



YOTTA NEWS



JANUARY, 2011

YOTTAQUEST
7607 Hamilton Ave.
Cincinnati, OH 45231

VOLUME 4, ISSUE 1

A LOTTA YOTTA STORE NEWS

Thank you for giving Yottaquest a great 2010! I would also like to thank my staff. The dedication that they have makes me proud. I cannot do it by myself. We had some big changes in 2010. The new parking lot behind the store finally got finished after years of trying. I wonder how we ever managed without it. Yottaquest.com got a whole new look. Yottaquest became an LLC and got a new logo. My daughter Reba was married and I have a new grandson coming late January! Time

has flown by and this was our seventh holiday season. Starting this month we will be getting our comics on Tuesday so we can have them available for you first thing Wednesday morning! The team and I already had our first meeting of the year and we are all looking forward to making 2011 the best gaming year Cincinnati has ever seen!

-Matt



COMICS CORNER COMIC BOOKS

It appears that in March, Spider-Man will be getting a new suit... of armor? Yep, you heard it right. Check it out in *Amazing Spider-Man #656*.

And, speaking of armor, the Red Hulk is set to take on General Fortean and the best hardware the military can dish out. Look for it in *Hulk #30.1* (that's not a typo, it's the right number).



Also in March, Dynamite Entertainment has announced the first ever crossover of *The Lone Ranger* and *Zorro*. The five issue mini series will feature cover art by Alex Ross among others.



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YQ101 Series

Introductory level sessions for games and gaming at YottaQuest

- Sunday
January 2nd:
Pathfinder RPG
1 - 6 PM
- Sunday
January 9th:
Miniature Painting
1 - 6 PM
- Sunday
January 16th:
Warhammer 40K
1 - 6 PM
- Sunday
January 23rd:
Flames of War
1 - 6 PM

ADVENTURE THEATER

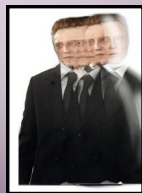
Brought To You By



And now, the News...As previously reported, the mayor of Youngstown and the city council recently decided to re-instate the Youngstown Avengers Project from the early 1990's.

Despite what was initially indicated, it appears that their job wasn't really to fight crime, just push local gangs around and make the city look good. The members were selected from an exhaustive list of candidates (they were the only ones to show up) and they reportedly get paid about \$12/hour.

Youngstown Avengers roll call:



Quasi-Man:
Former technician working at the Large Hadron Collider who fell victim to a bizarre accident while on the job which left him with the ability to exist simultaneously in multiple dimensions, in addition to our own.



The Prankster:
A gazetteer that uses prank inspired super gadgets to fight crime.



Critical Mass:
A female scientist who pushed the envelope too far in her quantum physics experiments that led to an incident in which she acquired super speed. In addition, the faster she goes, the larger she gets, building up mass.

Quasi- Man, Critical Mass, and The Prankster were part of opening ceremonies to introduce the team to Youngstown. Mayor Williams opened with a by introducing the team then Congressman Ryan gave a speech pretty much stealing credit for it like it had been his idea all along.

At that moment, a large, red armored robot arrived landing in a fiery blast of his boot thrusters (catching half the stage on fire) and began to state his support/intention to join the Youngstown Avengers. He claimed to be Red Steel, an android of soviet creation, built in the 1960's, "Peak of soviet technology!", to battle U.S. superheroes. Evidently he had been trapped under rubble since his last battle in the late 1980's. His computerized brain just recently came back online and started to reset its programming. At the same time it started picking up radio transmissions and, due to comments of certain radio personalities, believes the U.S. has become a communist country. He grabbed Congressman Ryan's hand and raised it in a victorious salute promising to help comrade Ryan and his agenda for this new communist society, when suddenly.....



TO BE CONTINUED... (On Page 5)

WELCOME A BOARD BOARD GAMING

Mayfair Games announced two new releases for January.

London is a city-building board game in which you try to rebuild the city after the "Great Fire" of 1666. It is for 2-4 players and is designed by the same people who brought you *Steam* and *Rise of Empires*.



Van Helsing is a board game for 2-5 players in which one person gets to play Dracula while others attempt to stop him. As Dracula, the player searches his castle looking for his brides and the other players try to find weapons to stop him while trying to avoid being bitten at which point they are forced to switch sides. The game is designed by the creator of *Nuns on the Run*.



Coming from Toy Vault in early 2011 is the *Godzilla: Kaiju World Wars Board Game*. Combining highly detailed plastic miniatures, city tiles and card-based gameplay, it offers up the opportunity to reproduce fun, cinematic battles in the tradition of the movies. The game can be played at different levels to allow for a quick 1-on-1 battle to a more complex strategic conflict.



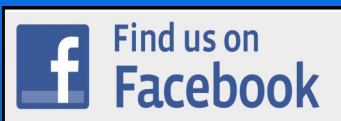
JANUARY 2011 EVENTS

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1 CLOSED
2 Open Miniature Gaming- All Day YQ101 Series: Pathfinder RPG 1-6 pm	3 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	4 Board Game Night 6-10 pm	5 New Comic Day D&D Encounters Keep on the Borderland Dave - D&D4E 6-10	6 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	7 Friday Night Magic 4 pm - 12 am OWBN LARP: Sabbat 7 pm - 12 am	8 Board Game Night 6 pm - 12 am Pokemon City Championship 10 am - 6 pm
9 Open Miniature Gaming- All Day YQ101 Series: Miniature Painting 1-6 pm	10 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	11 Board Game Night 6-10 pm Jeffrey O - GURPS Vikings: The Cross and the Rune	12 New Comic Day D&D Encounters Keep on the Borderland Andrew - Hollow Earth Expedition 6-10 Dave - Cthulhu Tech	13 Open Card Gaming 5-10 pm Learn to Play D&D 4E Essentials 6-9 RPG: Pathfinder Society 6-10 pm	14 Friday Night Magic 4 pm - 12 am LARP: Camarilla Geist 7 pm - 12 am	15 Board Game Night OWBN LARP Camarilla 7 pm - 12 am MTG Commander (EDH) Free Tourney 12-5
16 Open Miniature Gaming- All Day YQ101 Series: Warhammer 40K 1-6 pm	17 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	18 Board Game Night 6-10 pm	19 New Comic Day D&D Encounters Keep on the Borderland Dave-Cthulhu Tech 6p Heroclix OP DC 75th Week 1 300pt Sealed 5-10	20 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm Greater Cincinnati RPG Meetup 7-10	21 Friday Night Magic 4 pm - 12 am OWBN LARP: Sabbat 7 pm - 12 am	22 Warhammer 40K 1750pt Fixed List Tournament 9-7 LARP: Changeling 7pm - 12am Board Game Night 7pm - 12am
23 -LARP: Changeling -YQ101 Series: Flames of War 1-6 pm 30 -Mirrodin Besieged Prerelease Day 2 -Movie Night Princess Bride 6-8pm	24/31 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K	25 Board Game Night 6-10 pm Jeffrey O - GURPS Vikings: The Cross and the Rune	26 New Comic Day D&D Encounters Keep on the Borderland Heroclix OP DC 75th Week 1 300pt Sealed 5-10	27 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	28 Friday Night Magic 4 pm - 12 am LARP: Camarilla Requiem 7 pm - 12 am	29 Mirrodin Besieged Prerelease Day 1 9am - 6pm Board Game Night 6pm - 12am



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DESIGNERS' DEN GAME DESIGN

Gaming With Limitations

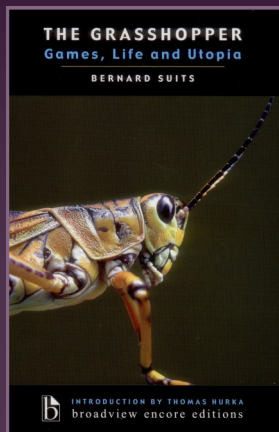
One of the things I did to pass my holidays this year was to read Katie Salen and Eric Zimmerman's excellent *Rules of Play: Game Design Fundamentals*. At nearly 700 pages, it's a bit of a doorstop, but there's no denying that it's loaded with great insights for active or aspiring game designers.



One of the great things about diving into a textbook like this is that it breaks down stuff you thought you understood into elementary particles. Take rules for instance. We all know games require rules systems. Rules are what separate *games* from *play*, the former being a structured, formalized version of the latter. Without rules, all games - from Tic-Tac-Toe to *Traveller* - would disintegrate into unstructured horseplay.

A basic function of rules (and therefore games) is to limit player choice - by definition, games are player-limiting devices. On the surface, that doesn't sound like much fun, right? It's obvious in something like Tic-Tac-Toe, which has clearly defined procedures and few player options. But what about something less constrained, like a role-playing game?

Clearly, RPG's are a specialized form of game - unlike most games, many RPG's have no clearly defined win-state. Goals are often determined by the players and new goals set once the old ones have been achieved. But - like all games, they still adhere to rules systems which demarcate what players can and cannot do. It is the willingness of all participants to adhere to these rules which makes play possible.

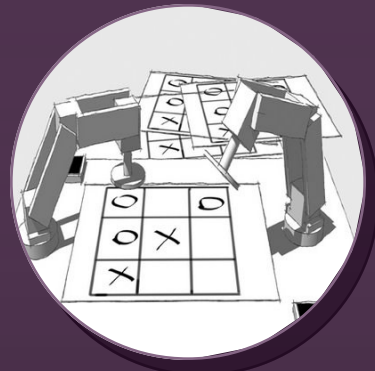


There's a term which describes this mindset. It's called the *lusory attitude*. The term *lusory attitude* was coined by philosopher Bernard Suits in his 1978 book *The Grasshopper: Games, Life, and Utopia*. In short, the *lusory attitude* is a mindset that participants of games enter into to facilitate gameplay. Before you start thinking this is going off on some weird tangent, allow me to explain.

Take the aforementioned Tic-Tac-Toe. If one were to say that the goal of Tic-Tac-Toe was 'to place three X's or O's in a row on a 3x3 grid', the most efficient means of

doing so would be to simply fill in the boxes and call it a day. But that wouldn't make a very good game. In order to make a game of it, it's necessary to concoct a rules system to determine who can do what and when - this is largely done by introducing inefficiency...say, by

allowing another player to follow up one of your moves with a move (often counterproductive to your efforts) of their own. The willingness to accept this inefficiency to facilitate gameplay is the *lusory attitude*.



How does this relate to role-playing games, you might ask? In a traditional RPG, rules systems often define what a player (and by extension, the player's in-game avatar, their character) is capable of. Physical and mental characteristics, skills, equipment - all these things serve to define a character's capabilities. If a player wishes to climb a wall, some characteristic or skill describes how adept they are at climbing said wall. A randomizing factor (usually dice) is applied to this action and, depending on the results, the player either succeeds or fails at climbing the wall.

In order to make this possible, everyone at the table has to buy into the rules system - to adopt a *lusory attitude* which allows for the inefficiency involved in that action. Some story-driven games will often bypass inconsequential actions such as wall-climbing if it doesn't serve some narrative function - but even the most narrative of games still implement some form of rules structure to facilitate gameplay, even if it boils down to who narrates what.

None of this information is necessary for the enjoyment of games, of course. It may, however, lead to a deeper understanding of why you may or may not enjoy certain games. Not all players have a vested interest in this concept - so-called 'munchkin' behavior is in some ways an attempt to subvert this concept, a means to circumvent the very system that makes gameplay possible.

As a GM, this may lead to a better understanding of such behaviors and perhaps the means to overcome them at the game table. Why, for instance, does such a player feel the need to 'munchkin' the rules system to derive satisfaction? It's easy to dismiss the player as a cheat who can't stand the thought of failure, but it's also possible that the system is too easily manipulated or that the rules inadvertently promote this kind of behavior.

Finally - for the designer, understanding how game limitations serve to create gameplay is fundamental to the design process itself. Insights such as these are invaluable tools to employ as you craft rules systems which generate meaningful gameplay experiences for your players.

(Note: Bernard Suits' *The Grasshopper: Games, Life, and Utopia* is available to read online at <http://bit.ly/i4BSba>)

-Alex Mayo

ADVENTURE THEATER PART 2

Previously...Our heroes had gathered on the steps of City Hall for the public announcement of the re-instatement of The Youngstown Avengers, when suddenly...

Hurling out of the southern sky and landing with a crash into the gathering crowd was a giant Olmec Head!

Its landing crushes many innocent onlookers, then before anyone can gather their wits, people in the crowd begin randomly transforming into jackal men! The jackal men turn on the crowd, savagely attacking them. Then, as if appearing out of thin air, the dastardly foe behind this attack makes his presence known.



"I am The Last Olmec", he cries and tells everyone assembled that he is attacking Youngstown for its crimes against the Olmec people!

Wasting no time, the Youngstown Avengers leap into action. Quasi-Man teleports to multiple locations at once, laying many jackal men low with a swift blow from his walking stick. Critical Mass moves at lightning speeds pulling many innocent victims out of harm's way before their jackal man attackers can harm them. The Prankster unleashes his arsenal of prank powered gadgets on the jackal men immobilizing them with bouts of paralyzing laughter. Red Steel attempts to lift the giant head from its resting place and smash The Last Olmec with it (a fitting punishment for those who would harm citizens of the state!). However, some mystic force more powerful than even his mighty mechanized muscles kept the head rooted to the spot.



Summoning his evil eldritch power The Last Olmec begins to transform more of the crowd into jackal men. Quasi-Man and Prankster both assault him with less than favorable results. Red steel strikes the Olmec a staggering blow with his mighty fist but the Olmec manages to shrug it off while Critical Mass grabs two of the jackal men and runs them miles away from the scene of the battle where she discovers that once they are out of the immediate vicinity of The Last Olmec they revert to normal.

Returning to the battle, Critical Mass tells the rest of the team what she has discovered, so shrugging off a group of jackal men Red Steel grabs hold of The Last Olmec, fires his boot thrusters to maximum and begins to ascend into the sky. Racing higher and higher, Red Steel manages to keep a crushing bear hug on the Olmec and though the Olmec has superhuman endurance, even HE needs to breathe and eventually succumbs to the thinning atmosphere at the edge of the void.

Once the Olmec is unconscious and a safe distance away, the remaining jackal men revert to normal. The Youngstown Avengers turn the Olmec over to the authorities at the nearby Prison for Super-Powered Individuals. A job well done, they truly earned their \$12/hour!

This story submitted by roving reporter Chis Schieffer of our Youngstown news office.



A complete super-hero RPG, based on the award-winning *Mutants & Masterminds* system. Take on the roles of legendary DC heroes like Superman, Batman, or Wonder Woman, or create your own. Become a hero of legend with DC ADVENTURES!

The Vindicator

Youngstown Ohio November 21, 2010 **SUNDAY** 50 CENTS DAILY • \$1.25 SUNDAY

Youngstown Avengers Defeat Olmec Villain!!

Your Youngstown Avengers (left to right): The Prankster, Critical Mass, Red Steel, and Quasi-Man.

Olmec villain "Not Happy" with results of assault on city.

"The Last Olmec"

The Head

Villain later mysteriously escapes from downtown supers villain wing of the prison.

Williams and Ryan Questioned About "Communist Agenda"

City Plans New Branches on Youngstown's

SOCIAL COMMENTARY EDITORIAL

Red Box Society

When I was in the 5th grade, I learned about the existence of Dungeons and Dragons. The exact details are lost to the mists of my memories, mostly due to the fact that the 5th grade was over two decades ago. It's gone the way of most of my 5th grade education, such as the exact causes of the War of 1812 which, according to Wikipedia, was fought because it had a really good name, both the British and Americans hated to see it go to waste and probably something about smug Canadians and their delicious maple syrup monopoly. [citation needed]

I assume that I was in a book store with my parents and there was a shaft of light from the sky that illuminated the role playing games section of the shelves causing it to sparkle in the light. I picked up and opened the Second Edition Player's Guide, a heavenly choir sang and my face was bathed in a soft, golden light. I knew then that I had embarked upon a path that would affect the decisions I'd make and how people would relate to me for the rest of my life, which is both sobering and terrifying at the same time. However, what most likely happened was that my friend Matt showed me some books and talked me into trying it out, which is even more sobering and terrifying when you think about it.

We made a mess of the game for a year or so, without any real formal guidance or, as I learned later, an incredibly important Monster Manual. Back in the old days we didn't have the interwebs to find where people were playing (I believe Al Gore was still installing the tubes for the information to run through). The only people in the world that we thought even knew of the existence of these tomes were our (very) small circle of friends.

Imagine my surprise when, in 6th grade at the bus stop, one of the high school kids, that I lived in absolute unwarranted fear of, handed me his old, beat-up copy of the original red box Dungeons and Dragons set. I don't remember if we said anything or if I even said thank you at the time. He was the tall kid who matured early, with long hair, what passed for a moustache in high school, and wore a leather jacket even during the summer – the 80's were a crazy time for everyone, and for

some reason people thought that intentionally looking like Steve Perry was still pretty awesome.

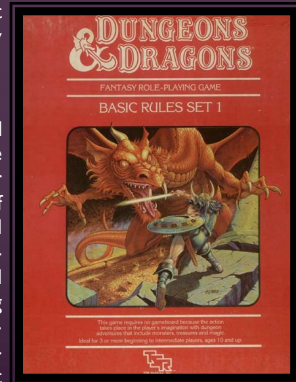
I do know that we never warmed up to one another. I'm not sure that we ever spoke to each other again, much less play a game of D&D together. Having an actual whole set and a more or less legitimate introduction to the game did rekindle my desire to start playing again, and now I'm writing a monthly article for a gaming store's newsletter. Who says dreams don't come true? (Editors note: Dreams do come true! Submit your idea or article for consideration for publication to editor@yottaquest.com)

The reason I relate this story, besides the fact that I needed a 500 word article by the end of the week, is that we need to continue to make a concerted effort as a community to expand the reach of our subculture. I don't think anyone has ever said "You know, we've been playing *Sorry* and *Life* for a couple of years, that's getting boring. Let's try this game called *Shadowrun 4th Edition*." We all have our own stories about how we even found out about the game, and part of the responsibility of participating in a closely knit subculture like ours is that we have to rely on ourselves to expand it.

There are lots of ways to serve the gaming community to make sure there continues to be one. Run an open game at Yottaquest, participate in YQ101 or free game days. Join our Meetup group – the link is available on the website. Let's get LFR up and running again or start the Scales of War adventure path.

None of us grew up in this culture in a vacuum. Somewhere there was a person who held their hand out to each and every one of us and invited us to join. Now it's our turn to do the same.

-Jeffrey Omnitz



WINNERS CIRCLE

<u>FRIDAY NIGHT MAGIC STANDARD</u>		<u>FRIDAY NIGHT MAGIC DRAFT</u>	
12/3/10	James Grendall	12/3/10	David Desantis
12/10/10	Lucas Bruggeman	12/10/10	Tom Williams
12/17/10	Brian Hughes	12/17/10	Steven McCarthy
12/11/10 Grand Prix Trial Atlanta: Jeff Perkins			

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HOURS
 Monday through Thursday
 10 AM to 10 PM
 Friday
 10 AM to 12 AM
 Saturday
 9 AM to 12 AM
 Sunday
 Noon to 10 PM

Matthew M Fay, CEO and Founder
 matthewm@yottaquest.com