



Out Of Character #2

Upcoming events

2015 Annual General Meeting

Tuesday, 11 August 2015 at 1800

At the start of the regular booking for this particular Tuesday we'll be having the Annual General Meeting to deal with the normal housekeeping stuff and voting for the 2016 committee. If you are a SAGA member you can serve on the committee, although the President has to also have been a Canterbury University student, either current or Alumni. Should there be things you want added to the agenda please email secretary@saga.org.nz at least 1 week before the AGM. The committee roles are

President-

The President is responsible for organising the activities of the society and acts as chairman at all meetings of the society. Should they be absent any committee member may take the chair if directed by members present.

Secretary-

The Secretary is responsible for all administrative duties of the society, notably the taking of minutes, issues of notices and conducting of club correspondence.

Treasurer-

The Treasurer is responsible for the finances and assets of the society, notably the collection of annual subscription fees and all matters dealing with society purchases.

Promotions-

The Promotions officer is responsible for a society publication, the nature of which is to be determined at the Annual General Meeting.

Quartermaster-

The Quartermaster is responsible for maintenance and inventory of the items.

Phoenix LARP Convention



art by Rachel Hannover-O'Conner.

The second annual Phoenix, Christchurch's very own LARP convention, will be running this year from the 28th-30th of August.

We have a wide variety of games lined up, and sign ups will be opening not long after Buckets of Dice.

For more info see the facebook event page

The Saturday night flagship will be HENCHMEN by Quentin Bourne:

Professor Nyx, quite possibly the greatest supervillain the world has ever seen, has just been taken down and arrested by the Meteor City Champions after her latest attempt to take over the world. You are the henchmen who had stayed behind in the Nyx Lair.

Unfortunately for you, Professor Nyx swore the heroes would never get their hands on her secrets, so she remotely activated the self destruct sequence and put the Lair on lockdown, so now you're trapped in a small room with several doomsday devices and a timer which is counting down to zero.

And worse, you're unemployed.

2015 Mini-Con 2

Saturday, 26 September 2015 at 0800

Two days set aside for Boardgames and RPG one-offs, in the Kirkwood Village rooms KH3 and KH5. These tend to be fairly casual days, with the ability to drop in for a while, go get food, come back and play more. Closer to the day there will be a poll up on the facebook event page so people can request particular board games.

Nano-Con

Sunday, 18 October 2015

Nano-con is a one day event solely for roleplaying, we will have a facebook event posted closer to the time but if wish to volunteer to run a game please contact promotions@saga.org.nz

48 Hours of games

Sam Nicholls

From the 3rd to 5th of July Saga Inc bought a group of people together for 48 hours playing numerous games to raise money for Youthline. I am pleased to say that the event ran very smoothly with twice the number of people attending for the full 48 hours compared to 2014.

This year we ran two evening LARP's along with RPGs like Don't Rest Your Head and Primetime Adventures along with many of Saga's longer board-games.

A big congratulations to everyone who managed to stay awake for the full time is in order as well as to Ilam Apartments who hosted the event for the second year in a row.

We will be running this event next year so if you have any suggestions for who we should sponsor get in touch with Saga via the Facebook page or email Secretary@saga.org.nz

Buckets of Dice: President's Wrap Up

Robert Vincent

Buckets of Dice turned 21 this year! A big thank you goes out to all of you who attended to celebrate with us. I had a great time... while I was conscious (you can check my Facebook page for the compromising photo).

A few highlights for me included being beaten against an evidence locker, GMing all the Superheroes with PTSD, and pretending to be homosexual to improve my career as a fashion designer. I considered it a great weekend, but there is always a list of things I hope to improve for next time! If you have something you would do differently then please get that message to me.

We did a few new things this year. The Flagship tabletop game "Throne of the Giant King" was one. Having just shy of 20 players running all through the same dungeon was great fun from where I sat. I would love to get more feedback, especially the criticism! In saying that, I really hope to have another table top flagship next year. So if you want to be part of that team, or have any influence on the outcome-get in touch with me. I even hope to have a random 'flagship' game at an upcoming Nano/Minicon to truly hammer out the best way to pull them off.

We also moved our Grand-Strategy to the Monday, instead of squeezing it into the Sunday night. Congratulations to Matt and his team for pulling that off.

Looking to Bucket's Future, there will be a big call out for people to join next year's Buckets of Dice Committee at SAGA's AGM. We always need more help to get Buckets going, so if you want to help (even a little bit) please shout out. Every contribution is huge. We may even begin discussion possible changes to the way BoD is organised at the AGM, so if you want to get your opinion heard (we want to hear it) please attend our AGM.

BoD will be 22 in 2016, and we want to make it bigger and better again. Bucket's needs enthusiastic gamers, like you, to make it the best it can be.

Finally a thank you to our sponsors. Especially Scorpio Books and John's Game Depository, support them if you can as they do a lot for us.

On Lovecraft, player elimination, and the inevitable passage of time: A rambling reflection on the hobby of board gaming

John Massie

I was browsing Kickstarter recently and I stumbled across an interesting looking game called Arkham Nights (<https://www.kickstarter.com/projects/dannkrissgames/arkham-nights-lovecraftian-party-game/description>). Essentially it looks a lot like a more thematic, complex implementation of the classic Werewolf/Mafia. The idea of having players split into two teams from the beginning and having the good team try to track down their one target that is hidden amongst more powerful allies on the evil team seems like a very interesting spin on the hidden role/social deduction genre.

So, I kickstarted it. I don't know if I'll actually end up with a copy of the game, the Kickstarter isn't funded at the time of writing. (Update: Did not fund). If it does fund, I'm not expecting the game to be one I'd play all the time. Compared to similar games (more on those later) it looks like it might play a little long for my tastes and it could end up being a little too chaotic for some people in my (other non-Saga) regular gaming group. But it looked like a thing I'd play every now and then and seemed unique enough that it wouldn't be redundant compared to other games in the same style.

Cut to: A few days later. I was explaining Arkham Nights to a friend of mine. This friend had gotten into board gaming a year or so ago and was also pretty into hidden role/social deduction games. As I finished my explanation he expressed dislike in the player elimination mechanic in the game. At the time I found this unusual. As someone who had been into board gaming for quite a while (2010-ish) people being eliminated and having to sit out the rest of hidden role/social deduction games was just part of the genre. I mean, I had been playing werewolf pretty consistently since 2010. Then on the walk home, I figured it out. Player elimination was part of the genre for me, but for newbies to board gaming that was no longer the case. An actual shift in the way of thinking about games had occurred, right in front of my eyes and I had missed it. I had even helped facilitate that shift in thinking among some of my gaming groups and I still had missed it. 'Not having player elimination' had gone from a novelty to the genre default. This change had occurred essentially due to two new games: The Resistance and One Night Ultimate Werewolf. Both played quicker than traditional werewolf, had more rigid structures to base deductions off, had a fixed end point eliminating the need for player elimination, and in my opinion were a lot more fun. For board gamers of my generation (or older) Resistance and ONUW had combined to slowly force Traditional Werewolf into retirement. For newer board gamers traditional werewolf was the weird, out-of-touch ancestor locked away in a retirement home to be ignored forever. "Oh man, can you believe TV used to be in black and white? Lame" we all say making our parents feel old*. "Oh man can you believe Werewolf used to take up to an hour to play, someone had to miss out on playing to narrate, and eliminated players just had to awkwardly sit there? Lame" new board gamers say as they load the ONUW app.

It was a little sobering for me. To realise I had been board gaming long enough for there to actually be a new generation of gamers who are approaching games with from a different view point. But then I thought about it.

It wasn't the only change in game design I'd gamed through. When I first got into board gaming, Dominion was a shiny new game and deck building was a revolutionary mechanic. Now deck builders are everywhere. Small box games like Citadels or Saboteur existed but were a novelty. Now small box (or micro) games like Love Letter, Hanabi, Star Realms, Coup, or the aforementioned Resistance and ONUW seem to make up half the market. I was told when I got into the hobby that in recent years the number and variety of games had increased dramatically. And in my time I had seen the range grow even more varied and numerous but I suppose it had taken that conversation for it to really sink in how much the hobby had changed. I guess what I'm saying is I'm in my sixth year of being a board gamer and the hobby is still changing and improving and becoming more exciting. Good work Past John; you made a good choice getting into this hobby.

*Wait, your parents were too young for Black and White TV? Now I really feel old.

