

YOTTA NEWS

YOTTA QUEST
7 6 0 7 H A M I L T O N A V E
C I N C I N N A T I , O H
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MAGIC OVERHAUL

Wizards of the Coast has announced a sweeping redesign of its *Magic: The Gathering* products beginning with its *Shards of Alara* block, which premieres this fall. The changes include the size of sets, the rarity scheme, the composition of boosters and *Fat Packs*, Intro Packs instead of Theme Decks, and the associated publishing schedule. Set sizes are being substantially reduced, both for the first, larger release in a new block, and for subsequent expansions. The *Shards of Alara* release will include 249 cards, the second set in the block, codename "Paper," will include 145 cards, and the third set, codename "Scissors," will also include 145 cards. There will be over 100 fewer cards in a year's worth of *Magic* releases than for any previous year. The goals of the reduction are to make it easier for new players to get into *Magic*, and to make it easier for existing players to keep up.



POLYMANCER TO SUPPORT 4TH EDITION

Polymancer Studios, based out of Montreal, announced that it will produce '*ForthRight*' gaming material utilizing D&D 4th Edition Rules under WotC's Game System License (GSL). Adventure scenarios and source books will be available via print or PDF, the first of which is to be released in October.

ERICK WUJCIK, 1951 - 2008

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Erick Wujcik Passes Quietly

Beloved role-playing game designer, **Erick Wujcik**, passed away Saturday evening, June 7, 2008. He died from complications related to pancreatic and liver cancer. Kathryn Kozora, his sweetheart of over 30 years, and other loved ones were at his side.

Erick was diagnosed with cancer in late November, 2007 and given 6-8 weeks to live. True to Erick's indomitable spirit and zest for life, he proved the doctors wrong by lasting more than six months. Most of that time was spent with friends and loved ones.

Erick Wujcik's accomplishments are many.

To the role-playing game community, Erick is best known for his many RPG games and contributions to Palladium Books®, including **The Teenage Mutant Ninja Turtles® RPG**, several **TMNT®** sourcebooks, **After the Bomb® RPG** and sourcebooks for it, **Ninjas & Superspies™**, **Mystic China™**, **Rifts® China One and Two**, **Revised RECON®**, **Wolfen Empire™** and many others. He is also famous for **Amber® Diceless**, the first truly "diceless" role-playing game, published under Erick's own label, *Phage Press*. Erick also published **Amberzine®**



and founded **Ambercon™**, a series of conventions celebrating gaming, friendship and the world of Amber, hosted at numerous locations around the world.

Erick Wujcik was also the founder, heart and soul of the *Detroit Gaming Center*, served as *Adjunct Assistant Professor of Game Design* at Hong Kong Polytechnic University (2003-2008), and worked in the videogame industry for the last several years, including *UbiSoft China* and most recently, as Senior Game Design/Writer at *Totally Games*, Novato, California. *Erick Wujcik's greatest accomplishment*, however, is his contagious joy for life and love of ideas and imagination that inspired people around the world. Whether they were his students at Hong Kong Polytechnic University, fellow game designers, or fans sitting in the audience at a convention or seminar listening to Erick speak, to those who had the pleasure of gaming with Erick (he loved to run games at conventions and everywhere he went), to those who knew him best, they couldn't help but to love him. Even the millions who only knew him through his published works or communicated with him online, considered him a friend.

Erick is survived by Kathryn Kozora, Kate's granddaughter – his beloved Sara, mother Nora, sister Peggy, his Aunt Mary and Uncle Sam and Nancy, along with dozens of aunts, uncles, cousins, nieces and nephews. Erick's last months of life were the same as he had always lived, full of friendship, joy, grace and beauty. He went quietly into the night, like a snowflake falling gently from the heavens.

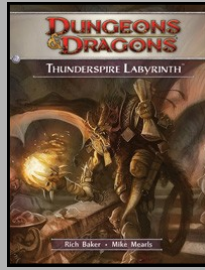
– Kevin Siembieda, Palladium Books®

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NEW IN JULY



NEW RELEASE LIST

- WORLD OF WARCRAFT: THE HUNT FOR ILLIDAN 7/1
- D&D MINIATURES GAME: AGAINST THE GIANTS 7/11
- D&D H2: THUNDERSPIRE LABYRINTH 7/15
- MAGIC THE GATHERING: EVENTIDE 7/25

ON A ROLE RPG NEWS

In the wake of the successful launch of its *Robotech: The Shadow Chronicles RPG*, Palladium Books is planning three additional *Robotech RPG* SKUs for Gen Con. First up, for those who found the manga format of the initial release troublesome, is *Robotech: The Shadow Chronicles RPG Deluxe Hardcover Edition*.

Robotech: The Macross Saga Sourcebook will be a manga sized trade paperback at \$15.95, with the mecha, vehicles, weapons, and characters from the original series. *Robotech: The Masters Saga Sourcebook*, also manga sized, will cover an often overlooked chapter of Robotech history.

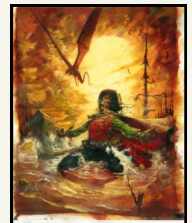
All of the *Robotech RPG* products are written by Kevin Siembieda and Jason Marker, with covers by Apollo Okamura.



INDEPENDENT'S DAY INDY GAMING



Be sure to check out *The Dying Earth*, based on Jack Vance's classic novels. Produced by Pelgrane Press, the game boasts simple mechanics to generate a fast paced and fun experience that captures the essence of Vance's world. Combat, trickery, seduction and sorcery, what more could you want from a game?



EYE ON YOU



Ed McWalters

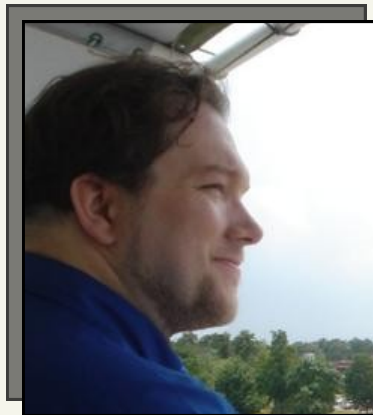
Recess, 1980, 2nd grade; I'm hanging from the monkey bars. My friend Donald walks up and he's got this booklet with him.

"Check out what my dad got me," he says. It's full of pictures of robots, and powered armor, and cool looking guns. On the front, it says *Dungeon Module S3 - Expedition to the Barrier Peaks*. I was doomed.

We spent the next few weeks playing pretend with the handouts from the module. Then we discovered the *Monster Manual* in the school library, and I was even more doomed. All through elementary and junior high, I played or GMed anything I could get my hands on; *D&D*, *Gamma World*, *Star Frontiers*, *Call of Cthulhu*, *James Bond*, *Champions*, *MSH*. Not once did I understand how the rules actually worked. (Well, except for *Marvel Superheroes*. How could you not understand *MSH*?) Everything was seat of the pants; high numbers good, low numbers bad.

In high school, I ran a *Battletech* game using the first technical readout and the skill list from the *Wasteland* computer game. Senior year, I finally got my own copies of the *PHB* and *DMG*, figured out how the rules worked, and spent 6 disastrous months as a massive rules lawyer, ruining my

friends' fun and running awful, boring games. In college, I discovered *Cyberpunk* and *Shadowrun*, and decided I was over that silly fantasy stuff. Then *Earthdawn* came out, and I was in love. I even understood the rules!



Then the internet happened, and I discovered Usenet. I also discovered how to spend more time talking about gaming than I did actually playing. In the process though, I learned some very valuable lessons about play styles, healthy com-

munication with players, and arguing with total strangers. Thanks Usenet!

Since then, I've played a lot of *Earthdawn* and discovered a lot of other games I love. Somewhere in there, a nice lady played in one of my *Earthdawn* campaigns, and then she married me. Thanks Steph!

In the last few years, I've become really interested in the "Indie RPG" scene. Smaller, independent developers are designing and publishing amazing and innovative games which have the potential to really change the way we play; games like *Burning Wheel*, *Reign*, *Spirit of the Century*, or *Dogs in the Vineyard*. Thanks indie games!

Steph and I recently moved to Cincinnati, and discovered *Yottaquest* (and its awesome meetup group) when we went looking for a good game store. Through the meetup, we were able to put together a great gaming group (playing *Earthdawn*, *natch*), and meet a lot of wonderful people. We come to the meetup every month, and often, I will talk a bit about whatever new indie games I've discovered. My wife Steph is way cooler, though, because she brings treats. We love the store and the community it's built. Thanks *Yottaquest*! While they do not appear here, I promise I have a day job and some other hobbies. They're all geeky hobbies, though.

JULY 2008

EVENT SCHEDULE

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 Board Game <u>Night 6-10</u> Release: World of Warcraft The Hunt for Illidan <u>Boosters</u>	2 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds	3 Pokémon League Play @5pm	4 CLOSED INDEPENDANCE DAY	5 DDM Prerelease: Against the Giants 10 am <u>reg. 11 am start \$50</u> Board Games <u>6pm-11pm</u> OWBN Camarilla <u>LARP 7pm</u>
6 WotC Minis <u>Game Day</u>	7 Magic the Gathering Extended <u>@6pm Swiss</u>	8 Board Game <u>Night 6-10</u> RPG: Michael R. D&D4E 630-10pm	9 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds	10 Pokémon League Play @5pm Meetup Greater Cincinnati Role- Players @ 7pm	11 Friday Night Magic <u>Flames of War</u> Release: D&D Miniatures: Against the <u>Giants</u> Midnight Madness Warhammer 40K V5 Release Event	12 Bella Sara <u>10am to 11am</u> <u>Pokemon 11am</u> <u>Naruto Noon</u> Chaotic 1pm <u>Maplestory-2pm</u> <u>Kingdom Hearts 3pm</u> <u>Constructed</u> <u>L5R 4pm Constructed</u> Coliseum Promo <u>Tournament</u> Board Games <u>6pm-11pm</u> RPG: D&D4E Keep on the Shadowfell <u>6-11pm</u>
13 WotC Minis <u>Game Day</u> RPG: Tony H. D&D 3.5 Ptolus Noon-6pm	14 Magic the Gathering Extended <u>@6pm Swiss</u> RPG: Castles & Crusades 6-10pm	15 Board Game <u>Night 6-10</u> Release: DU1 <u>Halls of the Giant</u> <u>Kings; Premium</u> <u>Dice; Character</u> <u>Sheets; H2 - Thun-</u> <u>derspire Labyrinth</u>	16 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds	17 Pokémon League Play @5pm	18 Friday Night Magic <u>Flames of War</u> OWBN Sabbat <u>LARP 7pm</u>	19 Board Games <u>6pm-11pm</u> Battletech, Battle- grounds, War- machine/Hordes, Warhammer Fan- tasy/40k, Fo War <u>10am to 6pm</u> OWBN Camarilla <u>LARP 7pm</u>
20 WotC Minis <u>Game Day</u> WoW Marquee Event <u>Reg noon Start 1pm</u> RPG: Tony H. D&D <u>3.5 Ptolus Noon-6pm</u>	21 Magic the Gathering Extended <u>@6pm Swiss</u>	22 Board Game <u>Night 6-10</u> RPG: Michael R. D&D4E 630-10pm	23 Hordes / Warmachine League: Summer <u>Rampage @6pm</u> Chaotic League @5pm WoW 5-10pm Battlegrounds	24 Pokémon League Play @5pm MIDNIGHT MADNESS MTG: Eventide	25 Friday Night Magic <u>Flames of War</u> Release: MTG: Eventide AAM - War at Sea: <u>Task Force boosters</u>	26 Board Games <u>6pm-11pm</u> MTG: Eventide Launch Day
27 Wotc Minis <u>Game Day</u> RPG: Tony H. D&D 3.5 Ptolus <u>Noon-6pm</u>	28 Magic the Gathering Extended <u>@6pm Swiss</u> RPG: Castles & Crusades 6-10pm	29 Board Game <u>Night 6-10</u>	30 Hordes / Warmachine League @6pm Chaotic League @5pm WoW 5-10pm Battlegrounds	31 Pokémon League Play @5pm		

**A LOTTA YOTTA
STORE NEWS**

- Work continues on the YottaQuest Gaming Dungeon.
- Cincinnati RPG Meetup scheduled for July 10th. Join today!

**CONFERENCE
CONNECTION**



- 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

Matthew M Fay, Owner
Phone: 513-923-1985

E-mail: matthewm@yottaquest.com

"I GOT GAME"

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

**SMALL VICTORIES
MINIATURES GAMING**

Due this fall, World of Warcraft Miniatures will consist of Horde or Alliance factions in 3 different types of packaging. There will be the Core Booster packs, SRP \$14.99, Core Set Standard Starter packs, SRP \$24.99, and Core Set Deluxe Starter packs, SRP \$39.99. No firm release date has been set yet.



**WELCOME A BOARD!
TABLETOP BOARD GAMING**

Munchkin Quest Board Game Coming Soon - Based on the popular CCG, Steve Jackson games will be releasing the *Munchkin Quest* board game this fall. The game is being developed by Steve himself and was slated to be released in time for the Origins convention. However, due to design changes, the game will be out later in the year. It is designed to be expandable with the first expansion still scheduled by the end of 2008.



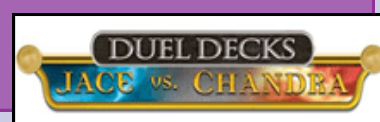
Z-Man Bringing Chinatown to U.S. - *Chinatown*, previously a board game release by Alea Big Box Games, is one of only two titles that have never been sold in the U.S. Z-MAN Games announced that they would be rectifying this by setting a date for later this year. The second unreleased title, *Adel Verpflichtet*, may follow later.

**IT'S IN THE CARDS
COLLECTABLE CARD GAMING**

Burger King to Launch Pokemon Promo - From July 7th to August 3rd, Burger King will be offering a Pokemon TCG card and toy accessory with each purchase of a BK Kids Meal. There will be 12 different cards based on the current *Diamond and Pearl* set.

Magic the Gathering Duel

Decks in November - WotC announced the release of two Duel Decks, *Jace vs.*



Chandra. These are 60 card, ready-to-play decks utilizing "control and burn" cards pulled from 15 years of Magic sets. The release date is set for November 7th.

Eve Expansion Delayed - *The Exiled*, the first expansion to White Wolf's CCG *Eve: The Second Genesis*, has been delayed due to a printing problem. Originally set for July, it will now be released on August 16th.

WINNERS' CIRCLE

FRIDAY NIGHT MAGIC

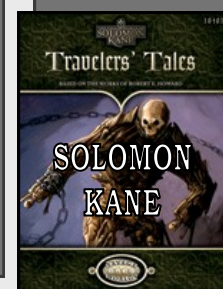
STANDARD

June 6th Korey Fay
June 13th Terry Bayes
June 20th J R Wade
June 27th Mike Belfatto

MTG Block

June 2nd Ben Wienburg
Star Wars Minis
June 1st (100 pt.) Rich Norman
June 15th (150pt.) Matt Belmont
June 22nd (200pt.) Bryan Creehan

LOOK FOR THESE NEW SAVAGE WORLDS
PRODUCTS FROM PINNACLE AT
GEN CON INDY



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