

Submissions

I'm seeking submissions for the next issue of OOC. E-mail submissions to publications@saga.org.nz

I am particularly interested in:

- articles about current campaigns
- cartoons
- reviews of new products

Website

SAGA's website has had a make-over. The old granite block has gone, replaced with a burst clean, fresh, web-2.0y goodness. Go visit it at www.saga.org.nz. Sign up and add your campaign, or comment on our latest events. The only thing limiting you is your imagination, and our bandwidth cap.

Comics Compulsion

Check out their wide variety of products: these include comics, role playing games, war games and board games.

Location: 181 Manchester Street

Website: www.comicscompulsion.co.nz

E-mail: comics@xtra.co.nz

Remember, Comics offers a 5% discount to all SAGA members. Just present your membership card.

SAGA inc presents



February 2009
Issue 1

OUT OF
CHARACTER

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Issue 1 - February 2009

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There are times in every game when one or more characters is out of the action. It's generally okay for uninvolved players to talk about things on the side, browse rulebooks or play cards as long as the volume is kept at a reasonable level and the activity is dropped the moment the GM wants to focus back on your characters.

However actually paying attention to what is happening elsewhere will often save a lot of time later when the characters who were involved have to explain what happened to those who weren't.

There are also some things which should never be in the vicinity of a gaming group, including turned on radios, televisions, or playstations. These serve to distract everybody from the game.

Third party observers are a mixed case. Someone who has been invited along to learn about the game and asks the occasional question is usually fine as long as the players can resist the urge to tell them everything that has ever happened in the game ("war stories"). However someone who really came along just to hang out with Player X will almost invariably distract not only Player X but anyone else who wants to talk to Player X.

Tip #3: Don't hog the spotlight/Spread the love

Most roleplaying games involve a group of players. It can get frustrating for the majority of the players if one person is getting all the GM's attention all the time – whether by being the loudest, spending a lot of time away from the rest of the party, or because they are the GM's SO. On the other side of the coin is the one quiet player who never gets noticed by the GM in an otherwise loud group.

Most GMs will do their best to make sure every character gets some time in the spotlight. Of course some plotlines may focus more on some characters than others but this should even out over the course of a few sessions. A good player knows when to let their character take a back seat to the proceedings and let another shine, as well as when to be the centre of attention and when to share the spotlight. A good group will often share the responsibility of making sure everyone gets equal time by making sure to include each other's characters in their plans and activities rather than solely relying on the GM to move the spotlight.

Gaming Etiquette

If you are new to this gaming thing you will soon discover that there are certain negative stereotypes, which exist within gaming circles. Experienced gamers will not only know the stereotypes, but probably know someone who fits each one. These tips are intended to provide a guide to some common behaviours which are generally appreciated (or not) around a role playing group. For the most part they apply equally to players and GMs.

Tip #1: Punctuality/Attendance

Game time is limited, and usually a critical mass of players is needed before a session can start. It is possible for the GM to plan around missing players, but only if they are known to be away. If you are going to miss or be late to a session you should make every effort to let the GM know at the earliest opportunity. This is particularly important if your character is important to the current plot – and just because that wasn't the case at the end of the previous session doesn't mean the GM wasn't planning on livening things up for you this session.

It is of course even more important that the GM notify as many of the players as possible if a session has to be cancelled for some reason. A GM should ensure they have accurate contact information for their players by the end of the first session. Repeated failure of a player to attend games usually results in a character being "left behind".

Tip #2.: Pay attention/Minimise distraction

GMs generally don't mind repeating things for clarification. They do mind having to repeat the same thing to every player individually because people were a) daydreaming about something other than the game b) caught up in a non-game related conversation c) couldn't hear over the crackle of snack wrappings d) caught up in a PDA with their SO e) the list goes on.

Likewise as a player you don't want to have to repeat your character's plan five times because another player keeps loudly getting the GM's attention, or the GM is side tracked by a non-game related conversation.

President's Address

I'm Will, and I'm the president of SAGA this year.

As president I'll be trying to ensure that there are enough games running that people who want to can get their game on. I'm probably also the one people should refer to if they've got some suggestions for how to make the club run better, or they want to volunteer their time and services. That's all I really have to say so the rest of this space can be devoted to my experiment for the year:

THURSDAY PICKUP GAMING:

I will be trying to arrange pickup-gaming on Thursdays. The idea is that people who would like to try their hand at GMing can come along and run something short, and people who would like to play in a game, but can't give a year-long time commitment can get some gaming in. It would be good to see other people with an interest in running games along, 'cause I imagine people will eventually get sick of me running 3:16 all the time.

For this the gaming system, much like the GMs will change from week to week, and there should be no work required in advance. So please, feel free to just show up. We'll be setting up a system so prospective GMs can call dibs on a week if they want to and folks can let us know what they'd like to play. No experience in the system will be needed - and GMs are asked to bear this in mind, we'd like it to be as accessible as possible to all, veteran and curious alike

You can contact me on president@saga.org.nz

Committee Members

Secretary

Hey folks, my name's Jan-Yves and I've been coming to SAGA events since 2003, when I stumbled across an advert for Buckets of Dice in Canta magazine. As well as being involved in various campaigns pretty much constantly since 2005, I was quartermaster last year, and ran the Grand Strategy for Buckets of Dice 2008. I also helped out in both the LARP and Grand Strategy in 2007, and will probably be GMing a game or two at this year's as well.

As secretary I plan on making sure the rest of the committee keeps up to task on everything. If you have any ideas or comments on what the club's doing (or what we should be doing), I'm the one you want to contact. You can find me at secretary@saga.org.nz.

Quartermaster

Hey!! I'm Mike and I'm the Quartermaster, so if you'd like to borrow something from the lockers, just send me an email. I've been in SAGA since 04. I can't really say that I've done as much as my fellow committee members, so becoming Quartermaster is a good place to start right? With all my time doing "nothing" for the club, I can honestly say that this club draws in brilliant and interesting people, and I've been lucky to get to know some of them, so to me, its been worth it.

To the new guys: I hope you enjoy being in SAGA.

To the old guys: Lets have another nice year."

quartermaster@saga.org.nz

Gameathon

What:

Gameathon is a project to raise money for the "Big Night In" - a telethon which will be fund raising for the KidsCan Charitable Trust. As the name suggests the idea is to get a whole lot of people to play games and contribute money to the cause, not necessarily in that order.

When:

20th-21st of June, 2009

Where:

Currently one event is planned to be run on-the-night in Christchurch. See the Gameathon website for address and details. More events are welcome.

Why be involved?

1. It's for a good cause
2. It's a day or weekend of gaming
3. Three weeks out from the expected date of Buckets of Dice, it's a great opportunity to playtest your scenario (or play in an extra)

To find out more about Gameathon and how you can be involved please visit the website: <http://gameathon.ning.com> or ask for Robert U. at a SAGA night.

About SAGA

Welcome to SAGA, the University of Canterbury Gaming Society.

The aim of the society is "To encourage the hobby of gaming, including but not limited to role-playing games, war games, board games and card games, and to aid its members in the pursuit of these hobbies."

Fundamentally SAGA is a role-playing and board gaming club, because that's what its members do when they meet twice a week. However SAGA is also a social group, where gamers can meet people with similar interests. It provides a forum where games and players can be sought, campaigns joined systems discussed, or a one off evening with a board game arranged.

Gaming Nights

In the UCSA on Tuesday and Thursday nights from 6pm. Official gaming nights will start on March the 9th. To start off we will be running a few one-off game nights, with campaigns starting later. Many people organise their games through SAGA and play elsewhere, but we do try and encourage games to be run at the university.

Conventions

SAGA's much celebrated annual event, Buckets of Dice (BoD) is going to be held 10th-12th of July. It has samples of everything we do, including one off role-playing, board gaming, live role-playing events and a grand strategy. See the flyer later in this booklet for more information.

Social Events

SAGA runs two BBQ and board game days, which are a great chance to get to know other members, especially those who are not in your campaign. The first of these will be held day on the 7th of March at 111 Peverel Street, Riccarton, starting at 1pm.

Resources

SAGA has several lockers of role-playing gear, board games, magazines, and other useful resources. If you want to borrow any of these e-mail the quartermaster or catch up with a committee member on a games night.

Publications Officer

Hello. I'm Rose the publications officer, if you have anything you would like to contribute to future editions of OOC send me an e-mail at publications@saga.org.nz.

I joined SAGA last year and spent most weeks playing through all the games in the clubs locker, so if you want to know what a game is like, feel free to ask. This year I plan to be part of a campaign and also run board games when I can.

Hope all you newbies enjoy it as much as I do.

Treasurer

Hi, I'm Sam Stott and I'm the treasurer. I manage the money as well as take note of all the club members for the UCSA as well as other sundry tasks. I took up this role because of my experience as a treasurer for the local green party branch and also because it has some appeal to me.

I'm a second generation gamer, my dad played D&D at Canterbury University in the 70's when the hobby was just being introduced. I was drawn to hobby partly because I was aware of what Dad did on Friday nights as little kid and playing Baldur's gate 2 (shameful but true) and have been a member of SAGA since 2005. Although dungeons and Dragons is my favourite I'm open minded and willing to give anything a try.

I'm optimistic about this year's events and will endeavour to convince Will we need decoder rings no matter how costly or impractical he says they are. I hope you will enjoy 2009 with SAGA as much as will serving you as Treasurer .

You can find me at treasurer@saga.org.nz.

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BUCKETS OF DICE 2009

In association with Comics Conventions July 18th - 19th in the UCCA
What to expect at this years BoD
The BoD committee makes no guarantee that the information in this flyer will be completely accurate come
the date of the Conventions.



Our Really Cheap Prices

Situation	Member	Non Member
Pre-registration		
Entire Weekend	\$15	\$20
By Session	\$5	\$5
Live Game	\$10	\$10
Grand Strategy	\$10	\$15

Preliminary Timetable

Friday 18th Live roleplaying 6pm-1am

Saturday 19th Roleplaying 9am-1pm

Roleplaying 1:00-3:30 Grand Strategy 6:30-1am

Sunday 20th Roleplaying 9am-1pm

Roleplaying 1:00-3:30 Awards 6:00pm

LRPG by Neuss Gayer Analeis to come
Grand Strategy: Kings of the Dark Land by William North
Competing for world is only half the fun!

As one of the Dark Lord's minions you have been entrusted with command of one of his armies as he unleashes his horde onto the world! Once the world has been conquered, you may be fortunate enough to earn the Dark Lord's trust, and a place on his council of rulers. Of course, the other minions may conspire against you and arrange for your assassination or execution, so you better make sure your job of tribute has impressed the peasant a little more than anyone else's job of tribute. Now, what to do about those interfering heroes and peasant rebels? Well, perhaps your secret security brethren can help you out.

Roleplaying Sessions
Board Gaming

Contact details for more information

Website: <http://www.saga.org.uk>

SAGA email: info@saga.org.uk

Comics Conventions

PO Box 4291, Christchurch

tel/fax: (03) 579 7965

10% Comics Conventions Discount
for all BoD attendees over the week Monday 16th to
Monday 19th of July (inclusive).
Proof of registration/attendance required.

BoD 2009 Pre-registration Form:

Name _____

Address _____

Contact Phone _____

Cell _____

Contact email: _____

SAGA Member Y/N _____

Membership number: _____

I wish to participate in: Entire weekend _____ Sessions including LRPG _____ Grand Strategy _____

What to run a game _____ (please supply a scenario North if you have one)

I calculate this will cost me £ _____ Payment enclosed _____ or JCB _____ (please make cheques payable to SAGA Incorporated)

Send this form to: Postal: SAGA Inc. Co UCCA 90 Burn Road Christchurch Email: info@saga.org.uk