



# YOTTA NEWS



DECEMBER, 2010

YOTTAQUEST  
7607 Hamilton Ave.  
Cincinnati, OH 45231

Volume 3, Issue 12

## A LOTTA YOTTA STORE NEWS

November started out with Sugoicon, Cincinnati's Anime Convention. I had a great time and met a lot of really nice people. We ended up with three gaming rooms for the weekend and it was busy. Lots of Magic the Gathering, Yu-Gi-Oh! and board games.



Thanksgiving went well and we had our best Black Friday ever. Thank you for all who showed up.

We have been busy around the store lately. All the lights in the back gaming room have been swapped out for brighter and more energy efficient lights. We also did weatherization to

help with the cold drafts and it really feels a lot nicer back there (just in time!)

We picked up several large collections of used D&D 3.5 stuff and added it to the shelves. We also brought up a couple thousand old comics from the basement. Jonathan has been busy at work growing our collection of trades and graphic novels. We did a reorganization of the store layout. But I guess we are always rearranging.

Well, it's hard to believe the year is coming to a close. Thank you all for making Yottaquest the great place it is.

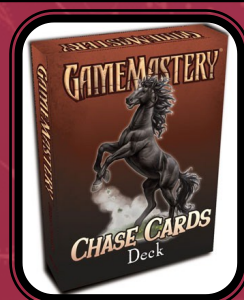


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## ON A ROLE ROLE PLAYING GAMES

Paizo Publishing will be releasing a new game accessory in the form of *GameMastery Chase Cards*. These are designed to assist gamemasters with information on how to create "chase scenes" in a game for any fantasy role-playing setting. Each card in the 17-card deck includes *Pathfinder* rules to resolve each situation including dice rolls required to succeed. The new cards are due out in May, 2011.



### Holiday Hours

- Friday  
December 24th: Open 10 AM - 6 PM
- Saturday  
December 25th: CLOSED
- Friday  
December 31st: CLOSED
- Saturday  
January 1st: CLOSED

**We wish you and your families a Merry Christmas and a Happy New Year!**

## IT'S IN THE CARDS CARD GAMES

In June, Wizards of the Coast has announced it will be releasing a new multiplayer version of *MTG* entitled *Magic: The Gathering Commander*. There will be five 100-card decks to choose from and players will be able to get started right out of the box. The rules are based on the fan-created multi-player format called *Elder Dragon Highlander* which has become the most appealing version, more so than WotC's previous attempts at the multiplayer products. Evidently, WotC has listened to the fans of the game and they are actually working with the *EDH* rules committee to make sure the new game stays true to its roots.

The basics are that each player selects a Legend to be their General (or now, Commander) and has a deck of



100 cards based on the Legend's color. No card, other than basic lands, appears in the deck more than once.

The Alderac Entertainment Group (AEG), makers of *Legend of the Five Rings CCG*, announced that they will be releasing a new deck-building game, *Nightfall*. The setting is a world whose sun has mysteriously disappeared and creatures of the night are taking over. This supernatural horror card game will debut sometime in 2011 and comes on the heels of AEG's popular *Thunderstone* game which will have a new expansion coming out soon entitled *Thunderstone: Doomgate Legion*.



### Cincinnati Dad's Football Card Game Brings Families Together

My husband, Jeff Spelman, originally created the patent pending *Jukem Football* card game as a fun, unplugged way to connect with our own children while helping them with their math skills. We had no intentions of doing anything more with it. But, after sharing the game with friends and family at gatherings, and much urging and encouragement from them to "do something with this," we decided to "go for it!" Originally called *Quick Count Football*, we brought the game to market just in time for Christmas, 2007. It was almost exactly six months from the day Jeff mocked up his first deck to the day our first edition game hit store shelves.

From there, I started traveling around the region with a car full of games, introducing it in person to independent specialty retailers all over Ohio, Kentucky and Indiana. The game was embraced by stores and promptly won two prestigious national toy industry awards: *The Dr Toy Best New Products* award and *Creative Child Preferred Choice Award*. Within six months of its debut, the game was available in more than 60 stores across the Midwest and Seattle.

Response to the game was overwhelmingly positive, but we knew the game could be even better. The following year, we went back to the drawing board and expanded the original game from one to two decks to accommodate more players, and added new cards to make the game more dynamic. The game got a colorful makeover – new vibrant images on all the cards and a color coding system made the game more intuitive and visually appealing. We also gave the game a fun new name: *Jukem Football*.

Now, there are Fumble, Interception, Blitz, Kick Return and Pancake Block cards. New defensive cards add more fun

"gotcha" moments to the game. There is also a quicker way to advance downfield with the addition of Pass "range" cards. And, there is a new special powerful card which carries the new name of the game, *Jukem*. *Jukem* is a broadly appealing and designed to be inclusive. You do not have to know football to play *Jukem* – and win!

The new *Jukem Football* continues to garner accolades in the industry and the public. It has been awarded *Dr. Toy's 2010 Best Children's Products* award, and has earned the *Toy Man Product Guide 2010 Seal of Excellence and Editor's Choice Award*. *Jukem Football* was recently featured in the [Chicago Tribune](#) "[10 Cool Games to Get the Party Started.](#)"

We offer free lesson plans to educators so that they can use *Jukem Football* to engage students in the classroom. The game can now be found in over 250 of the very best specialty toy, education, book and game retailers across the country in 30 states!

*Jukem Football* includes two 56-card decks (112 total cards), a colorful 20-page Official Playbook and a beautifully illustrated green gift box.

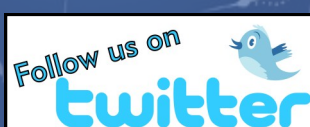
Follow us on twitter! [www.twitter.com/jukemfootball](http://www.twitter.com/jukemfootball) | Like us on Facebook! [www.facebook.com/jukemfootball](http://www.facebook.com/jukemfootball)  
Ages 8 to Adult | 2 – 4 Players | 20 minutes or less | \$14.99



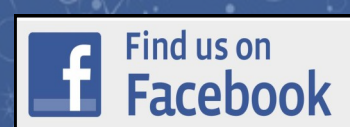
-Michelle Spelman

# DECEMBER 2010 EVENTS

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1 New Comic Day D&D Encounters Keep on the Borderland Andrew - Hollow Earth Expedition 6-10 Dave - D&D4E 6-10	2 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	3 Friday Night Magic 4 pm - 12 am OWBN LARP: Sabbat 7 pm - 12 am	4 Annual St. Nick Sale 9 am - 6 pm Board Game Night 6 pm - 12 am LARP: Camarilla 7 pm - 12 am
5 Open Miniature Gaming- All Day	6 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	7 Board Game Night 6-10 pm	8 New Comic Day D&D Encounters Keep on the Borderland Dave - D&D4E 6-10	9 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	10 Friday Night Magic 4 pm - 12 am LARP: Camarilla Geist 7 pm - 12 am	11 Board Game Day! All Day MTG Grand Prix Trial - Atlanta 2011 9 am - 6 pm
12 Open Miniature Gaming- All Day	13 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	14 Board Game Night 6-10 pm Jeffrey O - GURPS Vikings: The Cross and the Rune	15 New Comic Day D&D Encounters Keep on the Borderland Andrew - Hollow Earth Expedition 6-10 Dave - D&D4E 6-10	16 Open Card Gaming 5-10 pm Greater Cincinnati RPG Meetup 7-10	17 Friday Night Magic 4 pm - 12 am OWBN LARP: Sabbat 7 pm - 12 am	18 Board Game Night 6 pm - 12 am LARP: Camarilla 7 pm - 12 am
19 Open Miniature Gaming- All Day YQ101 Series: HeroClix 1-6 pm	20 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K 5-10 pm	21 Board Game Night 6-10 pm	22 New Comic Day D&D Encounters Keep on the Borderland Dave - D&D4E 6-10	23 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	24 <b>Holiday Hours</b> <b>12 pm - 6 pm</b> Christmas Eve	25 <b>CLOSED</b> Christmas Day
26 Open Miniature Gaming- All Day After Christmas Game Day 12-6 pm Community Movie Night - <i>Gremlins!</i> 6-8 pm	27 MTG Booster Drafts & Win-A-Box Standard 5-10 pm Warhammer Fantasy / Warhammer 40K	28 Board Game Night 6-10 pm Jeffrey O - GURPS Vikings: The Cross and the Rune	29 New Comic Day D&D Encounters Keep on the Borderland Andrew - Hollow Earth Expedition 6-10 Dave - D&D4E 6-10	30 Open Card Gaming 5-10 pm RPG: Pathfinder Society 6-10 pm	31 <b>CLOSED</b> New Year's Eve	<b>CLOSED</b> New Year's Day



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VOLUME 3, ISSUE 12  
DECEMBER, 2010  
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# SOCIAL COMMENTARY EDITORIAL

## Irregular Fun With The Regulars

I've never really understood in movies and TV when characters would go to "the local bar" – Like, say *Cheers* – at the end of a day of work. For the bulk of my life, I've certainly enjoyed being at home, and seeing friends as I felt appropriate, so it has come as quite a surprise that I've come to see YottaQuest as "the local bar".

Now, just to head off the emails – obviously, Matt doesn't serve drinks and there's no literal bar, but there is something very new and exciting to me about a place where you can become a "regular". I'll admit that while I worked a summer job once, I was a regular at a certain Subway, but there's not much there besides a tasty tuna sub and a quick exit. Being a regular is in the greetings when you come in the door, and no longer needing to give my name to get my usual Lipton Unsweet Ice Tea put onto my current account.

When Matt came to me and asked me if I wanted to write an article for the newsletter, this wasn't really my first choice. I was thinking of something edgy and funny that is probably outside my writing ability anyway. Fortunately, as I was on my way home, I was thinking about the Tuesday Board Game night, and pondering if I'd be able to find anyone tonight to play a few hands of *Race for the Galaxy*. That's when the idea of YottaQuest being the local bar came to mind as an analogy – or perhaps a metaphor. (This is the problem you're going to run into with getting a chemist to write a column for you.)

I'm definitely shy around people I've never met before, so having something like this available so one can come to a public place, play games with one another, get to

know more people and have a regular, if uncommon (see what I did there?) social interaction. These are people who share at least one hobby – at your local bar, it's usually heavy drinking and liver disease, so board and role playing games are probably a better option for my long-term health and well being.

I guess this is my long way of commending Matt and the YottaQuest team for their diligent efforts in combating liver disease\* for the dozens of people who come to the various "nights" that they have, including me. In addition, I'd really like to encourage people, when they come in groups or whatever, to try to invite someone who they've never met to sit down and play as well, or split up a little to play a few games so that the rest of us can play with you. I know there are plenty of other regular Tuesday night people who I've never had a chance to speak to, and I doubt I'm the only one.

So take a moment the next time you're at the YQ to say hi to someone new, and invite them to a quick game of something. You can be a "regular" too.

- Jeffrey Omnitz

*\*Note: YottaQuest does not claim to combat or prevent liver disease in any form, though side effects from a visit may include outbursts of fun, laughing, thought-provoking conversation and good company (Some restrictions apply, see store for details).*

## WINNERS CIRCLE

<u>FRIDAY NIGHT MAGIC</u> <u>STANDARD</u>		<u>FRIDAY NIGHT MAGIC</u> <u>DRAFT</u>	
11/5/10	Jeff Perkins	11/5/10	Jack Grannan
11/12/10	Kyle Hill	11/12/10	Michael Brill
11/19/10	Lucas Bruggeman	11/19/10	Brian Hill
11/26/10	Ricky Allaer	11/26/10	Steven McCarthy

### YOTTAQUEST

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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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