[Magic The Gathering Friday Night Magic Standard @6:30pm \\$5 Side Event Drafts \\$15](#)

Saturdays

Board Games
6pm to 12am

Sundays

Open Play
12pm to 10pm

SUN	MON	TUE	WED	THU	FRI	SAT
				1 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	2 OWBN Sabbat LARP 7pm Good Friday	3 RPG: RPGA LFR D&D 4E 11am-3pm OWBN Camarilla LARP 7pm
4 EASTER CLOSED	5 RPG: Scott H. Castles & Crusades 6-10pm	6 RPG: Chris S. D&D 4E 6-10pm	7 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Chris L. Exalted 6:00-10pm RPG: Andrew J. Hollow Earth Expedition: 6-10pm	8 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	9 Magic The Gathering Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15	10 MTG Vintage Tournament 10 AM \$10 15 proxies RPG: RPGA LFR D&D 4E 11-3pm Spring Gathering VIII
11 Open Miniature Gaming All Day in Back Room RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm Meetup Greater Cincinnati Role-Players @ 7p	12 RPG: Scott H. Castles & Crusades 6-10pm	13 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm	14 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Mike K. Scion 6 - 10 pm	15 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	16 OWBN Sabbat LARP 7pm	17 MTG Rise of the Eldrazi Prerelease #1 9 AM Reg/10 AM start RPG: RPGA LFR D&D 4E 11am-4pm OWBN Camarilla LARP 7pm <small>RPG:Kurt D&D4e 6-11</small>
18 MTG Rise of the Eldrazi Prerelease #2 11 AM reg/ Noon Start RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: David H. 4E D&D 6pm-10pm	19 RPG: Scott H. Castles & Crusades 6-10pm	20 RPG: Chris S. D&D 4E 6-10pm	21 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Chris L. Exalted 6:00-10pm RPG: Andrew J. Hollow Earth Expedition: 6-10pm	22 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	23 MTG Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15	24 MTG Rise of the Eldrazi Launch Day 9 AM Reg/10 AM start RPG: RPGA LFR D&D 4E 11am-4pm
25 Warmachine/ Horde Steamroller 12:30-8 PM RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: David H. 4E D&D 6pm-10pm	26 RPG: Scott H. Castles & Crusades 6-10pm	27 RPG: Chris S. D&D 4E 6-10pm RPG: Jeffrey O. D&D 4E 6-10pm	28 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Mike K. Scion 6 - 10 pm	29 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	30 OWBN Sabbat LARP 7pm	1 MAY FREE COMIC BOOK DAY! OWBN Camarilla LARP 7pm RPG: RPGA LFR D&D 4E
2 Open Miniature Gaming All Day in Back Room RPG: Matthew M. 1st Ed. AD&D Classics 12-6pm RPG: David H. 4E D&D 6pm-10pm	3 RPG: Scott H. Castles & Crusades 6-10pm	4 RPG: Chris S. D&D 4E 6-10pm	5 RPG: Dave (Harp's Fall) D&D 4E Home Campaign 6-10 PM RPG: Chris L. Exalted 6:00-10pm RPG: Andrew J. Hollow Earth Expedition: 6-10pm	6 Pokémon League Play @5pm RPG: Pathfinder Society 6-10pm	7 MTG Friday Night Magic Standard @6:30pm \$5 Side Event Drafts \$15	8 MTG WPN Championship- San Juan Qualifier Tournament RPG: RPGA LFR D&D 4E 11am-3pm CincyCon (Warband / Warparty)

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



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

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 E-mail: mathewm@yottaquest.com

"America's Favorite Game Store"

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

STARCRRAFT

Celebration Event

DOOR PRIZES INCLUDE BETA KEY FOR STARCRRAFT 2!!!

Tuesday April 20th

Cost: Free!

10 AM to 4:30 PM Starcraft laptop LAN party

5 PM to 10 PM StarCraft boardgame Tournament play

Come in and play (bring a copy of the game if you have one)

Beta keys will be raffled as follows:

One for the morning group and one for the afternoon group!

All players get a chance to win!

NEW D&D BOOKS EARLY!
 The Street Date is May 18th
 However we can sell them on
 May 7th as soon as we get them in!
 It's Wizards of the Coast's way of recognizing
 where Greater Cincinnati buys their books!
 These are D&D Products that
 YOTTAQUEST is receiving early.
 We will receive these on Friday, May 7th for
 sale immediately.
 Call or email today to reserve your copy!



IT'S IN THE CARDS: CARD GAMES

AEG announced that they will be releasing a new Collectible Card Game this summer entitled *Phase*. The cards are all two-sided with one side representing the forces of Good and the other Evil. The tag line for the game is "Half the cards, twice the fun", and asks the question, "How bad do you want to be good?"



"I would buy it just for the name!"
Zombie Ninja Pirates has to be fun. Throw in some Mad Scientists and you have Gozer Games' new card game. With a simple play mechanic it is designed to provide about a 20 to 30 minute game for 2-6 players. It comes with an instruction sheet and 108 cards.

ON A ROLE: ROLE PLAYING GAMES

Well, the Origins Awards nominees are in and we thought we might suggest you check out the RPG's up for the honors. First up is Cubicle 7 Entertainment's *Doctor Who: Adventures in Time and Space* based on the long running series from the BBC. Next is *Eclipse Phase*, a sci-fi RPG of the far future from Catalyst Game Labs (for the moment). Also, *FantasyCraft* (Crafty Games) and *A Song of Ice and Fire* (Green Ronin Games) for the fantasy lover. And, finally, *Supernatural* RPG (Margaret Weis Productions) based on the popular TV series on the CW. All are well deserving of their nominations and worth a look. Enjoy!



WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

3/5 Steven Brill
 3/12 Chad Page
 3/19 Justin Williams
 3/26 Jason Hager

MTG Worlwake Game Day

Rob Faulhaber

Warmachine/Horde Winter League

1 Rick Ohl
 2 Mark Reidel
 3 Quentin Pettigrew
 4 Brian Kamp

Warhammer 40K Winter League

1 Dan Smilek
 2 Brian Leugers
 3 Scott Finke
 4 Andrew More

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 ASSOCIATE EDITOR JONATHAN FAY

eMail questions or comments to:
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