



OUT OF CHARACTER

ISSUE 2 2018

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Contact us:

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Borrowing games or game requests: quartermaster@saga.org.nz

Membership/monetary questions: treasurer@saga.org.nz

Queries about conventions: phoenix@saga.org.nz or bucketsofdice@saga.org.nz

Cover art "Rezu", by Quentin Bourne

ਘਰਿਨੈ ਏਵੇਨ ਿਸ ਸਟੇਜ਼?

Well friend, SAGA is a place you can come and play games, and a group that wants to help you to play games. To put it into constitutional jargon:

1. The aim of the Society is to encourage the hobby of gaming, including but not limited to role-playing games, wargames, board games, and card games, and to aid its Members in the pursuit of these hobbies.

Board/Card Games

While we acknowledge the value and fun that can be had from classic, childhood games like Monopoly or Cluedo, our members are more interested in what I'll call modern, or hobby board games. Monopoly is 83 years old now, and we feel that board game design has moved on in some really interesting ways since then. It is an evolving hobby, in a similar way to video games. We play anything from classic "gateway" games such as Settlers of Catan or Ticket to Ride, right through to hot, just released games. SAGA has a large collection of board and card games, and we bring a selection to each of our Tuesday and Thursday sessions. As a SAGA member, you can request specific games from our Asset List to be brought along and even borrow games to play in your own time.

If you like video games, party games or puzzles, you might like board games.

Tabletop Roleplaying Games

You might be familiar with the most popular roleplaying game played at SAGA at the moment, Dungeons and Dragons, through its appearances in various pop culture such as Stranger Things or Community. You might even watch Critical Role, produced by Geek and Sundry. At SAGA, we are interested in this and many other tabletop roleplaying games. For the uninitiated, a tabletop roleplaying game is essentially a storytelling game played around a table where we all play characters and follow along with their trials and successes. In most games, we roll dice to determine our character's success or failure.

If you like story writing, voice acting or miniatures wargames, you might like tabletop RPGs.

Live Action Roleplaying

Live Action Roleplaying, or LARP, is what happens when we put aside the dice and table and embody our characters more fully. Instead of describing what our character might do, we just do it. You might have seen depictions of LARP on TV with big battles in a field and people whacking each other with big foam swords. While there are lots of opportunities for this kind of LARP in the North Island, the Christchurch LARPing scene favours what we call "theatreform" LARPs. These could tell any kind of story under the sun, and are usually more focused on the problems and relationships of a group of people than on large scale fantasy warfare.

If you like cosplay, acting or films and literature, you might like LARP.

~~committee nominations for 2019~~

For President:

Alys Ututaonga

Hi there everyone. My name is Alys and I am going to be running for the president's position for 2019. I will be a 1st year ECE student next year. I am passionate about board games, role playing and SAGA.

I have previously had a short stint as the secretary of SAGA. I hope I can take what I have previously learnt and help the new committee keep saga running as happily as it been.

For Secretary:

Sam Boyes

Hello! My name is Sam, and I am looking to run for the position of Secretary at this upcoming AGM.

I am looking forward to being able to give something back to the club!

For Treasurer:

No current nominees.

For Quartermaster:

Jacob Rogers

Hey! I'm Jacob, and I'm running for Quartermaster which puts me in charge of board games, something that I'm passionate about. I've attended most of Saga's sessions for the past two years and hope to keep building upon Saga's already fantastic inclusive/welcoming atmosphere.

For Promotions Officer:

Summer-Rose Jolly

Hello Saga peeps!

I am interested in being your Promotions Officer for 2019.

I have thoroughly enjoyed being a part of Saga over the past 2 years, and have very much enjoyed being your Quartermaster throughout this year.

If I am selected for the role of Promotions Officer for 2019 I have 5 goals that I am excited about and would like to put into action;

1. Design signage with Signwise for use on Clubs Days and other events.
2. Well organised intro week with RPGs and Board Games for new members to get involved in easily and comfortably.
3. Increased involvement, promotion, and interaction through the Saga Facebook page and Saga website.
4. Create theme days for Mini-cons; to theme RPG one offs, LARPs and Board Games offered.
5. Quarterly OoC with something interesting for everyone

Our AGM this year is on Tuesday 9th October

On the agenda will be electing our committee for 2019 and any other business that members would like to submit to the secretary.

As you can see, we need some more committee nominations. If you would like to put forward your name for a committee position or request another point of discussion, send an email to:

secretary@saga.org.nz.

Nominations will also be accepted at the meeting.

7th Sea- Season 2 Episode 5 (An Actual Play report)

By Chloe Sutherland

Fresh from their victory against the pirates (and the disgraced Captain Tam), our three heroes head to brunch with Antoine, leaving our fourth hero to study up on morality and ethics. The meal is largely an awkward affair - with Bastien unsure how to act towards his poorly reformed ex, Yseult absolutely certain of how to act... and Mirabelle confused about the entire affair. Antoine tries to keep conversation going by mentioning several current events including the plague quarantine around Dechaine, the opening of the Vergogne port since the end of the war and the recent raise in taxes requested by the Emperor (and his efforts to subvert them)... even name dropping an invite from the Sun King's court directly (an honour he had turned down).

When the tension gets to be too much, Yseult coaxes Mirabelle away from the brunch and the two of them head tour the extensive gardens in the La Motte estate.

Once alone, Bastien is then able to extract a few truths from Antoine - namely, that he is afflicted by some degenerative illness. And that the obsession behind his scientific experiments in the town trapped by the Befana, was all in the name of trying to save his own life.

After brunch, the three head out to find a new Captain for the Gea Soat, information about the pirate map they have recently acquired from Captain Tam (who has no use for it in jail) ... and potentially, a nice place to woo a handsome Vesten trader.

Mirabelle tracks down Estelle Marchand - a Captain during the war with Castille - who has semi-retired, seemingly content to live out the rest of her days fishing. She was resistant to taking on the job at first, eventually accepting on the proviso that be required for no more than her sailing skills and with the hope that she be able to right some wrongs from her time in Castille.

Bastien finds himself at the same bookshop as Nicollo just the day before. He is able to find out a lot about the various pirate crews operating in Theah... but unable to locate the islands depicted on the treasure map in any map the shop.

After attempting a heart-to-heart with her mentor, Yseult is directed to the the gardens of the last bastion of the Vatacine Church in Montaigne - the Mont de Flambeau. Due to some Directorial failures, a mix-up in shoot schedules, we didn't see whether Yseult was able to brave the short boat trip out to the island... perhaps we shall catch up in a few flash backs next week?

And as our evening draws to a close, Bastien decides to stay a help Antoine with his illness... until, while checking that his blood mark has not been removed during the Gea Soat's extensive renovations, he noted another blood mark missing... one of his family members.

Our heroes sail out in the morning.

Article written by Lee Patrick during the LARP "Off the Records" at BOD

Off the Records is an old-fashioned, off the beaten track record store, in the back pages of the smaller music magazines this week because of a Toxic Attention reunion in store.

So far, so ten years ago.

But while Off the Records may be old fashioned, it's also, in the words of its manager, a haven. Not just for obscure music and mostly forgotten bands, but for what music used to be.

Off the Records has a hole in its wall, painstakingly covered by a unique mural, painted by one of its staff members. It has teenagers who know more about music than I do. It has a volunteer so passionate about a forgotten punk rock band that she managed to get them back together for the first time in ten years, including the elusive Dwight Thornton , who it turns out was not dead, but working as an accountant in a Tibetan fallout shelter in New Zealand. Or something.

Off the Records has a kid who gave me his bands mix tape. (They're called Endless Hunger, and they're honestly not bad.) It's been so long since I listened to anything that hadn't been checked and vetted by some stuffed shirt in a suit, I felt like I was back in high school, discovering the underground scene for the first time. It was what music journalism should be.

Speaking of which, technically I was in this flashback of a store to cover a possible Toxic Attention reunion. What I found instead was maybe not as interesting, but I think it was more important. What I found was a band with three members stripped of the rights to their own music. Jolene has been busking her own songs for a living, Johnny has been doing bizarre modelling in Lithuania (and would like everyone to know that the nakedness was his idea, but the dead rhino wasn't), and Dwight is now apparently an accountant. Not exactly what any of them envisioned at the height of their fame (well, except maybe Johnny).

On that note, though, I've got to take a bit of responsibility. I ripped Jolene's album to shreds when it came out, and I'm saying here and now that I was wrong.

Bottomless Pit of Despair is, like I said in the original review, like a plate of glass butterflies - it's sharp, it's beautiful, and if you don't know what you're doing with it, you won't understand it at all. I'm not ashamed to admit that I didn't know what I was listening to. Bottomless Pit of Despair is an artistic experiment. It's not something to be analysed, reviewed and read about- it's something to be experienced. Seriously. Go listen.

In fact, go buy Bottomless Pit of Despair at your local brick and mortar store. If you're anywhere near Off the Records, go there. In the few hours I was there, one of the aforementioned stuffed shirts in a suit offered to buy the store. Al refused, on the grounds that the chain store it would've been replaced with had no soul, that Off the Records has character. That should be enough, but it's not. Everyone reading this who loves music, it's on you to make sure that Off the Records and all its brother and sister stores stay alive.

Some smug bastard came up to the Toxic Attention table and told the band that their signing records for fans was noble. He was being sarcastic, but I think there is a certain nobility in a band pulling back together against all odds. There's a certain nobility in fans still so in love with a decades old band that they faint because they got a high five from the bassist, and in the one woman who passionately argued with me about the quality of an album I think less than a hundred people bought.

And the magic of this store infected the band - Toxic Attention are back together. Al was right: Global Music has no soul. Toxic Attention, and Off the Records, and all the mad, ridiculous fans customers and staff I met here are the soul of the music industry. And that's something worth protecting.

-Jimmie Brown

Selected DM tips from Robert's blog

- 1) If you're not comfortable improvising as a GM there is no shame in admitting that to your players if they start to stray from the game you have prepared. There is a difference between rail roading and running a game on rails. "Hey players, my prep is over here and I think I can run a more enjoyable game for you if I don't have to make it up as I go."
- 2) Communicate to your players any etiquette expectations you have, if a player knew you felt disrespected every time they brought their phone out at the table then they probably wouldn't do it.
- 3) A player's PC is the mechanism through which they play the game, during character creation tell your players "make sure your character is a character who wants to adventure, wants to hunt monsters, wants to solve the murder." Because that's the game.
- 4) It's good to introduce your villain to the players, rather than just having them meet each other for the first time at the campaign's end. Not only should they be introduced, they should leave the scene in a position of strength - not fleeing with their tail between their legs.
- 5) Do your NPC voices and monster sounds. The point isn't to be good at it, the point is to show your players that your table is a safe place where they can put themselves out there.
- 6) Your NPC is not the hero. You have to be careful not to flaunt your power as the DM. Players will resent an NPC if they feel they cannot be as cool or special as them, and so they should - it's their story, not the NPC's.
- 7) You don't have to let the players roll. If they describe themselves doing something that would never work, and might even ruin the tone of your game, just describe what happens.
- 8) Often, things are not obvious to your players. Clues, motives. So long as you've thought about it, you can probably reliably have the twist come out and have them reeling "oh of course!" Don't fear that your clues are too obvious. (Unless they're a trope.)
- 9) There is a good side of metagaming - remembering that this is a game you're all playing to have fun. If a person defends poor behaviour with "it's what my character would do" then they should metagame more.
- 10) You can prevent your players from dawdling from plot point to ploint (if necessary) with random encounters, rumours of dangerous monsters, and rolling dice behind the screen for no reason.

You can find more complete write ups of these tips and many more at:
<http://bandgelo.tumblr.com/>

#phoenixfroth2018

Phoenix is our annual Live Action Roleplaying convention, held this year at Waipara Boys Brigade. Here is what some of our members had to say about their experiences!

Brendon Bennetts

A Royal Celebration: This was very silly fun. About a minute before the larp started, I made a spontaneous decision to play the Prince as a moody teen. Really enjoyed watching the pirates-pretending-to-be-actors-pretending-to-be-pirates trying to bluff their way through a play they hadn't read (with egregious potions product placement). Found true love, which is a rarity in larps.

Crossing Borders: Didn't know what was coming with this one, and it turned out to be constantly-breaking-character-to-laugh hilarious. It was lovely the way everyone picked up on the ideas that other people were introducing. I could see every house on the street in vivid detail. Loved the passive aggressive dinner party.

Also followed by a memorable game of Monikers/Triple Threat/Whatever you want to call it.

Red Tape: I loved playing Steve. It was fun to be able to draw on some real-life experiences of office culture in this surreal setting. The whole communism thing threw us for a bit of a loop, but I think we came up with a great solution by the end. What was the slogan someone came up with? 'Abilities to Each, According to their Needs.' Something like that.

Blackfyre Rising: This was the busiest I have ever been in a larp. There were so many plot threads to keep track of, that inevitably some things got neglected. As Game of Thrones so often does, this reminded me of a bunch of different real world historical ideas. In this case the way that even a King can be moved by tides of power beyond his control. There was a moment when I was certain that in the next minute I would either be proclaimed King, or brutally stabbed to death, and I figured it was about 50/50 either way. In the end Daeron was crowned King, but at what cost? He watered down the Targaryen line with external marriages and let the Lords of Westeros flex their political might in unison. It's hard to say what could be in store next. At least he's got a dragon now.

Tears of Heaven: We were lucky to have perfect weather for this. What a wonderful concept and execution from Ciarán, and it was lovely to feel the characters and backstory build up as we walked. Ideally Ciarán would write one of these every week so that I could get more exercise.

Muscle Mayhem: As a long time wrestling fan, this was a dream come true, and Jazz Star was exactly the kind of character I wanted to play. Stuart's mechanics for this enabled a dramatic ending where everything went wrong (the champ breaks a rib in the title match!), but we were able to work together to save the show!

A big thank you to everyone who made this event happen, it was a real treat from start to finish.

Tayla Fielding-Jones

A Royal Celebration by John Kim, Facilitated by Summer Jolly

So I really didn't realise what kind of character Brendon's prince was until I got there, and being a moody, slightly odd teen vs my cool, calculated lady character was very fun and kind of challenging in a good way. I eventually settled for "thinking he's kinda dumb but sweet and can make this marriage work because true love is a thing" in the end which was really nice and interesting to play. The semi-spontaneous play in the middle of the larp was incredible, and the elves were definitely the best part.

Pretty Little Cultists by Lee Patrick

Being the mother of definitely-not-incestuous twins and a liberal college-attending son in a town run by an old god was ridiculous fun. Except when they all betrayed me. What the hell, family. Chloe playing a hippie asking everyone to do tentacle yoga in the middle of a town meeting discussing who to sacrifice was also really funny and made my "heartless asshole" mask crack quite a lot.

10/10 would be my boyfriend's weirdly close mother again.

UEAF: Class of 2203 by Sam Nicholls and Jen Hay

Set dressing was so good for this one. Being in that awfully small and cramped space made tensions really high, especially between Ove, Jordan, and I. I'm also slightly impressed with -SPOILERS- Izzy and I pulling out our not at all coordinated dog tags at the same time when revealing our character's real parts.

I did feel slightly useless for most of it, but that was a good thing, as I watched helpless while the poor cadets scrambled to not kill us all.

Also 10/10 larping score to Katia for making me almost cry when Apollo tried to take themselves apart to save everyone. It was so sad and everyone awwwed in unison.

Blackfyre Rising by Kristen and Jamey Patten, Facilitated by Malcolm, Donna and Daena

I love ASOIAF so this larp was right up my alley. Being a Targaryen princess was awesome and my storyline was super engrossing and interesting to find out about. I'm glad my Summerhall friends and I came together and had a weird joint wedding, and are planning to defend the lands from everyone together.

My mother, played by Carla, was also amazing, telling me a bunch of highly unspeakable things I shan't repeat here. Seriously, Dornish culture is fun for everyone involved.

Your Last Day Here by me and Ethan

This was the first larp Ethan and I ever written or run, so it was nerve wracking for the both of us. Thank you to all our players for being patient with us and making it even more dramatic than we were intending. Also congrats on making everyone survive despite us trying our best to kill you all.

There may be a sequel coming... soon? Your Last Day Here 2: Boat Boogaloo.

Overall, amazing time and I can't wait until next year

Katia De Lu

Last Days of Pompeii: Thank you Lee for another intense and twisted emotional journey. Amazing performances all round, but special shout outs to Sally and Ciarán - you really made this special for me.

Final Voyage of the SS Prometheus: I loved my crew and how (despite the occasional bit of gaslighting) we were really there for each other in our respective times of need. Skinner, you were amazing (and I'm sorry). Thanks everyone for explaining human customs to me, though I'm still a bit concerned about that bucket thing.

UEAF: Class of 2203: Bravo Sam N and Jen for the immersive set dressing and the stuff I can't talk about, which was excellent. My only critique would be that although certain characters (including mine) had plenty to keep them busy, some of the others didn't seem to have much to do. I've never done a sequel before, and it was really cool having such a rich pool of background knowledge to draw on. I can't wait for the next installment!

Blackfyre Rising: I have to admit that my character and plotline did not inspire me, which makes me all the more grateful to everyone who helped me muddle through my story despite having more interesting things to do elsewhere, and especially to Jo for helping me finish the game with some sense of agency.

Tears of Heaven: Thank you Ciarán for a rewarding and unusual LARP! I think I'd like D&D better if it were more like this. I really enjoyed bonding (or not) with my party members - and the excuse to get out in nature for some fresh air and exercise.

Your Last Day Here: Awesome interactivity with the computer/surroundings. I enjoyed the chance to play someone confident and badass after playing shy/awkward characters during the rest of the con, although I was so tired by Sunday afternoon that I'm not sure I did her justice. Thanks Malcolm for being such a great terrible dad.

And of course, huge thanks to the organisers, GMs, and Quentin the Kitchen Wizard for making this wonderful weekend happen

Last time on City of Mist....

I stumble over to the bedside and reach under the table, fishing around for the catch. I hear a click and something familiar falls into my hand. There's only a few things that'll make someone buy a handgun - not only did Scarlett know her abductor, she was scared of him.

City of Mist: Chapter Two

By Declan LeStrange

The dear old gal nearly died two times over when she saw the gun her granddaughter had been packing - it was clear she had no clue what Scarlett had got herself into. But what your average teen girl doesn't tell her grandmother could fill several hidden drawers... her friends would have a better clue what was what.

It takes most of the lunch hour to find her tight knit hockey team and even longer to convince them to talk to the old guy in the trench coat.

Apparently, Scarlett had been hanging by a thread for a while now. Jill, her girlfriend, had gone missing a few months back and she'd been a wreck ever since. She'd never been a great student but now she was completely exhausted on the few days she did come to school, skipping practice, and always one ankle tap away from screaming down their freshman goalie. None of them recognise the gun - even in her worst breakdown she stuck to verbal barbs and brandishing hockey sticks - but the short, stocky goalie steps forward, her eyes brimming with tears as she fishes in her bag.

"We broke open her locker when she didn't show up for practice last week. Christy thought maybe we could find some clues but we can't even unlock it.... We thought she'd just run off to find Jill, but if she's really in trouble, you should have this."

As I turn, leaving the other girls to comfort the goalie, I see a flicker in the corner of my eye. See, that's funny because she... she calls herself Flicker. She's another Gateway for this town's mythic weirdness and a better investigator than I care to admit - helped me out of quite a few binds... helped me into quite a few more. High school senior, resident hipster and government database hacker since before Wikileaks "made it too mainstream".

Her form flickers again, reappearing in another patch of shadows a hundred feet away, round a corner and out of the way. Then, she waits as I approach across the field.

"That gun you're waving round in broad daylight - in a public high school. Props on your sensitivity *there*, old man - it's no normal gun."

Sure, I'd noticed it was not normal gun. That thing was exquisite - simple lines in chrome and delicate inlay, firm and heavy in the hand, a luxuriously smooth trigger action. I'd be lying if I said it wasn't one of the more significant relationships in my life, right now. But, had I noticed anything...off... about it? I wasn't about to tell *her* that.

"How 'bout we lay off the jibes until you don't have a curfew, I couldn't forgive myself if I made another kid cry today."

She rolled her eyes. "It's Helix Labs. Direct - that thing is experimental, locked down tight, hasn't even hit the deep web yet."

"And a high school senior has the early release? What else is she hiding?" I hold out the phone. "Can you crack this?"

A hack of the GPS was all Flicker needed, anywhere in the Industrial District was a little suspicious but Scarlett had visited five times in the days before her disappearance. Jackpot.

It was an abandoned, near condemned, lot right in the centre of dozens of similar buildings. A perfect place to stash a few teens, out of earshot from everyone bar the odd rat.

Inside I find a girl asleep, surrounded by a nest of papers, photographs and enough appropriated camping equipment to keep herself quite comfortable. I recognised her suddenly, from Scarlett's phone background. Her friends were right... the girls hadn't been abducted, they'd just run off to find each other?

Behind me I hear movement, the scrabbling of feet on loose rubble then sneaker connecting firmly on the ground. I turn around and there she is - Scarlett.

Her eyes flash and I'm suddenly damn glad she was without her sidearm. "What are you doing here?"

"Your grandmother sent me to find you. She was worried you'd gotten yourself into trouble. Shall I let her know you just needed some quality time with the missus?"

Fear flashes in her eyes so I change tack. "You're not in trouble, Scarlett. She's just worried 'bout you."

"Bullshit. Did she feed you some of that sweet apple pie? A spot of tea? Maybe she offered you a trinket you admired? You've been tagged." She starts scrabbling around, shoving handfuls of the paper and photograph into a small rucksack.

Then I hear it behind me again - the scrabbling of feet on rubble, feet on concrete and then, gums smacking wetly together.

"I'll take it from here, dearie."

Something hard catches the back of my head and I sprawl forwards.

My vision is blurry and I can feel reality starting to cave in around me as my wrists are roughly tied behind my back. I'm hefted into the back of her car and darkness takes over as the boot slams down.

Yeah, like I said. I've been played

Tune in next Out of Character to see what happens next or play out your own stories with Declan LeStrange or Flicker using City of Mist, the Powered by the Apocalypse noir role-playing game of modern-day legends. City of Mist can be found at cityofmist.com and DriveThruRPG now!

Tiny... Epic... Should I care?

By Ciarán Searle

The “Tiny Epic” series of games began in 2014 with a Kickstarter project for “Tiny Epic Kingdoms”, a 4X style game with a really small footprint. Since then, the series has been gaining traction with many successful Kickstarters for this collection of games. Though they feature many different mechanics and themes, they are all designed by Scott Almes and published by Gamelyn Games. I have been following them from the start and have backed each new game so far. Here are my thoughts.

Tiny Epic Kingdoms- This was the first in the series, and still holds up pretty well. The mechanics are interesting and you do get something of a 4X feel from it. My complaints would be that some of the (MANY) races included can be a bit wonky, and there is a tendency for people to view their territory card as theirs, which isn’t really the case. It takes some getting your head around the fact that these individual cards form one shared, though abstracted map. Rank- 4

Tiny Epic Defenders- This is a direct thematic sequel, and the first foray into co-operative games for the series. It gets some hate for being fairly variable in terms of difficulty, but I usually have fun with it regardless. Rank- 5

Tiny Epic Galaxies- This one is really slick, borrowing some of the dice ideas from King of Tokyo, but putting quite a spin on it. It’s really rewarding to save up a bunch of culture and get as much done on other people’s turns as you do your own. Buy it. Rank- 1

Tiny Epic Western- A bit of a miss for me for some reason. Any time I could play it, I find myself reaching for something else. It’s certainly clever, your results may vary. Rank- 6

Tiny Epic Quest- I’m not especially familiar with Legend of Zelda, which is the obvious inspiration for this game, but the building up of spells and exploration put me in mind of a favourite video game of my own childhood: Heroes of Might and Magic. I’m a big fan of the puzzle aspect of the movement in this one. Rank- 2

Tiny Epic Zombies- This one just arrived and I have only played it once, but had a thrilling time. Playing co-operatively we had the perfect situation of winning on our last possible turn, with all spare survivors dead. We’ll see how this one might climb as I play it more. Rank- 3

Tiny Epic Mechs- On Kickstarter right now, so I haven’t played it, but definitely worth checking out. Like Quest and Zombies, it features new gimmick “Itemeeples”: meeples that can hold little plastic items. I have to admit... they are very fun to mess around with. I’m a backer, I’ll say that much.

Overall- Should you go now and buy every Tiny Epic game? Probably not. However, there is some great stuff there. Check out a few reviews and see what might appeal to you.

Board Game Assets

- 7 Wonders
- Agricola
- Alibi
- Android: Infiltration
- Apples to Apples Go
- Arkham Horror
- Atlantis Rising
- Battlestar Galactica
- Betrayal at Baldur's Gate
- Bingo/Housie
- Brass
- Camel Up
- Carcassonne
- Ca\$h n Gun\$
- Castles of Mad King Ludwig
- Chez Cthulhu
- Chinatown
- Chrononauts
- City of Horror
- Colosseum
- Colt Express
- Cosmic Encounter
- DC Comics Deck Building Game
- Descent
- Diplomacy
- Dominion
- Doom: The Board Game
- Dungeon Fighter
- Dungeon of Fortune
- Egizia
- Elysium
- Family Business
- Finca
- Fluxx
- Gang of Four
- Ghost Stories
- Hanabi
- Incan Gold
- Jamaica
- Junta
- Junta: Viva el Presidente
- King of Tokyo
- Kingsburg
- Lanterns
- Libertalia
- Lord of the Rings
- Lords of Waterdeep
- Love Letter
- Magic Maze
- Mahjong
- Middle Kingdom
- Munchkin
- Once Upon a Time
- Pandemic
- Power Grid
- Princes of Florence
- Race for the Galaxy
- Red Dragon Inn
- Rococo
- Roll for the Galaxy
- Saga
- Scythe
- Sentinels of the Multiverse
- Settlers of Catan
- Smash Up
- Splendor
- StarCraft: The Board Game
- Steam
- Suburbia
- Summoner Wars
- Talisman
- The Middle Kingdom
- Ticket to Ride
- Tobago
- Trax
- Treehouse
- Tsuru
- Viceroy

For more information on our board games, including which expansions we have, and games sometimes brought along by our members, check out our Trello:

<https://trello.com/b/zs9KCAIE/the-saga-bag>.

For any other asset queries, including borrowing SAGA's games, contact: quartermaster@saga.org.nz

RPG Assets

- 13th Age
- Battlemats
- D&D DMG 3rd edition
- D&D Psionics Handbook
- D&D 4th Edition
- Dungeon Crawl Classics
- Dungeon Tiles
- Dresden Files
- Edgerunners
- Fiasco
- Fudge Dice
- Gamemastering Secrets
- GURPS Basic Set
- King of Chicago
- Knights Adventurous
- Pacific Rim
- Paranoia
- Pendragon
- Star Wars
- Space 1889
- Spycraft
- The Boy King
- The Floating Vagabond
- Toon

LARP Assets

- Larps from the Factory
- Laws of Ascension
- Laws of the Hunt
- Nexus
- Passion Play

நிர்ணயம் [நிர்ணயம்] and interesting things

Find us online

Our website: <http://saga.org.nz>

Facebook Page: www.facebook.com/sagainc

Trello: <https://trello.com/b/zs9KCAIE/the-saga-bag>

Slack: <https://sagainc.slack.com>

Looking for group: If you want to organise a game or see who is going to be there on a specific evening “SAGA Inc. – Looking for Group” on Facebook is where you want to go. It’s great for organising both one-off games and long-term campaigns, as well as grabbing people for larger board games that require some organisation. <http://tinyurl.com/z46psz>

Rooms: Our regular meetings for games are currently on Tuesdays and Thursdays, 6pm-10pm at Wheki on the College of Education Campus. Come and play!

