

# YOTTA NEWS EXTRA

GEN CON 2008 WRAP-UP by Alex Mayo

Despite its' recent financial and legal difficulties (which won't go into here - check you favorite gaming forum or blog if you want dirt), Gen Con Indy seems to be steamrolling ahead quite nicely.

If post-convention attendance records are to be believed, the event is as successful as ever - last year's pre-event registration was up 70% over the year previous, and a press release received the week after this year's con has attendance pegged at nearly 100,000 turnstile attendees - the highest figure in the convention's history.

Of course, everyone's convention experience is different - it's hard to be everywhere at once, and with 90% of my immediate social circle in attendance, it was hard to split time between convention-going and just plain hanging out.

That said, here's what I did on my summer vacation:

\* **D&D 4th Edition** - I dropped a whole mess of planned stuff just to get in one more session of 4th Edition on Sunday morning, after having spent Friday and Saturday evenings rolling the dice until 4am. If you've been holding out due to some weird loyalty to the bloated corpse that is 3rd Edition, you owe it to yourself to give 4E a try. And not some quickie game-store demo...I'm talking a weekend-long, play until you can't roll the dice, old school D&D marathon. Its fast, it's fun, and - while it won't shake up your notions of what role-playing games can be, it is one of the most pure expressions of the hobby I've played in a very long time. Good times.

\* **Monsterpocalypse** - Privateer Press' new collectible miniatures game Monsterpocalypse is all kinds of fun, even though the rules seem a little bloated. I don't see why any collectible minis game should have more than three or four stats, but that's just me. There's a lot of shifting resources between your big kaiju unit and the smaller support units, which adds quite a bit of strategy. Honestly, though, if I do pick this up, it'll be for the miniatures. They're fantastic. If you like kaiju flicks and tabletop gaming, you'll be in heaven.

\* **Maid RPG** - I stopped by the Khepera games booth and chatted up Andy Kitkowski, who is working on bringing the Japanese RPG Tenra Bansho Zero to the States. Unfortunately, the game wasn't ready to release, even as an ashcan pre-release, but he did have a limited number of copies of their new Japanese import, Maid, in which players play - well - Maids. Sounds weird, I know, and it is weird. But in a good way. The GM plays the 'Master', and it is up to the players to gain 'favor' by doing things that please their Master. Weird, weird, and more weird. But in a good way.

\* **Dragon Age: Origins** - I attended a video demonstration of this game, almost as an afterthought, but boy am I glad I did. BioWare's upcoming computer RPG looks freaking amazing. The game play is a bit standard (some would even say old-school) but if the game plays half as good as it looks, I'm totally there. The dens showed off some pretty cool mechanics, like the ability to lay down a 'grease' spell to slow down your enemies, and then a 'flame' spell to set the grease on fire. Fun. No console version is promised, but it's not outside the realm of possibility. A toolset will allow players to create their own adventures. I might have to sell one of the kids into slavery to upgrade my PC.

\* **Godlike** - If you like superheroes and World War II, Godlike should definitely be on your list. It's not exactly new, but it is an amazing experience. We dropped by the Arc Dream Publishing booth to see what's up, and one of the game's developers offered to run a full-blown session for us (after we bribed him with Steak and Shake). Definitely one of the highlights of the weekend. Centurion was so impressed, he quickly snatched up the Godlike rulebook and every supplement in print. A very nice group of people, and an amazing game.

\* **Blue Dragon: Role-playing card game** - I'll fess up - I had a scheduled demo through some of the PR folks promoting Blue Dragon that I kind of blew off to play Godlike. My friend Greg was kind enough to step in however, and he seemed to like it quite a bit. (You can read his rundown at my website, <http://www.yellow-menace.com>). I did get a free t-shirt, though :)

That's the long and short of it. I won't go into details about all the other fun stuff that happened off the convention floor (like the 10am Thursday wine-tasting at The Ram which was supplemented by a generous amount of lager), suffice to say fun was had by all.