



# YOTTA NEWS



MARCH, 2011

YOTTAQUEST  
7607 Hamilton Ave.  
Cincinnati, OH 45231

VOLUME 4, ISSUE 3

## A LOTTA YOTTA STORE NEWS

Even though February was a small month it was packed with great events. We had a great turnout for our Mirrodin Besieged Launch Event.

Yottaquest released some ancient evil early as we showed off the newest game from Fantasy Flight Games, Mansion of Madness, on Feb. 19<sup>th</sup> and 20<sup>th</sup>. Many showed up to see the game before it's released next week.



Thanks to all the game masters that came out for our Independent RPG Day and made it a success! I hope a lot of people learned cool new systems.



As for more "mainstream" RPGs, the latest D&D Encounters started, March of the Phantom Brigade. Most time-slots still have empty seats. You can catch the action every Wednesday.

Check out the calendar for some cool upcoming events such as an All-Day Board Game



Affair, a



Spring into Action Warhammer 40k Day, and the release event for HeroClix: Giant Sized X-Men!

- Jonathan



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### YQ101 Series

Introductory level sessions for games and gaming at YottaQuest

- Sunday March 6th: Comics 1 - 6 PM
- Sunday March 13th: Warhammer 40K 1 - 6 PM
- Sunday March 20th: Pathfinder RPG 1 - 6 PM
- Sunday March 27th: Magic the Gathering Commander Format (Elder Dragon Highlander) 1 - 6 PM

**COMICS CORNER** COMIC BOOKS



Coming March 23<sup>rd</sup> from Marvel is *FF#1*. After recent events in *The Fantastic Four*, the remaining members have decided to form a new group, *The Future Foundation*. And, with that stroke of genius, the team doesn't even have to change the monogram lettering on their stationery or towels. This time around, the group is out to recruit none other than your friendly neighborhood Spider-Man. The new villain(s)? A team of scientists/terrorists calling themselves A.I.M (Advanced Idea Mechanics). Will Spidey join the new FF? Will A.I.M. stay on their target of terror? All will begin to unfold in the pages of *FF#1*...

*Deadlands* brings together elements of the classic six-gun western, horror, steampunk and a little bit of magic to produce an adventurous, alternate universe, wild-west setting. According to Image, they have an all-star creative team behind each issue so it's sure to be a hit with fans of the game and non-gamers alike.



Dynamite Entertainment will be releasing *Total Recall #1* in May. Picking up the story immediately after the events of the 1990 film, we find the heroes, Douglas Quaid (portrayed in the movie by Arnold Schwarzenegger) and his girlfriend, Melina, off for more death-defying adventures on the Red Planet. The original story was by science fiction author Philip K. Dick and was titled *We Can Remember It For You Wholesale* and the movie is scheduled for a remake in 2012 starring Colin Farrell.

**SMALL VICTORIES** MINIATURES GAMING

The makers of the *Ex Illis* miniatures game, Studio Figurines Bastion Inc., have announced that they will be ceasing operations. The game, which is supported by online software, was launched in April 2009 and has had a growing fan base. Developers have promised to keep the servers on-line as long as possible while they negotiate terms to continue producing the game and offer future planned expansions.



In addition to the *Green Lantern* set due in May, WizKids has announced the next two *HeroClix* releases. *Captain America* will be out in June and then in September, a new *Superman* set will be available.

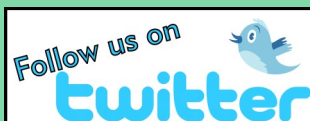


In related news, WizKids has also announced a *HeroClix Online* game that will be similar to WotC's *Magic Online*. According to Lax Chandra of WizKids their goal is "to recapture palyers who got married or whatever, stopped going to the stores and stopped playing the game" and "give them a way to play at home". The game is set to debut in late spring or early summer.

# MARCH 2011 EVENTS

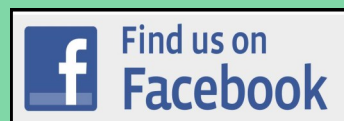


| Sun  | Mon  | Tue   | Wed   | Thu  | Fri  | Sat  |
|--|--|---|---|--|--|--|
|  |  | 1<br>Board Game Night<br>6-10 pm  | 2 New Comic Day<br><br>D&D Encounters:<br>March of the Phantom<br>Brigade<br><br>HeroClix OP DC 75th<br>Week 7: 300pt Team 2<br>-player Modern Const. | 3<br><br>Open Card Gaming<br>5-10 pm<br><br>RPG: Pathfinder<br>Society 6-10 pm   | 4<br><br>Friday Night Magic<br>4 pm - 12 am<br><br>OWBN LARP:<br>Sabbat 7 pm - 12 am                 | 5<br>MTG Mirrodin<br>Besieged Game Day<br>Win a Complete Set<br>of Mirrodin Besieged<br>9 - 6<br>Board Game Night<br>6-12<br>LARP: Camarilla |
| 6<br>Open Miniature<br>Gaming- All Day<br><br>YQ101 Series:<br>Comiced<br>1-6 pm   | 7<br>MTG Booster Drafts<br>& Commander<br>(EDH) Free-For-All!<br>5-10 pm<br><br>Warhammer Fantasy<br>/ Warhammer 40K<br>5-10 pm  | 8<br>Board Game Night<br>6-10 pm<br><br>Jeffrey O - GURPS<br>Vikings: The Cross<br>and the Rune 6-10  | 9 New Comic Day<br><br>D&D Encounters:<br>March of the Phantom<br>Brigade<br><br>HeroClix OP DC 75th<br>Week 8: 300pt Modern<br>Constructed<br>5-10   | 10<br><br>Open Card Gaming<br>5-10 pm<br><br>RPG: Pathfinder<br>Society 6-10 pm  | 11<br><br>Friday Night Magic<br>4 pm - 12 am<br><br>LARP: Camarilla<br>Geist 7 pm - 12 am            | 12<br>Board Game Night<br>6 pm - 12 am   |
| 13<br>Open Miniature<br>Gaming- All Day<br><br>YQ101 Series:<br>Warhammer 40K<br>1-6 pm  | 14<br>MTG Booster Drafts<br>& Commander<br>(EDH) Free-For-All!<br>5-10 pm<br><br>Warhammer Fantasy<br>/ Warhammer 40K<br>5-10 pm | 15<br>Board Game Night<br>6-10 pm<br><br>Jeffrey O - GURPS<br>Vikings: The Cross<br>and the Rune 6-10 | 16<br>New Comic Day<br>New Comic Day<br><br>D&D Encounters:<br>March of the Phantom<br>Brigade<br><br>HeroClix: Release<br>Evernt Giant X-Men         | 17<br>Open Card Gaming<br>5-10 pm<br><br>Greater Cincinnati<br>RPG Meetup 7-10<br><br>RPG: Pathfinder<br>Society 6-10 pm | 18<br><br>Friday Night Magic<br>4 pm - 12 am<br><br>OWBN LARP:<br>Sabbat 7 pm - 12 am                | 19 CincyCon<br>Board Game Night<br><br>OWBN LARP<br>Camarilla<br>7 pm - 12 am<br><br>MTG Legacy<br>Tournament<br>9-6                         |
| 20<br>Open Miniature<br>Gaming- All Day<br><br>YQ101 Series:<br>Pathfinder RPG<br>1-6 pm<br><br>World of Darkness<br>Geist - Camarilla<br>Fan Club LARP 6-10 | 21<br>MTG Booster Drafts<br>& Commander<br>(EDH) Free-For-All!<br>5-10 pm<br><br>Warhammer Fantasy<br>/ Warhammer 40K<br>5-10 pm | 22<br>Board Game Night<br>6-10 pm<br><br>Jeffrey O - GURPS<br>Vikings: The Cross<br>and the Rune 6-10 | 23<br>New Comic Day<br><br>D&D Encounters:<br>March of the Phantom<br>Brigade<br><br>Andrew J: Hollow<br>Earth Exp. 6-10                              | 24<br><br>Open Card Gaming<br>5-10 pm<br><br>RPG: Pathfinder<br>Society 6-10 pm  | 25<br><br>Friday Night Magic<br>4 pm - 12 am   | 26<br>An All Day Board<br>Game Affair!<br><br>LARP: Requiem<br>7pm - 12am<br><br>Play an Indie RPG<br>12-4                                   |
| 27<br>-LARP: Requiem<br><br>-YQ101 Series:<br>Magic the Gathering<br>Commander Format<br>(Elder Dragon<br>Highlander)<br>1-6 pm                              | 28<br>MTG Booster Drafts<br>& Commander<br>(EDH) Free-For-All!<br>5-10 pm<br><br>Warhammer Fantasy<br>/ Warhammer 40K<br>5-10 pm | 29<br>Board Game Night<br>6-10 pm   | 30<br>New Comic Day<br><br>D&D Encounters:<br>March of the Phantom<br>Brigade   | 31<br><br>Open Card Gaming<br>5-10 pm<br><br>RPG: Pathfinder<br>Society 6-10 pm  | 1<br><b>APRIL</b><br><br>Friday Night Magic<br>4 pm - 12 am<br><br>OWBN LARP:<br>Sabbat 7 pm - 12 am | 2 2011<br>Spring Into Battle!<br>1850 Warhammer<br>40K Fixed List!<br><br>Board Game Night<br>6pm - 12am<br><br>LARP: Camarilla              |



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## SOCIAL COMMENTARY EDITORIAL

### Sports and Gamers

First off, let me apologize. By now, literally several people read my column – some manage to get almost halfway before giving up on the poor grasp of language and punctuation. I've yet to receive any actual feedback on the column, but I'm sure that there's just that initial shyness about being the first person. No doubt one of my six readers has noticed that I wasn't in the last Yottanews. Unfortunately, some things got in the way of last month's article, but I'm back and have a few months of articles that I'm ahead, so it's unlikely that you'll have to go through the horror of missing a month without me – whether you like it or not.

What I really want to talk about this month is an event that happened last month, in February. It occurs the first Sunday in February without fail, and was the most watched thing ever. I've always wondered why gamers and sports mix as infrequently as they seem to. I, for one, love sports, particularly football, because it gives me an excuse to go out and eat wings with about 100 people in a room dressed in the same shirt as everyone else – mealtime shirt coordination is important to proper digestion.

Seriously though, it's always baffled me that gamers haven't taken to sports. There are clearly defined rules, player statistics, classes, and levels. It's practically a role playing game waiting to happen, and games like football are practically a miniatures wargame – as evidenced by Bloodbowl by Games Workshop. Little known



fact – Bloodbowl was originally designed after watching the Pittsburgh Steelers play a regular season game, except they toned down the violence and bribery for the game itself.

I realize that as a whole gamers aren't in the greatest of shape, unless you consider spherical a shape, and there's always that jocks vs. nerds thing that's been simmering for years and the ages of bad blood there, but attending a sporting event or viewing it in a local sports bar is great for the ratio of people around you to the social interaction involved. As long as you don't pour your beer on someone, you can go an entire game without saying anything except "Did you see that?!" and "I can't believe the ref didn't see that?!" and everyone's favorite "More beer and wings please!"

This is the exact kind of social interaction that we're used to, and once you've mastered these techniques, you can get involved in more advanced techniques. My favorite is arguing about rules. It goes without saying that most of us already love doing this in our gamer lives, but with sports rules, they become even more obtuse, subject to interpretation, and there's a certain distance you have between you and the event. For example, this is the "tuck rule" in football, which I swear I'm not making up - "When a Team A player is holding the ball to pass it forward, any intentional forward movement of his hand starts a forward pass, even if the player loses possession of the ball as he is attempting to tuck it back toward his body. Also, if the player has tucked the ball into his body and then loses possession, it is a fumble." I don't see how it could get any clearer.

So get out there, sports fans, and cheer on your team, and keep those rulebooks handy!

-Jeffrey Omnitz

## ON A ROLE ROLEPLAYING GAMES

In August, Fantasy Flight will be releasing *Black Crusade: Core Rulebook*. This 400-page hardcover book can be used as a standalone RPG for the *Warhammer 40K RPG* or as a villain sourcebook for *Deathwatch*, *Dark Heresy* and *Rogue Trader* campaigns.

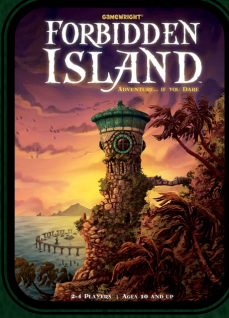


## WELCOME A BOARD BOARD GAMING

*Black Gold*, releasing in May from Fantasy Flight Games, is a resource management game for would be Oil Barons. Set in Texas in the 1920's, players must find, drill and transport their oil better than their opponents. Auctions, bluffing, penalties and optional rules allow for variety and replayability in this game designed for 2-5 players.



New from Z-man Games is *Trollhalla*, a "humorous medieval fantasy nautical adventure". Two to four players sail their troop of trolls across the board to nearby islands to pillage a plunder to their hearts content. But watch out for the vicious Billy Goats. They can head butt your booty into the watery depths. The first player to fill their ship with loot is the winner.



*Forbidden Island*, from Gamewright, has now won multiple awards and has been recognized as one of the premiere cooperative family board games. Players take on the role of adventurers searching for four mystical artifacts in a race against time as the island is sinking into the ocean! The game is designed for 2-4 players and can usually be played in about 30 minutes.

## WINNERS CIRCLE

| <u>FRIDAY NIGHT MAGIC</u><br><u>STANDARD</u> |                  | <u>FRIDAY NIGHT MAGIC</u><br><u>DRAFT</u> |                |
|--|------------------|---|----------------|
| 2/4/11                                       | Mark Larson      | 2/4/11                                    | Ricky Allaer   |
| 2/5/11 (Besieged)                            | Christopher Noll | 2/11/11                                   | Eric Klug      |
| 2/11/11                                      | Justin Bench     | 2/18/11                                   | Bernie Wen     |
| 2/18/11                                      | Rocky Harris     | 2/25/11                                   | Ben Braeutigam |
| 2/19/11 (Legacy)                             | Michael Belfatto |   |                |
| 2/25/11                                      | Lucas Bruggeman  |   |                |

| <u>FLAMES OF WAR TOURNAMENT 2/12/11</u> |           |         |              |
|---|-----------|---------|--------------|
| First:                                  | Mike Hart | Second: | Jim McKinney |

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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  
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