

DROP IN



DRINK UP



PLAY ON

RAPID-FIRE QUESTIONS WITH A [toggle] REGULAR

THIS MONTH:
Kristen Strok



WHAT COLOR
DO YOU PLAY?

WHAT GAME WILL YOU
ALWAYS PLAY?

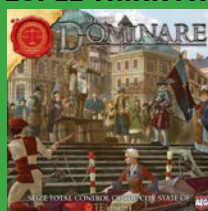
GREEN
BUT IF THAT'S TAKEN,
YELLOW



I'D LIKE TO BE:

PEOPLE THINK I AM:

BUT I AM REALLY:



AMERITRASH, EURO,
OR PARTY GAME?

IF YOU WERE A D&D
CHARACTER, YOU
WOULD BE...

TWO TRUTHS
AND A LIE

90% **EURO**
9.8% **AMERITRASH**
0.2% **PARTY**

I've never actually played D&D,
but I would probably be the kind
of character that wants to do
reckless things all the time.

- I play games for a living as a dealer at Rivers Casino
- I am the reigning Chicago Regional *Inoka* Champion.
- I am a "day 1" toggler.

UPCOMING [toggle] EVENTS



Tabletop Tuesdays

16 July, 23 July, 30 July, 6 August, 13 July

@ Dirty Nellie's, 6pm-Midnight

Join us for our weekly game meetup in Palatine, chock-a-block full of fun games, great people, and tasty victuals. See Meetup or Facebook for more.



[toggle]top Day

20 July 2019 @ Dirty Nellie's, 11AM - 9PM

[toggle Gaming] presents

TOGGLETOP DAY

A NEW GAME

JULY 20TH
11AM-9PM

AT
DURTY NELLIE'S

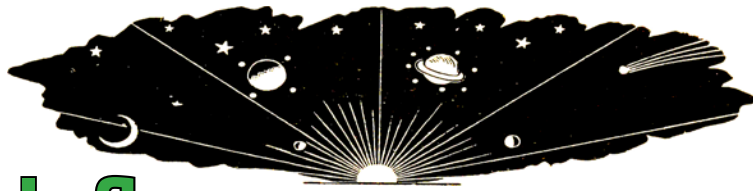
- ARTEMIS SPACESHIP
- BRIDGE SIMULATOR
- TAG SALE
- CARTOGRAPHER TOURNAMENT
- DOOR PRIZES
- OPEN GAMING ALL DAY

SPONSORED BY:

XYZ GAME LABS

www.toggleGaming.com

Have an event to add to the calendar?
Let us know: info@toggleGaming.com



Under the Influence

by Master Iko Saghan



LEO (July 23-August 22): Leo, your planetary ruler is the sun... it is your time to shine! Take the reins: offer to choose the game, to be first player, ask to play your favorite color... If victory doesn't follow, glory will. Your play this month will be remembered for years--play boldly and from the heart.



VIRGO (August 23-September 22): The zodiac and board games have both been with humanity for some 5,200 years. Seek out and connect with the knowledge and power of the ancients by playing the oldest games that you can. *Go*, *Latrunculi*, *Mancala*, *Petteia* all carry atavistic wisdom. Or just play some *Yahtzee*.



LIBRA (September 23-October 22): Yours is a masculine sign but your need for equilibrium calls you to embrace the feminine. Play games made by women with gamers from the feminine signs: *Wingspan*, *Eldritch Horror*, *Survive: Escape from Atlantis!*, and *Qwirkle* will all help balance your scales with their challenge.



SCORPIO (October 23-November 21): The stars speak to us. The stars nurture us. The stars guide us. The stars watch us. I hope the stars understand us wanting a little privacy every now and then. To get some personal time, play some games during the day with the ones you love. (I Promise I won't tell the stars.)



SAGITTARIUS (November 22-December 21): You are a fire sign and it is your time to burn! Play games that cannot be played again then return them the spheres using the transformational power of flames. *Pandemic Legacy* season One or Two, any of the *Exit* games... then set them alight! You might think about doing so outside.



CAPRICORN (December 22-January 19): Not everyone gets you. They don't get your sense of humor, they don't get your sense of fashion, they don't get your musical taste, they don't even get your approach to choosing and playing board games... but that doesn't mean you are going to stop giving it to them. No Siree, Bob.

AQUARIUS (January 20-February 18): Your recreational bastions have always been Gemini, Libra, Aries and Sagittarius and you always walk past a game table full of Taurus and Scorpios. This is a time to branch out... see what happens when you play with Capricorn, Pisces, Cancer, and Virgo... they can't be THAT bad.



PISCES (February 19-March 20): You are divided, your heart dreams in the clouds your mind plans here on the ground. This can make you feel like a fish out of water. Take advantage of the presence of Kosmos in lello by putting this duality to use! Games with fantastic theme and serious mechanics are your path.



ARIES (March 21-April 19): Aries gamers, this month is your time to lean into your being an air sign. Use the wind of your lungs to master the saxophone, use the might of the cardinal winds to choose your path as you sail solo across the Pacific, or just get a few plays of *Sea of Clouds* in. Your call.



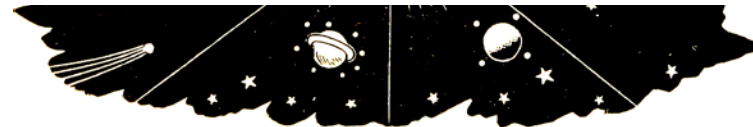
TAURUS (April 20-May 20): Last month your path to fulfillment was lit by a peaceful star, this month the stars call you to embody the other aspect of the bull and charge ahead! Don't let yourself get bogged down by analysis paralysis. If your first instinct isn't right... it's right enough. GO! CHARGE! WIN!



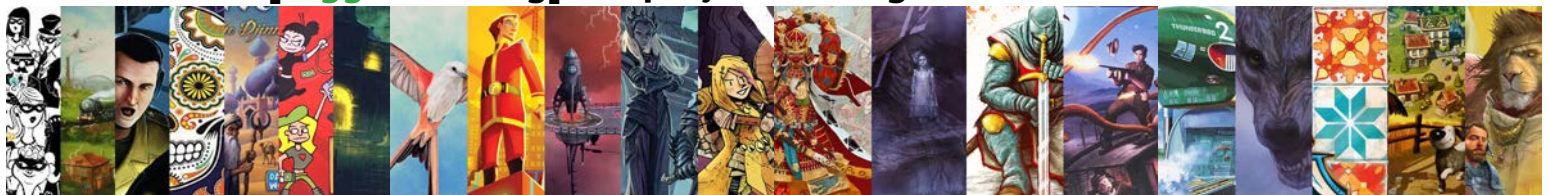
GEMINI (May 21-June 20): This is a time for you to be open. Share your true thoughts and feelings with your closest friends and fellow gamers. The stars call out to you... seeking your honesty. Further honor the stars by playing games with these trusted souls outside at night under their watchful eyes.



CANCER (June 21-July 22): Your ability to go with the flow is a great strength. You thrive in any condition and are happy to make a plan happen. The influence of Venus reminds you that you need to listen for the little voice that says, "I want to decide." or "I need to be heard." or "Pass the queso dip."



Last month at [toggle Gaming], we played these games and more!





Percy the Penguin's [toggle] Tips



Dear Percy,
When I come to Tabletop Tuesday, I see my friends setting up these awesome games but when I ask to join, they say the games are “full.” And often the people who end up playing weren’t even there yet. What gives? Do I smell or something?

- Feeling left out

Dear “Left Out,”

It’s hard when everyone else is having fun and you feel excluded. We hate for that to happen!

However, because complicated games often take a long time to play and are difficult to learn, many togglers use social media to plan ahead. This guarantees that they have a full table, but leaves some of us out in the cold.

To get into a game, consider joining the planning conversation yourself, or if Facebook and BoardGameGeek Guild conversations aren’t your bag, arrange a game a week in advance.

- Percy

PS - You smell great. Of course, I eat raw fish, so YMMV.



Join the [toggle] Tour!

Taking a trip this summer? Get a picture in your [toggle Gaming] gear! Then share it on social media or send it to us at info@toggleGaming.com.



David Fish stops in to see what Abe, Tom, George, and Teddy like to play.



Phillip Millman mixes sand and meeples on a visit to Hollandale Beach.

Library Spotlight



MASTERMIND

by Mordecai Meierowitz, 1971

In 1956, Willard Quine published a famous (in academic circles) essay in which he wrestled with a problem he had identified in the realm of deductive logical analysis. To put it in my own words (and any errors of interpretation here are my own), what he had stumbled across in “Quantifiers and Propositional Attitudes” is the direct corollary—in the arena of thought and language—of the “observer” problem in quantum physics.

Fortunately you don’t need to learn predicate calculus (the quasi-mathematical language of formal deduction in which Quine described his problem) in order to succeed at *Mastermind*. In this classic logic game for two—you just follow the rainbow to the pot o’ victory.

Players take turns attempting to solve a secret code—a sequential arrangement of colored pegs—set by their opponent. Here, the “observer” doesn’t alter the experiment (though the code maker might rearrange the spectrum a bit); they just supply feedback for every guess you make. With more feedback added at each guess, all it takes is some solid, deductive reasoning and you’ll soon uncover your opponent’s colorful little secrets (players must supply their own dirt).

Play several rounds to see who can cause their opponent to take the most guesses. You can set any victory threshold you like (though I would recommend at least 30), and keep score using the track on the board.

Variant rules allow for blank spaces in codes, repeated colors (or blanks) in codes, and “direct correlation” feedback ensure that players of differing skill levels can play together and have an enjoyable evening.

Why not try it out next Tuesday?

- Terry McCormick



THE RIDDLE BOX

LINKEE PUZZLE

In a Linkee puzzle, you start by answering four questions. These answers "link" to one another through a category. Find the category and you've found the answer to the puzzle!

QUESTION 1:

In 1965, Douglas Malewicki created this satirical board game in which players try to take control using influence, propaganda, and brinksmanship.

QUESTION 2:

In the thematic deduction game, *Alchemists*, you can learn about ingredients by giving your apprentices experimental potions to drink using the "___ on Student" action.

QUESTION 3:

Artana Games recently released a new game exploring the life and achievements of this famous thinker who made great strides in mathematics and physics.

QUESTION 4:

James Mathe (Minion Games), known for his generous Kickstarter advice, published many games. This is probably the most well-known.

Answer to the JUNE puzzle: **WEST SIDE STORY**
Email your guess to info@toggleGaming.com

SHOUT OUT



Some people call their unplayed games a "Shelf of Shame." We at [toggle] prefer the idea that these are opportunities to be explored. With that in mind, what game have you been meaning to play but just haven't gotten it to the table? Why not? What can your pals at [toggle] do to help?

SHOUT OUT your answer on the [toggle Gaming] Facebook entry for this newsletter or email us at info@toggleGaming.com.

[toggle] sponsors



xyzgamelabs.com

The many generous gamers who put cash in our donation box each week and donate games to the library.

THANK YOU

A BRIEF NOTE FROM THE EDITOR



Greetings, friends!

With toggleTop Day upon us again, take a moment to consider what a great group this community is.

- We gather between 30 and 100 people every week
- We have hundreds of games available to play, for free
- We're welcoming and friendly

The organizers have been working hard to make sure our gatherings stay fun, engaging, and worthwhile. We want [toggle] to be a place you love to go, and a place you bring your friends. We have ideas for new programs and events in the coming year, but we want to hear your ideas (and get your help) for doing more.

Let us know by emailing info@toggleGaming.com or speaking to one of the organizers next time you attend an event. In the meantime, **Drop in, Drink up, and Play on!**

Publishing info

Editor: Brendan

Contributors: Rob, Scott, Terry, Kristen, Phillip, David

[toggle] was founded by Kevin and Andrew

Website: toggleGaming.com

"hands" icon by Josie Schultz from the Noun Project

Copyright © 2019 [toggle Gaming]

Distributed under a Creative Commons Attribution -nonCommercial -NoDerivatives 4.0 Int'l License.

<https://creativecommons.org/licenses/by-nc-nd/4.0/>

