

OUT OF CHARACTER
Issue #1 2014

Welcome to SAGA Inc. 2014.

Calendar:

Intro Nights: Tuesday 4th and Thursday 6th of March, 6pm, Kirkwood Village. The room numbers will be announced on the facebook page and website once they are known.

Buckets of Dice: Queen's Birthday Weekend. See final page for more information.

Barbeque and Boardgames: The date of the first Barbeque and Boardgames day will be announced on the facebook page and website.

Saga Incorporated Website: <http://www.saga.org.nz>

Saga Incorporated Facebook Page: <https://www.facebook.com/sagainc?fref=ts>

Living Dungeon World Facebook Page: <https://www.facebook.com/livingdw>

So what exactly is SAGA?

SAGA Inc. is the University of Canterbury's tabletop board gaming and roleplaying club.

What do you mean, board gaming? You play Scrabble?

Games like scrabble and monopoly are great for when you have the family around and you're sick of watching TV, but they lack a certain something. SAGA specialises in what sometimes get called "Euro games": a more varied set of board games, often themed, with their own sets of rules. Most of these won't be roll-the-dice-move-your-token type games, but might involve resource management, bidding against your opponents, bargaining, planning ahead, or trying to hit certain combos. If you enjoy strategic video games (Civilisation, Starcraft, Total War), you should give some of our board games a shot.

What do you mean, roleplaying?

Roleplaying is kind of like an interactive story-telling experience, or perhaps a form of sit-down improv theatre. One person will often referee or guide the game, making sure we don't get too silly or start doing things which don't fit into the general feel of the game, but most people will generally control one person in the game, telling the rest of the table what they're doing, how they're feeling, stuff like that. The goal of the game is partly to overcome any challenges the referee or rules throw at you, but the real goal of the game is to have fun telling awesome stories. Unlike improv theatre, there's no audience - the only people watching the game are the people in the game.

So wait, what sort of story are we telling?

Whatever story you want to tell. There's a lot of different systems (i.e. sets of rules) that you can use depending on what story you're interested in. If you want to tell a story about high-fantasy adventure, we'll have a system for that. If you want to tell a story about paranormal investigation, there's a system for that. If you want anime-style heroes battling giant half-robotic monsters of the ruins of future Hong Kong...you get the idea.

Most games will require some sort of referee to run the game and provide the basis for the story. The referee is often the person who'll organise the roleplaying session. If you play a few games and decide you want to referee your own game, we're always happy to help.

How can I join these games?

SAGA Inc. meets every Tuesday and Thursday in Kirkwood Village (exact rooms for this year's bookings are in the process of being finalised) from around 6pm onwards. Board gaming generally happens on a casual basis: people will bring along their favourite board games and try to get people to play with them, so there'll be plenty of variation from week to week even if you don't have your own games. SAGA is happy to have new people attend: just make sure to tell your fellow gamers that you're new and they'll explain the rules to you as they go along.

You may be able to find a one-off roleplaying game happening at SAGA, but roleplaying games may take place over several sessions (we call this a campaign), so you may not be able to jump right in. Thankfully for you, SAGA will be running a drop-in campaign over the first semester of 2014 called Living Dungeon World.

What does it cost to join SAGA? What do I get out of it?

If you want to try out SAGA, feel free to drop by for an introductory session of two. SAGA membership costs \$5 per year, but you get a bunch of benefits:

- * Discounts at Comics Compulsion, Christchurch's friendly local gaming store.
- * Access to SAGA's collection of board and roleplaying games
- * Discounted entry to our annual convention, Buckets of Dice.

Presidential Address

Robert Vincent, SAGA President.

Greetings unto you! I am Robert Vincent, Saga's President for the year of 2014. First up, I'd like to welcome you to the first issue of Out of Character for the year. Other issues shall follow, all containing details on our many upcoming events, role playing tales, updates on how the club is going, and more. For those trying to decide whether Saga Inc. is right for you, let me offer you a little assistance. We meet up twice weekly to play games: board games of a broad variety and style, and roleplaying games where players tell stories. To the uninitiated these may not seem appealing, and a year ago I might have agreed with you. But then a friend took me to my first Saga meeting. The board games are incredibly fun; there is something for every mood. With so many different games in Saga's stock you can go from being a Cylon aboard a galactic ship to a monster destroying Tokyo to distributing stolen cash to your gang. There is something for everyone in Saga's board game collection. For me, however, I was truly taken by Saga's roleplaying element. It was beyond entertaining. Players create characters and tell their stories. It is always an incredible experience at the role playing table; I felt so at home and made a great number of new friends. These relationships were forged with the imaginary blood and sweat of our characters. Saga provides many different roleplaying games, a great environment to play in, and many talented GMs who can make games magical. Our biggest roleplaying attraction this year is *Living Dungeon World*. Last year Saga ran a very successful massively multiplayer tabletop roleplaying game. The campaign included over 40 players and was great for new roleplayers (including myself). LDW is low commitment as players can play and take a break whenever they like. This year we have a new LDW campaign which will start running on Saga's usual meeting days the week after intro nights.

I have only been with Saga for a year. In that short time I had so much fun that I came to care about the Club more than I expected ever I could, and with that abundance of care I ran for Saga's Presidential role. If I could go from day one at Saga to President of Saga in under a year, surely it's obvious that you would not be wasting your time, I had that much fun and I know that you can too-So sign up. This year, as well as our twice weekly meet ups, the club will be hosting multiple large events. Many day long conventions draw in bigger crowds from all around, allow time for longer board games, and offer the chance to experience newer role playing systems. Saga also aims to breathe life into Christchurch LARPs, with regular LARPs running. Our kicker for the year is Buckets of Dice. A huge event that draws in people from all over the country, to indulge in all aspects of gaming for three days over Queen's Birthday weekend. This event is well underway and you hopefully possess a business card for it along with this Out Of Character. That's all from me for now, make sure to sign up and learn more!

MEET THE COMMITTEE:

The President

president@saga.org.nz

Hello. I'm Robert Vincent, Saga's President. I am new to Saga: I only joined in 2013 when a friend dragged me to my first roleplaying experience. I played a Dwarf who attacked a party member for trying to ransom my hammer back to me. He never tried again. Most of my life I've been a theatre kid, and am part of The Black Peach Theatre Company, as well as being in the third year of a Law and Arts double degree. I pay the bills as a part time butcher, part time drama tutor, and regularly do kid's parties and MC a lot of public events. In all the rest of my spare time, I'm Mr President. If you have any inquiries, please email me or message Saga's Facebook page.

The Treasurer

treasurer@saga.org.nz

An avid Boardgamer and part time roleplayer, John follows a Turbulent year as Saga President with what he hopes to be a much more relaxing term as Treasurer. This Third Year Accounting Student's other interests include Writing the Grand Strategy for this year's Bucket of Dice, posting obscure heavy metal videos to his Facebook page, spending pretty much every day of his holidays working at Pak n Save, being too lazy to shave on a regular basis, and leaving his 'Meet the Committee' blurb until the last minute.

The Secretary

secretary@saga.org.nz

I am Keegan and these fools have once again made me Secretary. Bwa ha haaa! As it is my second year I have begun to unlock the secret arts of note taking in meetings and will use this power to destroy the world! Somehow.

Quartermasterquartermaster@saga.org.nz

I've been a member of SAGA since early 2010 when I found out I could be and that there were regular meetings. I had attended a couple of one off events in prior years but didn't know I could join the club as I wasn't a student. In the time since joining I've been playing board games, and more board games. I haven't been much inclined to take part in RPGs as I've found myself preferring the stability and certainty found in board games (I also don't have to talk as much.) Since September of 2011 I've been attempting to track what Board Games get played at all the SAGA events and I will be doing so again this year. Besides SAGA I play board games at least two other nights a week, work part time, attend church, volunteer with child minding, and previously "suffered" from tsundoku (I no longer have the cash flow).

Promotions Officernotbatman@saga.org.nz

The Promotions Officer is not Batman. The Promotions Officer would like to rescind its claim to be Batman. Furthermore, the Promotions Officer would like to issue a formal apology to Wayne Industries for claiming to be Batman. The Promotions Officer is very sorry.

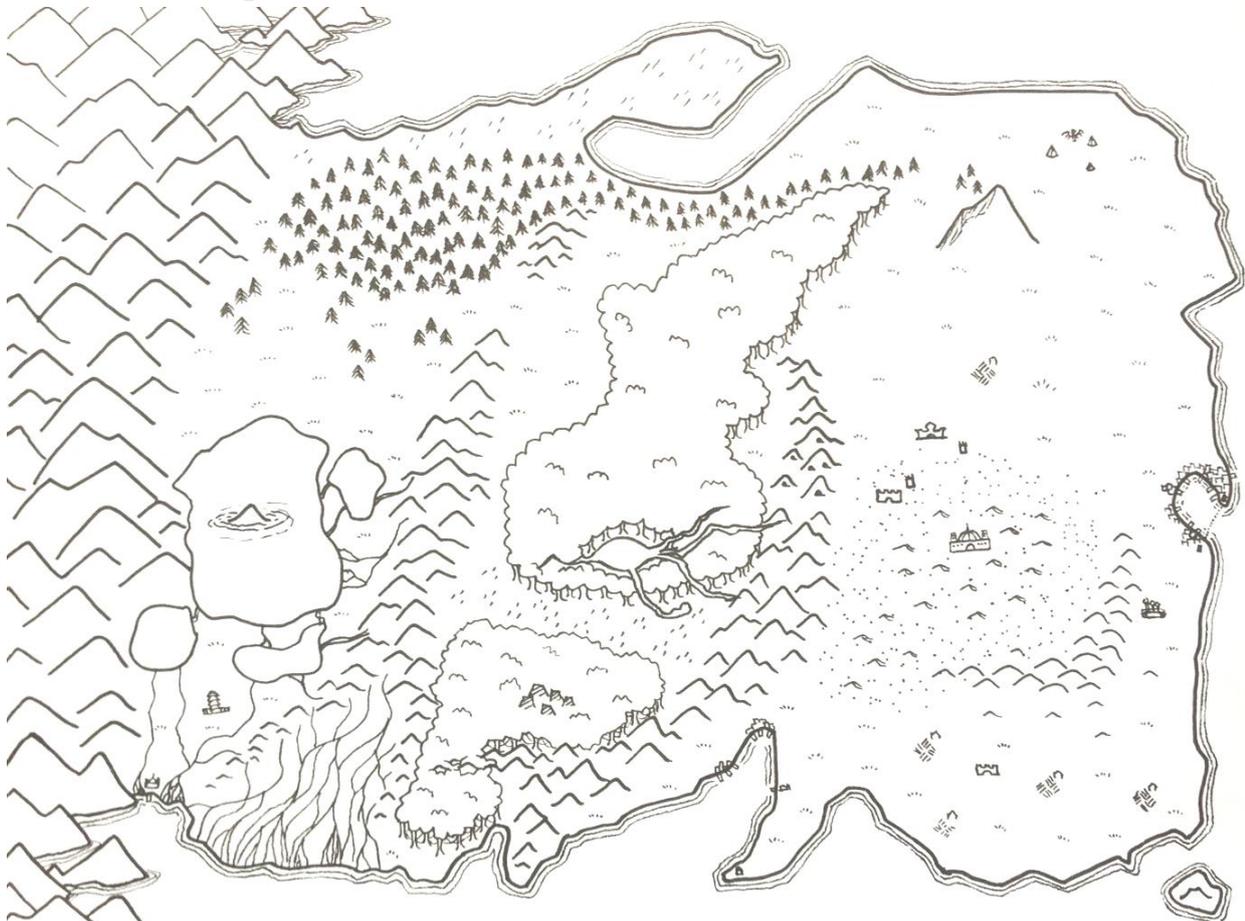
Living Dungeon World 2014: The Sandstorm Campaign

Two hundred years ago, there was a place where the fabric of reality shattered. Uncontrolled magic tore through the land, warping and burning everything it touched. In the great city-state of Al Madena, the sultana's personal mage was scrying in the right place at the right time, and was able to use her lifeblood to cast a final spell which allowed the city to live on, sealed from the magical corruption and endless raging sandstorms by her sacrifice. Now, finally, the sandstorms are abating and the Sultana has decreed that it is time to find out what lays beyond the city walls.

So what's this about?! !

Living dungeon world offers you the chance to adventure, change the world around you, and develop meaningful relationships with the people and places you find. Gather a team of other players and follow your nose! You can join the campaign at any time and play as often or as little as you like, making this is a great way to meet other SAGA members and get a taste of gaming!

The campaign starts on March 11. You don't need to have any plans for your party this week, but try to 'like' the "week one adventurers wanted post" on Facebook so we know how many are coming! This is totally appropriate for beginner roleplayers as well as more experienced ones.



CURRENT SAGA ASSETS:

Current Board Games:

7 Wonders

- + Leaders expansion
- + Cities expansion
- + Wonder pack (new boards)
- + Catan board

Ca\$h 'n Gun\$

- + Yakuza expansion

The Settlers of Catan

- + Settlers of Catan 5-6 expansion
- + Seafarers expansion
- + Cities & Knights expansion
- + Event Cards expansion
- + The Great River expansion

Kill Doctor Lucky

- + Save Doctor Lucky

Dominion

- + Prosperity expansion
- + Dark Ages expansion\

Ghost Stories

- + White Moon expansion

King of Tokyo

- + Power Up expansion

Kingsburg

- + To Forge a Realm expansion

Lord of the Rings (board game)

- + Sauron expansion

Lords of Waterdeep

- + Scoundrels of Skullport expansion

Once Upon a Time

- + Dark Tales expansion

Pandemic

- + On the Brink expansion

Race for the Galaxy

- + Rebel vs Imperium expansion
- + The Gathering Storm expansion
- + The Brink of War expansion

Ticket to Ride

- + Map Collection: Volume 2 India & Switzerland expansion
- + Alvin & Dexter expansion
- + The Dice Expansion

Agricola

Alibi

Apples to Apples to Go

Arkham Horror

Battlestar Galactica

Brass

Chinatown

City of Horror

Colosseum

Cosmic Encounter (1991 edition)

DC Comics Deck-Building Game

Diplomacy

Doom: The Boardgame

Egizia

Family Business

Gang of Four

Incan Gold

Junta

Junta: Viva el Presidente!

Mahjong

Munchkin

Power Grid

The Princes of Florence

Saga

StarCraft: The Board Game

Steam

Talisman (fourth edition)

Tobago

Trax

Treehouse x2

Current RPGs:

Dungeons & Dragons:

D&D 3: Dungeon Master's Guide

D&D 3: Player's Handbook

D&D 3: Psionics Handbook

D&D 4th Ed. Core Rulebook Collection:

Player's Handbook

Dungeon Master's Guide

Monster Manual

GURPS

GURPS Basic Set (Third Edition Revised)

GURPS Camelot

GURPS Space (Third Edition)

GURPS Traveller (Second Edition)

GURPS Vehicles (Second Edition)

Mind's Eye Theatre

Mind's Eye Theatre: Laws of Ascension

Mind's Eye Theatre: Laws of the Hunt (1st Edition)

Mind's Eye Theatre: Laws of the Night (Revised Edition)

Mind's Eye Theatre: The Book of Ghouls (White Wolf)

Mind's Eye Theatre: The Shining Host, Changeling the Dreaming

Pendragon

Pendragon: The Boy King

Pendragon: King Arthur Pendragon (5th Edition)

Other Assets:

Apoc World PDF

Blowback PDF

Pendragon: Knights Adventurous

World of Darkness

World of Darkness

Mage: The Ascension (1st Edition)

Vampire: The Masquerade (1st Edition)

Werewolf: The Apocalypse (1st Edition)

BESM (Big Eyes, Small Mouth) (Guardians of Order)

Call of Cthulhu (6th Edition)

Edgerunners Inc.

Fading Suns: Passion Play LARP

Gamemastering Secrets (2nd Edition)

MechWarrior: The Battletech Role Playing Game

Mutants & Masterminds Hero's Handbook (Third Ed)

Pacific Rim Sourcebook

Paranoia

Savage Worlds Explorer's Edition

Space: 1889

Spycraft

Star Wars Roleplaying Game Core Rulebook

Tales from the Floating Vagabond

The Dresden Files Roleplaying Game, Volume 1: Your Story

Toon

Volume 1: Nexus: Live Action Roleplaying

Fudge Dice

Fiasco PDF

saga presents
Buckets of Dice 2014



May 30-June 2

Christchurch College of Education

TWENTIETH ANNUAL TABLETOP GAMING CONVENTION

Featuring the live action roleplay **MINIONS!!!** written by Rachel Hanover-O'Connor, Quentin Bourne and Robert Vincent, as well as John Massie's Grand Strategy **NECRONOMICONOMICS**.

Plus many other roleplaying, live action and table-top board games.

Discounted entry to first-timers ♡ Newcomers welcome ♡ Prizes for excellent gaming ♡ Signup required for some events

For more information:

<http://www.saga.org.nz/bod14>

bod@saga.org.nz

Dogs in the Vineyard

...I think Brother Abel is right...

Humm

...no, this is going to end badly...



Doges in the Vineyard

Much heresy!

Wow, so sin

I'll kill you both

