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Welcome to SAGA Inc. 2015

Quentin Bourne

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

Saga Incorporated Facebook Page: <https://www.facebook.com/sagainc>

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 storytelling 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 2015 called Living Monster of the week.

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
- * Free entry to all our minicons for the year

A word from the President

Hello, hello!

I am Robert Vincent, and it is good to be back as your President. I hope you all had a pleasant holiday period, and that you managed to make time for some gaming. I would like to welcome you to the first issue of 'Out of Character' for the year. Other issues shall follow this one; our Promotions Officer Keegan does have more time for them this year.

For those trying to decide whether SAGA Inc. is right for you, let me offer a little assistance. As a club we help facilitate the hobby of board gaming and role-playing. We are great for helping you be able to play games, and our social side is not to be overlooked as you will be put in contact with around 100 others who share the interest in the hobby.

What about those of you who do not know the hobby? In 2013, that was me. I had never role-played before, I could not tell you what a LARP was, and my board gaming experience went from 'Snakes and Ladders' to 'Settlers of Catan'. A friend of mine even needed to persuade me into attending SAGA. On my first SAGA night, I realised that this hobby was for me, I just had so much fun. But what's the hobby like?

Board gaming is perhaps the easiest to explain. SAGA has a huge collection of board games (listed in this OoC). SAGA can provide warm, dry, peaceful rooms to play our board games in. Our games are more enjoyable and strategic than monopoly. Resource management, worker allocation, battles; the games are interesting and engaging. Even if you are someone who does not consider themselves to be into board-gaming, our collection is large enough that there is certainly a game you would enjoy. If you enjoy competition, board games, electronic games and puzzles, then SAGA is for you.

Role-playing is a little more difficult to describe, you may have heard about Dungeons and Dragons, Fiasco, or Werewolf. These are roleplaying games; they involve a group of people collaboratively telling a story. In many games, players will create their own characters which they will then play with conviction and these games will have rules to help players decide what happens when a character tries to do something that could go wrong. The game plays out as a story, being narrated with the action happening in the imagination. Many games also have GMs or MCs, who will play the world around the players with conviction, and help by being an adjudicator and narrator. SAGA has many talented and award-winning GMs to run games for you and your friends, and SAGA also runs workshops if you are interested in being a GM. If you enjoy writing fiction, reading fiction, acting, improvising, story-telling, watching films, playing role-playing electronic games like Skyrim or Dragon Age, then SAGA is for you.

Live-Action-Role-Playing is a great deal of fun, and SAGA has been instrumental in bringing LARPs to Christchurch. It is role-playing, but not tabletop role-playing. Some find they need more immersion than in tabletop role-playing, and so players dress up as their characters and play the role on a set of some kind. It is basically a play, but without any audience to watch. It is for the fun of the players alone. These games are often written by GMs, who then cast players in certain roles. If you enjoy writing fiction, reading fiction, acting, improvising,

performing, dressing up, costuming, story-telling, watching films, playing role-playing electronic games, then SAGA is for you.

SAGA offers a fun and social gaming experience for its club members. Not only that, but members receive a 5% discount at Comics Compulsion near Northlands Mall, and other discounts in online stores. Members also get discounted entry to SAGA's large events, and free entry to our small ones.

This year we have big plans! We will have gaming nights twice a week, every week, until likely mid-December. We will be having an event about once each month! See them listed in this OoC, the big ones to watch for are BUCKETS OF DICE! Our massive convention that is expecting over 100 attendees from across the country, it is over the 30th of May to the 1st of June. Another big event is Phoenix, our LARP convention that is also likely to draw attention from across New Zealand on the 29th and 30th of August. We also have a charity event, where you play games non-stop for 48 hours for charity sponsorship (not for the light of heart) in July.

Our biggest Role-playing attraction over the last two years has been *Living Dungeon World*, a massive multiplayer tabletop role-playing game. In 2013 the campaign included almost 40 players and was great for new roleplayers (including myself). Last year, it saw almost 60 and was an incredible experience. LDW was low commitment campaign where players could play and take a break whenever they like. This year, we are launching *Living Monster of the Week*. Again it is a massive multiplayer tabletop role-playing game. Players can drop in/drop out as they like, and do not have to commit to regular games (though most will because they will want to). In LMotW, players will create characters who are hunters chasing down urban fantasy monsters (like Werewolves and Vampires). Twice a week, players will group with each other and solve supernatural mysteries. The game is comparable to the Supernatural, Buffy, and Constantine TV shows. All the players will be in the same world affecting each other. It is a great way to try role-playing and it not having to be a huge deal to the campaign if you (unlikely) do not wish to return.

I hope to see many of you attending intro night at SAGA, and continue to attend. SAGA can promise a fun and social tabletop gaming experience. If you are not sure about joining, then come a long and give it a try. You do not need to be a member to game with us.

-Robert Vincent, President of SAGA Inc.

Meet the committee

President- Robert Vincent

Hello reader, my name is Robert Vincent and I am the President of SAGA Incorporated for the year of 2015. This is my second year in the role and I am hoping to one-up my job last year. I am relatively new to the hobby of role-playing, but have enjoyed board games for many years. I first joined SAGA in early 2013, the fun and safe club environment was great to get me into tabletop gaming.

Before that I was very much a theatre teen, I am a founding member of The Black Peach Theatre Company, and even today teach Drama to primary and high school students part time. As an improviser I have worked closely with the Court Jesters of the Court Theatre, and have been dispatched as a tutor by them. On top of those jobs I also pay the bills as a part time butcher, entertainer at Children's parties, and an MC for events.

Within the role-playing hobby I started running games (as GM/DM/MC/Keeper) within three months of my first game. Today I currently share the Buckets of Dice award for 'Best GM', and recently the Kapcon award for 'Best Overall GM'.

My goal for the year is to make role-playing and board gaming as fun and accessible to people as possible. If you have any inquiries, please email me or message Saga's Facebook page.

Secretary - Sam Nicholls

Hi all, I'm Sam, Secretary for 2015. I've been a member of Saga since late 2013 when friends dragged me along to my first game, insisting that I would enjoy it. They were quite correct; I thoroughly enjoyed the experience and 6 months later I had begun learning to GM. I find that I prefer RPG's to boardgaming though I am always happy to give boardgames a try. I have just completed a 4 year psychology degree and am enjoying no longer being a student. I look forward to the coming year and hope to get to know all of you, whether you are a returning member or a new member.

Treasurer - Lucy Howe

Hi y'all, I am Lucy Howe, the treasurer for Saga Incorporated this year. This is my first year in the role; possessing some experience as treasurer from acting as treasurer the Wellington Unitarian fellowship. I am a long term gamer; having played board games since I was first able and been involved in a wide variety of RPG's since I was first introduced to D&D six or seven years ago. I joined up with Saga last year upon coming south to Christchurch for university.

My history outside of gaming consists of having moved to New Zealand five years ago from the U.S.A and generally finding that the people here seemed friendlier and smarter than most americans. I've had several hobbies such as music, painting, knitting, and cooking. The only ones that I do with any constancy are drawing and cooking.

I am generally outgoing and enthusiastic; and will often keep talking after any sane person would have stopped. A good example would be how this blurb has extended itself far longer than is necessary.

Quartermaster - Gareth Reynolds

The old man on committee Gareth is starting his sixth year in SAGA and his fourth as Quartermaster, at no point in the past was he a student at UC.

At practically every gaming session, both regular Tuesday/Thursday evenings and the weekend special events, you'll be able to find him playing (or hoping to play) board games. There may be a session where he takes part in a one-off RPG but that's very unlikely. In addition to playing board games at the sessions he'll be trying to track all the board games that get played, whether owned by the club or it's members.

http://boardgamegeek.com/user/SAGA_Christchurch

Away from SAGA he works as many as three days a week at a labouring job, hopes to game at least two other nights, attends a Sunday morning church service, and wastes a lot of time online.

Promotions- Keegan Meiklejohn

There is no Keegan only Zuul. Zuul has been a saga committee member for the past two years, and a club member for three. I started gaming when at 12 with D&D 2nd edition and I have been roleplaying ever since. Thats it, that pretty much all there is to me, one reference and two sentences

Living Monster of the Week

Monsters. What are they?

Most regular people would say that they're humans who do unspeakable things. These are the people who wouldn't last long enough to say "but you don't exist" when confronted with a real monster. You though, you know better. Maybe you're a survivor of a gruesome attack. Maybe you're a sensitive who has reached out and touched the world that's only supposed to exist in stories. Maybe you're the one destined to save the world from darkness. Maybe you are one of the monsters. Whoever you are, you know now, and your life, will never be the same again... Good luck hunter, you'll need it.

This message is brought to you by Sloppy Joe's Bar, Arcadia, Kansas

Living Monster of the Week (LMotW) is a Massively Multiplayer Tabletop Roleplaying Game (MMTRPG). What this means is once you have made a character, each week you will join a different group of Hunters as you face one of many threats across the LMotW world. Each session will be self contained but as the campaign progresses a larger storyline will be revealed. LMotW is designed to be a commitment light campaign; you drop in and out as you wish. LMotW will begin on Tuesday 10 March and will run in regular SAGA bookings every Tuesday and Thursday for 12 Weeks. For more details and to be kept up to date please check out the Facebook page at www.facebook.com/LMOTW2015



Editor's note:
some smartass thought it would be funny to keep adding
this symbol in, and I'm sick of changing it so I guess it
stays

Events

We host a number of events throughout the year, with Buckets of Dice being the biggest. The regular sessions are where most of our gaming happens though, Tuesday and Thursday evenings during the University year (including holidays right up until the end of November) we'll have sessions from 1800-2200 with both RPGs and Board Games on offer.

March 21-22 is our first special event, we'll be having our first **Mini-Con**, with two days of games (probably in the Kirkwood Village). Some one-off RPGs will have been arranged and there should be many people playing Board Games all weekend as well.

April 11 is International Tabletop Day and we (SAGA) are considering organising a day of gaming for it.

On **April 26** we'll have a "**Long Game Day**" with the specific purpose of getting some of the longer games from the SAGA assets (and member collections) played. Games like **Doom**, **StarCraft**, and **Talisman** from our collection and **Eclipse**, **Die Macher**, and **Mage Knight**, from what members own.

Buckets of Dice starts on **May 30** and goes through until Monday **June 1**, with the possibility of a Meet and Greet on the Friday night. More info on the flyer near the back.

July 3-5 sees the return of our **48 hour charity event**, the first happened in November last year. We arrange a large room (last year in the Ilam Apartments) and spend as much of the 48 hours as we can playing games. Sponsorship for those playing goes to a charity chosen ahead of time, last year the Salvation Army was the recipient.

Phoenix LARP will be **August 29-30**. Two days of LARPs, where people dress up in character and role-play. Last year had 6 separate sessions and at least that many different individual LARPs,

Mini-Con II for the year will be **September 26-27**

Our last event for the year is expected to be **Nano-Con**. Smaller than the Mini-Cons this is a single day of RPGs, to be held **October 18**.

Intro to board gaming

Gareth Reynolds

Here at SAGA we have a large (compared to most people anyway) collection of board games, and they cover a large range of complexity, themes, and time frames. (The Quartermaster knows half a dozen people in Christchurch alone with larger personal collections.)

Among the simplest games the club owns is **Incan Gold**, where players take the role of treasure hunters going into temples looking for riches. Each turn of the game a new card is turned over, revealing either treasure, which will be divided by the players or a danger card. Players then simultaneously decide whether or not they'll continue into the temple or leave with what they've already gained. If a second matching danger comes out all players still in the temple lose what they'd taken and play is reset for another round. Most treasure taken after five rounds wins the game.

Game time is around 20 minutes even with the full count of eight players.

Another simple game is **Tsuro**, where players are dragons trying to avoid crashing into each other. Each turn involves a player placing a tile (from a choice of three) on a 6x6 grid, in front of their piece, and then moving their piece along the marked path. If a dragon runs into another dragon both are eliminated, if the edge of the board is reached the dragon is eliminated. Last dragon on the board wins.

Games are typically over quickly (15 minutes or so even with eight), especially during players first games as paths aren't quite as obvious as expected and collisions occur before the board fills up.

At the other end of the scale for complexity one of our more indepth games is **Agricola**. (IPA: /a'gri.ko.la/, [a'gr?.k?.?a]) Players in this game take on the role of farmers attempting to build up their farm to best feed their family and have the most animals, vegetables, best house, etc. Players take turns placing workers on the board to take particular actions (hence the term Worker Placement) that will mostly either acquire stuff, or use that stuff to do things. As the game progresses the workers end up needing food more often and players have typically acquired more workers. This can lead to some tough choices between taking large piles of resources that you'd like to use to build a bigger home, fences, or Improvements, and the need to take food, or something to convert into food. After the final round players total up points for a few categories and the best farm wins.

At full player count 5 experienced players take a little over 2 hours to play.

One big difference from the norm in some of the games the club owns is Co-operative gameplay instead of competitive, with the players all working together to achieve some particular goal. In **Pandemic** for example the players take on roles from the CDC (Center for Disease Control) attempting to find cures for four diseases that are threatening to wipe out swathes of the earth's population. Each player has their own special ability and must

coordinate their efforts with the aim of finding cures before the disease outbreaks become overwhelming.

Depending on how badly things go for the four players games can last as many as 45 minutes.

Back to the competitive games, **Tobago** sees the players attempt to dig up the most treasure on an island. Each turn is typically spent placing a card by one of the treasure types to limit the possible places that treasure could be found. For example, declaring the treasure to be adjacent to the coast, thus eliminating the inland regions, or perhaps indicating that the treasure is on mountains, meaning that the other five landscapes don't have that treasure. When a treasure has been limited to a single space on the board one player will move their piece to that space, dig up the treasure, and all players that helped narrow down the location will get some of treasure found there. After the last of the treasure cards have been used the player with the most treasure wins.

About an hour per game regardless of two, three, or four players.

Worker placement has become a fairly common mechanism in games over the past half decade. Another game the club owns that uses it is **Lords of Waterdeep**, a Dungeon and Dragons themed game where players place Agents to recruit Fighters, Rogues, Wizards, and Clerics from Waterdeep and then send them off to complete quests. Playing as one of the Lords of the City each player has their own private goal for game end, aiming to complete two particular quest types ahead of the three others due to a bonus at game end.

This game can easily be played in 90 minutes (including setup and pack away) even at five due to each player getting fewer agents than they would with just two.

7 Wonders is a short game of Card-Drafting and Civilisation Building. Anywhere between three and seven players compete to build the best civilisation by drafting cards as piles go around the table. Each player chooses one card from the seven they start with, placing the other six to their left, and as soon as everyone is ready they reveal the card, do what it does if there is an action, and pick up the six cards that their right hand neighbour didn't choose. Repeat the process with those six cards, then five, etc. until the choice is from two, where the unchosen card is discarded to the middle. After a short fight resolution, where each player compares their military strength to their neighbours (and only those two other players) the second age is begun and play is undertaken in the same basic way. After three rounds, where each player will have chosen 18 cards total, points are totaled to determine the winner. With seven different things scoring points at game end and many cards having a resource cost the choice of what card to take from each selection is sometimes quite difficult, and sometimes very easy as only one is useable.

Regardless of player count games can be played in 30 minutes once familiar with the rules.

Saga assets

As a member of Saga Inc you can borrow any of the following assets just talk to the quartermaster Gareth

Boardgames

7 Wonders

- Leaders expansion
- Cities expansion
- Wonder Pack expansion
- Catan expansion

Agricola

- Belgium Deck expansion
- NL-Deck expansion

Ca\$h 'n Gun\$

- Yakuza expansion

The Settlers of Catan

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

Kill Doctor Lucky

- Save Doctor Lucky

Dominion

- Seaside expansion
- Alchemy expansion
- Prosperity expansion
- Dark Ages expansion

Ghost Stories

- White Moon expansion

Alibi

Apples to Apples to Go

Arkham Horror

Battlestar Galactica

Brass

Carcassonne

Chinatown

Chrononauts

City of Horror

Colosseum

Cosmic Encounter

DC Comics Deck-Building Game

Diplomacy

Doom: The Boardgame

Egizia

Family Business

Finca

Fluxx

Gang of Four

Kingsburg

- To Forge a Realm expansion

King of Tokyo

- Halloween expansion
- Power Up! expansion

Lord of the Rings

- 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

- The Gathering Storm expansion
- Revel vs. Imperium expansion
- The Brink of War expansion

The Red Dragon Inn

- The Red Dragon Inn 2

Sentinels of the Multiverse

- Vengeance expansion

Smash Up

- The Obligatory Cthulhu Set

Ticket to Ride

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

Incan Gold

Jamaica

Junta

Junta: Viva el Presidente!

Mahjong

Munchkin x2

Munchkin Axe Cop

Munchkin Cthulhu

Power Grid

The Princes of Florence

Saga

StarCraft: The Board Game

Steam

Summoner Wars: Master Set

Talisman (Revised 4th Edition)

Tobago

Trax

Treehouse: Xeno Colors x2

Tsuro

RPGs

Dungeons & Dragons

3rd Edition: Dungeon Master's Guide
3rd Edition: Player's Handbook
3rd Edition: Psionics Handbook
4th Edition Core Rulebook Collection
Player's Handbook
Dungeon Master's Guide
Monster Manual

GURPS

Basic Set (Third Edition - Revised)
Camelot
Space (Third Edition)
Traveller (Second Edition)
Vehicles (Second Edition)

BESM (Big Eyes, Small Mouth)

Call of Cthulhu (4th Edition)

The Dresden Files Roleplaying Game, Volume 1: Your Story

Edgerunners Inc.

Fading Suns: Passion Play

Gamemastering Secrets (2nd Edition)

MechWarrior: The Battletech Role Playing Game

Mutants & Masterminds Hero's Handbook (third ed)

Mind's Eye Theatre

Laws of Ascension
Laws of the Hunt (1st Edition)
Laws of the Night (Revised Edition)
Liber des Goules: The Book of Ghouls
The Shining Host

Pendragon

The Boy King
King Arthur Pendragon (5th Edition)
Knights Adventurous

The World of Darkness

World of Darkness
Mage: The Ascension
Vampire: The Masquerade
Werewolf: The Apocalypse

Nexus: Live Action Roleplaying (Volume 1)

Pacific Rim Sourcebook

Paranoia (Second Edition)

Savage Worlds Explorer's Edition

Space: 1889

Spycraft

Star Wars Roleplaying Game: Core Rulebook

Tales from the Floating Vagabond

Toon

Other Assets

Apocalypse World PDF

Dungeon World PDF

Blowback PDF

Fiasco PDF

Fudge Dice

BUCKETS OF DICE 2015



WHEN:

Queen's Birthday Weekend,
30th May - 1st June.

WHERE:

Otakaro Building on the
Dovedale Campus,
University of Canterbury.

FOR MORE INFORMATION, SEE:

www.saga.org.nz
www.facebook.com/sagainc



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FEATURING FLAGSHIP LARPs: SPRINGSDALE PD

BY LEE PATRICK

Welcome to Springsdale Police Department. Tonight is a big night for the precinct: The Chief is retiring, and will be passing on the badge to his as yet unnamed successor. Unfortunately, like many shiny things in this precinct, the badge has gone missing. Now Springsdale PD is, for quite possibly the first time in its history, going to have to solve a crime.

CAPE PROOF BUNKER

BY ROBERT VINCENT AND KEEGAN MEIKLEJOHN

With disaster on the horizon and the World's greatest hero missing the Superheroes of two rival nations have come together. Locked in a bunker, can the capes of the world get along? Or will decades of bad blood prove too difficult to overcome? Only one thing is certain: no one is getting out early

Saga Stories

A funny thing happened to Batu-dai, the dwarven barbarian, at the pound this one time.

We were looking for the head of the city guard's cat, Cashew, and decided to check the pound to see if it was there. The cat turned out to be magical and trolled us pretty hard, but that all went over Batu-dai's head. Anyway the idiot kid running the pound got himself hit with a great-sword (by threatening a particularly stupid barbarian) and needed hospital care. Batu-dai needed to go to the hospital anyway to kill the head doctor for Death (you don't wench on deals with him and Batu -dai kind of likes killing things anyway) so volunteered to take him, telling the group that he had a personal problem to deal with that he needed a specific dwarf doctor to help with.

The rest of the party thought he had an STI or something and left it at that.

So after decapitating the doctor and climbing out the window, all covered in blood (tried to clean and failed), went back to the pound to meet up with the group and inform them that the kid was gonna be fine.

There was a lot of commotion and a bit of running around, during which it became apparent that Batu-dai was fully colour-blind.

Then the group's ranger, who totally wasn't a witch at all honest, was worried about the blood, and Batu-dai explained that it was from an amputation, nothing to worry about. The conversation moved to what was amputated and what kind of problem did he have that required amputation anyway, which ended with Batu-dai explaining that it wasn't HIS parts that were amputated and, though it wasn't so good for the amputee, it all worked out ok in the end.

Anyway this all ended up with the 'ranger' (presumably temporarily) and Batu-dai (permanently) believing that amputation of genitals will make you go colour-blind. Which to Batu-dai, would be terrible, as you really NEED to be able to see all three colours.

Also he got a dog, called it Grey, because it was grey. No idea what this 'brown' that everyone kept saying about is....

Mutu Thompson

