

# Shadowfist Collector's FAQ

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Welcome to the (unofficial) Shadowfist Collector's FAQ! If you have any comments, questions, or additions, please contact me at myname@comcast.net. And if you can supply a photo/scan of any of the items I don't have pictured here, please let me know!

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## A brief history of Shadowfist

Shadowfist was originally published by Daedalus Entertainment in 1995, one of the earliest card games to jump on the Magic: The Gathering bandwagon. The key people behind Daedalus were Jose Garcia, Robin Laws, and Rob Heinsoo. The game died in the big glut of collectible card games in 1996, not long after the second expansion was released. Zev Shlasinger obtained the license from Robin in 1998, and started Z-Man Games to revive Shadowfist with new starters and expansions starting in 2000. Zev repositioned his company in 2004 to focus on other types of games, and passed creative control of Shadowfist to Shadowfist Games, a company formed by die-hard fans who wanted to keep the game in print.

## How many card sets are available?

Seventeen Shadowfist sets have been printed so far (or sixteen, depending on how you count the last Can of Whupass). All Daedalus sets are technically out of print, but Standard comes up for auction pretty regularly on eBay, and Flashpoint sometimes too. The Z-Man sets are all out of print except for Netherworld 2; you can sometimes find Throne War boxes on eBay but other sets come up rarely. The two Shadowfist Games sets are available; their 'extended run' (i.e., reprint) of Red Wedding was done "to order"; there wasn't much extra so it sold through quickly but the reprint of Dark Future still has some available. In the table below, "sold thru" is the date the publisher announced that the set was gone from their warehouses; product was still available from retailers for a while after that date.

Set	Company	Year	Packaging	Cards per	Cards in set	Sold Thru
Limited Edition	Daedalus	1995	boosters starters	12 60	323	~1996
Standard Edition	Daedalus	1995	boosters starters	12 60	315	~1996
Netherworld	Daedalus	1996	boosters	12	134	~1996
Flashpoint	Daedalus	1996	boosters	10	147*	~1996
Combat in Kowloon	Daedalus		starters?		**	
Shadowfist Players' Guide, vol. 1	Daedalus	1996	book		1 (ish)	~1996
Throne War	Z-Man	2000	boosters	10	80	10/2005
Year of the Dragon	Z-Man	2000	starters	50	110	5/2002
Netherworld 2	Z-Man	2001	boosters	10	145	available
Shaolin Showdown	Z-Man	2001	boosters	10	146	6/2004

Set	Company	Year	Packaging	Cards per	Cards in set	Sold Thru
Dark Future	Z-Man	2002	boosters	10	128	8/2003
Boom Chaka Laka	Z-Man	2002	boosters	10	91	~2005
Can of Whupass, Old Skool Edition	Z-Man	2002	can	6	6	available
10,000 Bullets	Z-Man	2002	starters	50	167	11/2004
Red Wedding	Z-Man	2003	boosters	10	128	7/2004
Seven Masters vs. The Underworld	Z-Man	2004	boosters	10	128	10/2005
<del>Critical Shift (new core set)</del> ***	Z-Man	2006	<del>starters boosters</del>		300+	
Shurikens and Six Guns	Shadowfist Games	2006	boosters	10	128	available
Red Wedding "extended run"	Shadowfist Games	2006	boosters	10	128	9/2006
Critical Shift	Shadowfist Games	2007	boosters	10	128	available
Dark Future "extended run"	Shadowfist Games	2007	boosters	10	128	available
Empire of Evil	Shadowfist Games	Spring 2009?	boosters	10?	128?	not yet printed

\* 146, if you don't count the White Ninja as part of the set

\*\* Combat in Kowloon was announced by Daedalus, but never printed.

\*\*\* Critical Shift was announced by Z-Man as a new core set (including starters) but was never printed. A booster set of the same name was later released by Shadowfist Games..

A note about promos and the number of cards in each set: Z-Man and Shadowfist Games print promo cards on the same sheets as their regular sets, but distribute them separately and identify them with a special "Promo" symbol. I don't count Z-Man/SFGames promos as part of the set they are printed with; instead I consider them to be a distinct promo "set." However, I do count the Flashpoint White Ninja as part of Flashpoint, because she has the same symbol as the other Flashpoint cards, and does appear in boosters, albeit rarely.

## Limited Edition

Daedalus Entertainment printed the Limited edition in 1995 in both starter deck and booster pack formats. All cards are black-bordered with a gold foil Ting Ting stamp in the upper right corner. Limited Edition featured 323 cards, with rarities divided into Very Common, Common, Uncommon, and Rare. Some of the cards appear more than once on the card sheet, so you'll find them more often than others of the "same" rarity. I don't have any uncut sheets to check the counts, but my card lists include the information that Daedalus published.

Starter decks contain a rulebook, quick reference card, and 60 randomly assorted cards, with a high proportion of Very Common cards to give the deck a chance of being playable out of the box. Each starter display box contains 12 decks. Booster packs contain 12 randomly assorted cards; each booster display box contains 36 packs.

Limited	R	U	C	VC
Set	95	107	83	38
Booster	1	3	6	2
Starter	2	8	20	30

## Standard Edition

Daedalus Entertainment printed the Standard edition in 1995 in both starter deck and booster pack formats. All cards are black-bordered but without the gold foil stamp. It's the same set of cards as Limited Edition, except that eight cards were intended to be removed from Standard. Those eight are the Unique characters killed during Operation Killdeer: Adrienne Hart, Iala Mané, Jack Donovan, Jueding Shelun, Mad Dog McCroun, Nirmal Yadav, Sun Chen, and Thing with a 1000 Tongues.

Some of these cards made it into Standard Edition anyway, so you will occasionally find them without gold foil stamps. I don't know how many of these cards exist; Daedalus thought they were very rare, but I've seen enough of them around to believe they're scarce but not impossible to find. In theory, they were replaced by eight other rares on the sheet (Banish, Floating Fortress, Kan Li, Redeemed Assassin, Seal of the Wheel, Shamanistic Lieutenant, Shih Ho Kuai and The Red Lantern Tavern) making those R2s. I've seen enough data now to believe that there was in fact a second set of sheets with those cards as R2s, which means that the print run was effectively split into two parts (the part with the Killdeer guys, and the part without) but I don't know what proportion of the run falls into each category. [Special thanks to Frank Beumer who sent in his careful records of opening 5 boxes of Standard!]. In most cases, when you get one of these guys out of a box, you end up getting all eight. That's because the eight of them appeared in the first four slots of the first two rows of the rare sheet (Zev would have to kill me if I told you how I know that ☺)

Standard	R	U	C	VC
Set	87	107	83	38
Booster	1	3	6	2
Starter	2	8	20	30

## Netherworld

Netherworld was Daedalus Entertainment's first expansion set for Shadowfist. It was printed in 1996, in booster packs only. All cards are black-bordered with a gold foil Ting Ting stamp in the upper right corner (the same foil stamp as the Limited Edition). Some of the cards appear more than once on the card sheet, so you'll find them more often than others of the "same" rarity. I don't have any uncut sheets to check the counts, but my card lists include the information that Daedalus published.

This set featured 134 cards, with rarities divided into Common, Uncommon, and Rare. Booster packs contain 12 randomly assorted cards; each display box contains 36 boosters.

Netherworld	R	U	C
Set	46	40	48
Booster	1	3	8

## Flashpoint

Daedalus Entertainment's second (and last) expansion set was the booster-only Flashpoint set printed in 1996. All cards are black-bordered with a gold foil Buro Blue Spear (a type of automatic rifle) stamp in the upper right corner. Some of the cards appear more than once on the card sheet, so you'll find them more often than others of the "same" rarity. My card lists include the rarities determined by counting the cards on the uncut sheets.

This set featured 147 cards, with rarities divided into Common, Uncommon and Rare. Booster packs contain 8 randomly assorted cards; each display box contains 30 boosters.

Flashpoint	R	U	C
Set	17*	59	71
Booster - usual	0	2	6
Booster - rare	1	2	5

\* I count the promo White Ninja as a rare in this set, because she actually appears in some boosters, and she has a Flashpoint symbol. If you prefer to count her as a promo, then there are only 16 rares in Flashpoint, and the set total is 146.

This set included an "Info Card" to provide new rules and rulings for players who didn't have the FAQ or the Players' Guide. The Info Card is not playable. It appears as an Uncommon card, and that annoyed a lot of people, which is why Daedalus offered to trade them for rare cards (keep reading...).

The distribution of the rare cards is unusual (to say it politely) in Flashpoint. Daedalus decided to put a rare card in about one out of 4.5 packs (4 – 7 rares in each box), rather than one in every pack. Rare cards take the place of a Common card in those packs. When you do the math, you can figure out that there were a lot more Rare cards printed than were distributed in boosters. Some were given away at conventions. Others were offered in a mail-in program where people could swap Info Cards 2-for-1 for random rares. The rest are gone, rumored to have been stolen from the Daedalus offices and sold on the secondary market (which means that some card dealer somewhere has a *huge* box of Flashpoint rares and doesn't know what they are or what to do with them ☺).

Daedalus also introduced the "play as printed" concept in this set, with the new Alchemist Lair and White Ninja. Players were allowed to use the version of their choice (or to mix and match, if they liked) but the "maximum 5 in a deck" rule still applied.

### **Shadowfist Players' Guide, Volume 1**

No, it's not really a card set, but it was the essential reference work for players at the time it was released, despite a few ruling errors. Daedalus published this 94 page soft cover book in 1996. It included a coupon redeemable for a promo White Ninja card. Z-Man Games honored the coupon for a few years after they started, but then ran out of Ninjas too. Now you're out of luck.

### **Year of the Dragon**

Year of the Dragon is a starter-only set released in August 2000 by Z-Man Games. It contains 110 cards distributed among five fixed, pre-tuned 50-card starter decks (multiples of some cards appear in each deck). All cards are black-bordered with a white (not foil) dragon's head in the upper right corner. Each display box contains 2 of each faction, for a total of 10 decks.

The decks were intended for beginning and intermediate players, especially those who did not have any of the Daedalus-edition cards. Year of the Dragon sold through in early 2002 and is now very hard to find.

There is no true rarity in this set, as each deck is fixed. Most of the cards are reprints from the Daedalus editions. The starters contain 4-6 cards that were previously printed as Rare cards, including favorites like Ting Ting and City Square. Fourteen new cards appear in this set, and eight of the reprints feature new artwork.

The decks contain several new feng shui sites. Every deck has one Jade Valley and two Nine Dragon Temples. The other two new feng shui sites don't appear in every deck, although you'll get at least one more. And every deck contains at least one card that is not available anywhere else. You can find the new cards in:

The Architects of the Flesh:	CDCA Scientist, Homo Omega, Floating Restaurant
The Ascended:	Rat Fink, Sting of the Scorpion, Draco, Floating Restaurant
The Dragons:	Tricia Kwok, Gambling House
The Eaters of the Lotus:	Four Burning Fists, Gambling House
The Guiding Hand:	Blue Monk (also appears as an Uncommon in Throne War), The Iron Monkey, Wong Fei Hong, Floating Restaurant, Gambling House

Some reprinted cards featured new art, because Z-Man couldn't get permission from the original artist, or the artist just wanted to redo the pieces. You can find the reprinted cards with new art in:

The Architects of the Flesh: Buro Godhammer, Prototype X, Robot Arm  
The Ascended: Secret Headquarters  
The Dragons: Ting Ting  
The Eaters of the Lotus: Abysmal Absorber, Glimpse of the Abyss, The Hungry

## Throne War

Throne War is a booster-only expansion set released by Z-Man Games in August 2000 along with Year of the Dragon. It's an 80-card set that contains 69 new cards, with rarities divided into Common, Uncommon, and Rare. The other 11 cards are reprints or appear in Year of the Dragon as well. All cards are black-bordered with a white (not foil) pagoda in the upper right corner.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. The small size of the set means that you will generally get a full set out of a single box of boosters (or be very close). The wrappers were printed in black ink only on silver foil, although the foil seems to be a bit thinner than that used by Daedalus.

Throne War	R	U	C
Set	20	30	30
Booster	1	3	6
<i>Reprints</i>	1	2	7
<i>Errata</i>			1

## Netherworld 2: Back Through The Portals

Netherworld 2 is a booster-only expansion set released by Z-Man Games in April 2001. It's a 145-card set that contains 97 new cards, with rarities divided into Common, Uncommon, and Rare. The other 48 cards are reprints/errata of Daedalus-edition cards like The Golden Gunman. All cards are black-bordered with a white (not foil) spirally circle thing in the upper right corner.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. Wrappers are silver foil but printed in shades of grey this time, so they're a bit more attractive than Throne War. Distribution was a bit skewed, so even though it's possible to get a set out of two boxes, it didn't happen very often. A fair number of players complained about the high percentage of reprints, so Z-Man started the "reprints for promos" program, a mail-in offer to swap (you guessed it) reprints for promos.

Netherworld 2	R	U	C
Set	45	50	50
Booster	1	3	6
<i>Reprints</i>	6	19	21
<i>Errata</i>		2	

## Shaolin Showdown

Shaolin Showdown is a booster-only expansion set released by Z-Man Games in August 2001. It's a 146-card set that contains 117 new cards and two Rules cards, with rarities divided into Common, Uncommon, and Rare. The other 29 cards are reprints and/or errata of Daedalus-edition cards such as Quan Lo. All cards are black-bordered with a white (not foil) pair of crossed swords in the upper right corner.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. Distribution was better in this set than in Netherworld 2 but not ideal, so even though it's possible to get a set out of two boxes, it still didn't happen often.

This set introduced the Faceoff mechanic, and includes two Rules cards to explain it and a few other things. The Rules cards appear in the common slot, although they are half as common as all the other commons so you shouldn't be overwhelmed with them.

<b>Shaolin Showdown</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	45	50	51
Booster	1	3	6
<i>Reprints</i>	6	7	12
<i>Errata</i>		2	2

## **Dark Future**

Dark Future is a booster-only expansion set released by Z-Man Games in April 2002. It was reprinted in its entirety in August 2007 along with Critical Shift. It's a 128-card set that contains 109 new cards, with rarities divided into Common, Uncommon, and Rare. The other 19 cards are reprints and/or errata of Daedalus-edition cards. All cards are black-bordered with three crystal-looking things (actually Paradox Cubes) in the upper right corner. In this set, Z-Man started color-coding the set symbols to indicate rarity: white for rare, grey for uncommon, and black for common. Still not foil.

You can distinguish between the 2002 and 2007 printings by set symbol - the Paradox Cubes in the 2007 printing have one facet each colored black.

This set introduced the Purists as a stand-alone faction (Purists first appeared in Flashpoint as Architects cards).

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. Z-Man changed from foil to a waxy paper for the wrappers, and also added red ink. Because of the smaller size of the set and a revamp of the distribution scheme, you have a good chance of getting very close to a full set out of two boxes. There is no secret display box message on the Dark Future box.

<b>Dark Future</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>	5	4	9
<i>Errata</i>	1		

## **Boom Chaka Laka**

Boom Chaka Laka is a booster-only expansion set released by Z-Man Games in July 2002. It's a 91-card set that contains 88 new cards, with rarities divided into Common, Uncommon, and Rare. The other 3 cards are reprints of Daedalus-edition cards such as Napalm Sunrise. There are no errata cards appearing in this set. All cards are black-bordered with a pair of nunchaku (nunchuks) in the upper right corner. The symbols are color-coded according to rarity: white for rare, grey for uncommon, and black for common (the color is hard to see since the symbol is thin). Still not foil.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. Booster wrappers are waxy paper like Dark Future, except printed in full color. Distribution is very good, with a box typically yielding no duplicate rares, although overlap between two different boxes is another story. But it's much more likely that you'll get a set out of two boxes than with the three previous sets, partly because of the improved distribution and partly because the set is smaller.

<b>Boom Chaka Laka</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	25	33	33
Booster	1	3	6
<i>Reprints</i>	<i>1</i>	<i>1</i>	<i>1</i>
<i>Errata</i>			

### **Can of Whupass, Old Skool Edition**

Reprints of six of the characters killed in Operation Killdeer, in a special package: Adrienne Hart, Jack Donovan, Jueding Shelun, Mad Dog McCroun, Nirmal Yadav, and Sun Chen (everybody that Z-Man hadn't reprinted yet). The cards have the same art and abilities, but their tags have been changed. The cards have a little white tombstone symbol that says "RIP 1995" if you look very closely. A 10,000 dollar Hell Money note is also included in the can.

The can was offered in November 2002 with a price of \$10 to members of the Yahoogroups mailing list. The can was then released to the general public starting December 2002 for \$15 from Z-Man's website store, and retailers. I count this as a set, not as promos, because the cards have their own special symbol and they were offered for sale at retailers. It could go either way, though.

### **10,000 Bullets**

10,000 Bullets is a starter-only set released by Z-Man Games in December 2002. It replaced the out-of-print Year of the Dragon set. It contains 167 cards distributed among eight fixed, pre-tuned 50-card starter decks (multiples of some cards appear in each deck). All cards are black-bordered with a set of seven bullets in the upper right corner. A faction symbol is superimposed on top of the bullets so you can tell which deck each card belongs in. Each display box contains 1 deck for each faction, for a total of 8 decks.

Like Year of the Dragon, these decks are intended for beginning and intermediate players, especially those who do not have any of the Daedalus-edition cards.

There is no true rarity in this set, as each deck is fixed. Most of the cards are reprints from earlier Daedalus and Z-Man editions. The starters contain 4-6 cards that were previously printed as Rare cards, including favorites like CHAR and Fox Pass. The decks also include some of the cards that appeared only in Year of the Dragon, like The Iron Monkey and Nine Dragon Temple. 34 new cards appear in this set, and 5 others are upgrades (play as printed) with new artwork.

Each deck contains several new feng shui sites. Every deck has one Fireworks Factory and one Nightclub. The other new feng shui sites don't appear in every deck, although you'll get at least one more. And every deck contains at least two cards that are not available anywhere else. You can find the new cards in:

- The Architects of the Flesh: Assault Squad, Blood Reaver, City Hospital, Magog, Temple of Celestial Mercy
- The Ascended: Bleys Fontaine, Captain Liu, City Hospital, Golden Mile, Jaded Cop, Sub-Machine Gun
- The Dragons: Bird Sanctuary, Karate Cop, Steven Wu, Sub-Machine Gun, Temple of Celestial Mercy
- The Eaters of the Lotus: City Hospital, Poison Thorns, Sub-Machine Gun, Tommy Hsu
- The Four Monarchs: City Hospital, Fire Mystic, Lord Hawkmoor, The Legacy, Thunder Bishop
- The Guiding Hand: Bird Sanctuary, Bulletproof Monk, Derek Han, Golden Mile, Yellow Geomancer
- The Jammers: Bird Sanctuary, Bomb Factory, Professional Killer, Street Riot
- The Purists: Bird Sanctuary, Cognitive Spirit, Father of Chaos, Isomorphic Spirit, Kallisti, Mathemagician, Pain Feedback, Paradox Garden

The upgraded (play as printed) cards with new art are in:

The Ascended:	SWAT Team, Sports Car
The Eaters of the Lotus:	Sports Car
The Dragons:	Bag Full of Guns
The Jammers:	Furious George
The Four Monarchs	Lord Shi

## Red Wedding

Red Wedding is a booster-only expansion set released by Z-Man Games at GenCon 2003 (August). The set was reprinted in its entirety by Shadowfist Games and released at GenCon 2006 (August). It's a 128-card set that contains 115 new cards, with rarities divided into Common, Uncommon, and Rare. There is one errata card (Police Station) in the original printing of this set, and two in the 2006 reprint (Police Station and Spin Doctoring). The other 12 cards are reprints mainly from Daedalus editions, but also including two of the fixed-rarity sites from 10,000 Bullets. All cards are black-bordered with a sword piercing a heart in the upper right corner. The symbols are color-coded according to rarity: white for rare, grey for uncommon, and black for common. Still not foil.

You can distinguish between the 2003 and 2006 printings by the copyright date at the bottom, I think. I haven't seen all the cards in the reprint, but those I did see had 2006 in the copyright.

This set introduced the **Reload** mechanic, which allows you to pay some price (usually Power, but not always) to take a card from your smoked pile and put it on top of your deck. It also added more cards that require two different faction resources to play, like "Bring It" and Wedding Gifts; and introduced the first completely factionless event, Uprising, and the first card that gets played into your burned for victory pile, Never Surrender. There's a rules card in the common slot to explain Reload and a few other things, but it occurs half as often as other commons so you won't be swamped with them.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. The wrappers use the same waxy paper as the recent sets, but are now in full color. Previous display boxes used a logo and card art; this box has a full-color illustration done by Roberto Campus specifically as a box cover, and it looks great! Two boxes will give you enough rares to finish the set in just a few trades unless you are very unlucky with duplicates.

Red Wedding	R	U	C
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>	4	2	6
<i>Errata</i>		1*	

\* one errata card in the original printing. The 2006 reprint adds a second uncommon errata card (Spin Doctoring)

## Seven Masters vs. The Underworld

Seven Masters (we'll call it that for short) is a booster-only expansion set released by Z-Man Games in April 2004. It's a 128-card set that contains 114 new cards, with rarities divided into Common, Uncommon, and Rare. Two cards are errata of Daedalus cards (Fighting Spirit and Wing of the Crane); the other 12 cards are reprints of Daedalus-edition cards. All cards are black-bordered with a scroll in the upper right corner. (yes, there are four tiny Chinese characters written on the scroll. Thanks to Nick Rossum, who tells me that the top two say "Seven Master(s)" and the bottom two say "Underworld"). The set symbols are color-coded to indicate rarity: white for rare, grey for uncommon, and black for common. Still not foil.

This set won the Origins Award in 2005 for the Best Collectible Card Game.

This set introduced the Seven Masters as a stand-alone faction (Ho Chen, the first of the Seven Masters appeared as a promo printed with Red Wedding), including a number of oddities like Kunlun Clan



Assault, the first "foundation" Event (an Event that requires no resources, but does provide them, like a foundation Character). The set adds a true alternate victory condition, Underworld Gateway, which looks to be more playable than Seal of the Wheel or Power of the Great, but is still a "gimmick" card.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. The wrappers use the same waxy paper as the recent sets, and are in full color like Red Wedding's wrappers. This box has a fabulous full-color illustration done by Michael Komarck specifically as a box cover, and it is the most true-to-source illustration in Shadowfist, ever 😊 Two boxes will give you enough rares to finish the set after a couple of trades, unless you are very unlucky with duplicates.

<b>Seven Masters</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>	3	4	5
<i>Errata</i>			2

### **Two-Fisted Tales of the Secret War**

Two-Fisted Tales is a booster-only expansion set released by Z-Man Games in November 2004. It's a 128-card set that contains 116 new cards, with rarities divided into Common, Uncommon, and Rare. 5 cards are errata of Daedalus cards (Booby Trap, Deathtrap, Difficulty at the Beginning, Necromantic Conspiracy, Probability Manipulator); the other 7 cards are reprints of Daedalus-edition cards. All cards are black-bordered with a 10 cents price tag symbol in the upper right corner, presumably in homage to the pulp paperbacks. The set symbols are color-coded to indicate rarity: white for rare, grey for uncommon, and black for common. Still not foil.

The set adds yet another alternate victory condition, Mount Erebus, as a sort of hot potato of Feng Shui Sites.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. The wrappers use the same waxy paper as the recent sets, and are in full color like the previous two sets, using the illustration from Tom Donovan. The box uses Michael Komarck's excellent illustration from The Nemesis, but has been "distressed" to look like the cover of an old magazine (added creases, one corner dog-eared, etc.) and even includes a "Vol.2, No.10" in the upper left corner. Presumably that's a reference to Z-Man's 10th expansion (Daedalus being vol.1). Card distribution seems to be similar to the previous 128 card sets: two boxes will get you 3-4 of each uncommon and 5-6 of each common, and you'll be short 3 or 4 rares but have enough extra to trade for the missing ones.

<b>Seven Masters</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>	1	6	
<i>Errata</i>	1	2	2

### **Shurikens and Six Guns**

Shurikens and Six Guns is a booster-only expansion set released in August 2006 at GenCon. This is the first effort from the new production company, Shadowfist Games, that took over from Z-Man Games in January 2006. The expansion is set in the American Wild West in the 1860s juncture. It's the by-now standard size of 128 cards, with rarities divided into Common, Uncommon, and Rare. 1 card, Netherflitter, is an errata of a Z-Man card, and the former promo Lateral Reincarnation is reprinted in this set with its rules text. All cards are black-bordered with a badge in the upper right corner (it even includes the tiny text "U.S. Marshal"). The set symbols are color-coded to indicate rarity: white for rare, grey for uncommon, and black for common. Still not foil.

A new faction, The Shadow Syndicate, premieres in this set. These are the new rulers of the future after the critical shift caused by the Dragons' win in Two-Fisted Tales displaced the Architects. They mix Chi and Tech talents in a cyberpunk-meets-Kung-Fu sort of way. For the curious and uninterested alike, their faction symbol is a tunnel diode.

Eleven promo cards (more than any other set so far) were also printed with the run. Shadowfist Games offered a promo card with each box purchased direct from them during the pre-order period, up to 6 different promos (Mars Colonist, Blade Palm alt. art, Scrounging alt. art, Dan Dammer, Jessica Ng, Queen of the Ice Pagoda reprint). Two other promo cards, Military Commandant alt. art and Devil's Rope, were given exclusively to retailers to distribute as they saw fit. The retailer-exclusive cards were made available via Power for Promos when the Critical Shift set was released.

Booster packs contain 10 randomly assorted cards (retail \$3.49 per pack); each display box contains 24 boosters (\$65 direct from Shadowfist Games). The wrappers use the flimsy silvered material like Shaolin Showdown, but with full color printing. Card distribution seems to be similar to the previous 128 card sets: two boxes will get you 3-4 of each uncommon and 5-6 of each common, and you'll be short 3 or 4 rares but have enough extra to trade for the missing ones.

<b>Shurikens and Six Guns</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>		1	
<i>Errata</i>		1	

## **Critical Shift**

Critical Shift is a booster-only expansion set released by Shadowfist Games at GenCon in August 2007. It's a 128 card set that contains 125 new cards, with rarities divided into Common, Uncommon, and Rare. Two cards are errata of Daedalus cards (Bull Market and Shadowy Mentor), and one is a reprint of Mars Colonist. All cards are black bordered with a red, yellow and black 'morphing person' badge in the upper right corner. This is the first use of a multicolor set badge. The other portion of the badge is still coded to indicate rarity: white for rare, grey for uncommon, and black for common. Still not foil.

The set as originally announced by Z-Man Games in 2004 was to be a new core set, including starters and boosters, but that approach was canceled when Z-Man gave up control of Shadowfist. The new publishing team, Shadowfist Games, announced in Oct.2006 that the set instead would be a typical 128 card booster-only expansion set.

Booster packs contain 10 randomly assorted cards; each display box contains 24 boosters. The wrappers use the same waxy paper as the recent sets, and are in full color like Red Wedding's wrappers. Two boxes will give you enough rares to finish the set (after a couple of trades) unless you are very unlucky with duplicates.

This set introduces The Syndicate's signature ability, **Influence**. It also adds yet another alternate victory condition card: Project Apocalypse. And you might imagine that the set would focus on building up The Syndicate card pool, but all factions get about equal number of cards in this set.

<b>Critical Shift</b>	<b>R</b>	<b>U</b>	<b>C</b>
Set	33	45	50
Booster	1	3	6
<i>Reprints</i>			1
<i>Errata</i>		1	1

## **Empire of Evil**

The next booster set, originally scheduled for a 2008 release, but pushed back to an unspecified date in 2009. The set has been fully playtested and spoilers released.

## Where can I find card lists?

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Card lists are available on the Shadowfist website at [http://www.shadowfist.com/info/card\\_lists](http://www.shadowfist.com/info/card_lists) for the Daedalus, Z-Man, and Shadowfist Games sets; it's a mixed set of checklists and spoilers though. Or you can get checklists, spoiler lists, and proxy cards from my website at [http://netherworld.chimpshack.org/sf\\_cardlist.html](http://netherworld.chimpshack.org/sf_cardlist.html). I also have a card database in Excel format so you can make your own checklists or spoilers in whatever order you prefer, and a big PDF file of all the spoilers. And if you don't like any of those, my site also has a big links page so you can hunt down the format of your choice (SQL, XML, whatever).

## How many cards were printed?

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Good question. The Daedalus print run was roughly twelve million cards for Limited edition, and another seven million for Standard. I don't know how many Netherworld or Flashpoint cards were printed. If you have information about those print runs, let me know!

I don't have any information about the Z-Man or Shadowfist Games print runs. Anecdotally, it seems like Throne War had big-ish run (although nothing like Limited), Netherworld 2 had too big of a run (since it's still available 8 years later) and the run sizes decline significantly after that (later sets have sold through pretty quickly).

## Are uncut sheets available?

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I've never seen uncut sheets from the Limited, Standard or Netherworld sets, and don't know if any were kept uncut. Daedalus distributed some Flashpoint uncut sheets as promotional items to retailers, and as prizes in tournaments. You can sometimes (rarely) find these for sale or trade at larger conventions or eBay. There are two sheets from Flashpoint: Common and Uncommon/Rare.

Z-Man Games reserved uncut sheets from their early expansions for tournament prizes. About 250 uncut sheets were saved from Throne War, and another 250 from Year of the Dragon. There are two Throne War sheets: Common/Uncommon and Rare/Promo/Reprints. There are three Year of the Dragon uncut sheets: Hand/Dragon, Ascended/Architect, and Lotus. I don't know how many were saved from the more recent sets. In general, each of the Z-Man sets were printed on two sheets (C/U and R/P).



Throne War common/uncommon uncut sheet, hanging on my wall ▶


Z-Man seems to have settled on a three-sheet format for 128-card expansions. The common sheet has 50 cards, each of which appears twice (C2). In sets where a Rules card shows up as a C1, then there will also be a C3 card to balance it out. The uncommon sheet has 45 cards, each of which appears twice (U2), and the remaining 10 slots are used for promos. The rare sheet has 33 cards, 32 of which appear three times (R3), and one of which appears four times (R4).

## What production mistakes and oddities have been found? (the Nitpicker's Guide)

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### *Limited and Standard Edition*

- Alchemist Lair was supposed to provide Magic ✨ resources, but was printed with Chi ㊄ resources instead. The correct version was printed in Flashpoint.
- There are two versions of The General: one with a black title, the other with a white title. These appear to be about equally distributed. It was supposed to have a white title.
- There are two versions of Ultimate Mastery with slightly different rules text (one version uses more words to say the same thing as the other). These also appear to be equally distributed.

- Hill of the Turtle appears as both a Common and Uncommon card. It was supposed to be Uncommon but ended up in both slots.
- The art for Reinvigoration Process shows the Mark Tedin art from Cellular Reinvigoration. The art was supposed to be by Anson Maddocks, that's why he's credited on the card. And then Anson's art was lost, so we may never know what it was supposed to look like.
- Helix Chewer appears in an Event border rather than a State border.
- Thunder on the Mountain has a stray "m" in the rules text. That was supposed to be an Architects of the Flesh resource symbol .
- Margaret Organ-Kean's name is misspelled as "Keen" on her cards.
- The art for Hands Without Shadow is attributed to L.A. Williams, but it's really by Ed Beard, Jr.
- Nicola Leonard's name is misspelled as "Nichola" on Progress of the Mouse.

### **Limited Edition**

- I've seen a few cards with their Ting Ting gold foil stamp somewhere other than the upper right corner, or with two stamps (one upside down) or with the stamp so munged it isn't even recognizable. It doesn't happen often, but you can find it in Limited and Netherworld.

### **Standard Edition**

- As mentioned previously, the Operation Killdeer characters were supposed to be removed but weren't, so you can still find them in this set.
- Standard Edition starter decks sometimes contain only one Rare card, and sometimes contain as many as six Rare cards. I haven't worked out the statistics on this, but usually it's the deck I get in sealed tournaments has one rare, and the deck you get has six. ☺


### **Netherworld**

- Ting Ting appears about 1/3 less often than other rare cards due to the distribution on the rare card sheet. This was reported by Daedalus, but I haven't seen a card sheet to check it.
- The subtitle for Darkness Priestess misspelled "Sorceress" as "Sorcereress"
- The printer had a cutting problem with part of the print run, so it's not unusual to find cards with "dented" and/or flaking edges, even straight out of the booster pack.

### **Flashpoint**

- Silver Jet isn't **Unique** as-printed, but he was supposed to be. Daedalus ruled that he should be played as if he were **Unique**. Now that Z-Man has issued a play-as-printed version of Silver Jet, the old one can't be errata-ed except in the FAQ. Oh well.
- The White Ninja was originally intended to appear as a rare in this set, but was pulled out to be used as a promo card. Some boxes were packaged before she was pulled, so you will sometimes, although very rarely, find a White Ninja in a Flashpoint booster pack.

### **Year of the Dragon**

- Jane Q. Public was printed without the set badge (a dragon's head symbol, seen from the side ) in the upper right corner.
- House on the Hill has its artist credit printed in black instead of white, which means you can't really see it against the dark background. It's still by Mark Poole.
- The wording of Dirk Wisely's Gambit was changed from the Flashpoint version; Z-Man decided to make it an errata, although there is no errata symbol on the card. The errata is printed in 10,000 Bullets.

### **Throne War**

- You may get a card that's blank on the front. The card sheet contained a blank row to help the printer cut and sort the cards; a few of those blank cards apparently snuck into the packaging. I've seen



several; there could be a few thousand of them if they all got dropped in, but I'd be surprised if there are more than a few hundred.

- I have heard about cards that were so badly miscut they show half of each of two cards, but I haven't seen one myself.
- One report of Year of the Dragon cards from Hand and Lotus starters showing up in the rare slots in about a dozen Throne War packs. Printing and packaging is not as easy as you might think...

### **Netherworld 2: Back Through The Portals**

- The reprinted Art of War lost its **Unique** restriction. It's still supposed to be **Unique**.
- On a couple of cards (Fanaticism, White Senshi Chamber, etc.) the resource symbols that appear in the rules text have been cut off at the top and the bottom. The symbols are still recognizable though.
- A smattering of typos in tags (most notably Je Pai, Proving Ground, Swiss Banker, and Tangram Alley; the rest are mainly missing periods).

### **Shaolin Showdown**

- The reprinted Chinese Doctor lost its Dragon  resource provision. It's still supposed to provide one Dragon  resource.
- The play-as-printed Zheng Yi Quan's subtitle is misspelled as *Kong Fu Master*. It's supposed to be *Kung Fu Master*, although I kind of like *Kong Fu Master* (monkey style, I guess ☺)
- The art for "Try My Kung Fu!" is attributed to Lissanne Lake, but it was actually done by Ron Roussele.
- The art for the reprinted Charmed Life is attributed to Kaja Foglio, but it's still by Phil Foglio.
- Feng Kan appeared only once on the Uncommon sheet, and Robust Feng Shui appeared 3 times (all Uncommons were supposed to appear twice). That makes Feng Kan very hard to come by. Bummer. Too bad it wasn't the other way around. ☺
- Wei Fong-Yi is spelled with a lowercase y in the title of his card. It's capitalized properly in the rules text.
- A couple of typos in tags (Ancient Grove, Sabotage [although maybe that's intentional])

### **Dark Future**

- Quebecor messed up the back of the cards in the first print run; the ink wasn't mixed in the correct proportions so those cards were obviously different than the previous Z-Man sets (which were a wee bit different than the Daedalus sets, which were all a wee bit different from each other). Quebecor reprinted the entire run (ouch) so the set was delayed by about a month. Around six cases of the misprinted cards made it into circulation at a release tournament in California. I don't know what happened to the rest of it..
- The Old Skool Can of Whupass characters were printed alongside the Dark Future run; a few people have reported finding them inside Dark Future packs.
- The reprint of Memory Reprocessing left out the "ignoring resources" phrase. You are still allowed to ignore resource conditions when you play the Event that you fetch.
- The art for the reprinted Killing Ground is attributed to Mark Raabe; it's still by Mike Raabe.
- A typo in the promo Funky Monkey tag (it's should be its)
- In the 2007 reprint set, two cards were printed with errors: Thing with a 1000 Tongues lost his Tongues and Fortress Omega has only 1 Body. I don't know if the re-reprinted Memory Reprocessing was fixed. If anyone can send me scans of these cards, I'd say thanks!

### **Boom Chaka Laka**

- Death Ring is printed in the art template for a Feng Shui Site, instead of a regular Site (for those of you who didn't notice, starting with Year of the Dragon, the templates for regular Sites have been a bit different than Feng Shui Sites)

## **10,000 Bullets**

- The reprinted Purist Aspirant isn't supposed to provide a ✦ resource. Z-Man has stated that it should be played as the Dark Future version.
- Pocket Demon in the Monarchs deck is missing the last line of the rules text. The Pocket Demons in the Lotus and Purist decks are ok.
- Field of Tentacles in the Lotus deck and Garden of Bronze in the Purist deck are missing the designator **Netherworld** in the subtitle. The cards in the other decks are ok.
- A number of feng shui sites that appear in multiple decks have different line breaks or slightly different font sizes. (e.g. Jade Valley, Bird Sanctuary, etc.)
- Typo in the rules text of the Lotus version of Jade Valley (missing space)
- Diana Vick's name is misspelled "Dianna" on all her cards
- The tag on Explosives is different in the Jammer and Lotus decks, which is a cool idea but the Lotus deck refers to "C4" while the Jammer refers to "C-4"

## **Red Wedding**

- I haven't noticed any typos. Kudos to Z-Man! If you spot something, please let me know.
- Two reports, both from players in Europe, of a significant number of packs containing commons where the card back is black-and-white only (no color). Many thanks to Jacob Skytte for sending some to me!
- The 2006 reprinted set has three changes from the original: Spin Doctoring is errata, and "Bring It!" and Friends In Low Places have two-color borders (in the style started with Spirit of the Gun in Two-Fisted Tales).

## **Seven Masters vs. The Underworld**

- Borja Peña Marcano's middle name is misspelled as "Peæa" on all his cards.
- I've heard that some folks have found cards that were crimped into the packaging, damaging the edges enough that they'd have to be played in sleeves (not sure how widespread this is)
- I've also heard some folks report "sticky packs" where the cards have been stuck to each other inside a booster pack, and when pulled apart, leave little bits behind, which effectively marks the backs of those cards.
- Some folks reported (and I have found as well) cards that have little white speckles scattered around the front. Seems to be a quality-control problem at the printer.
- Shung Dai's flavor text says "Condemned by the gods to guard the Boundless Heaven Sword for all eternity." but in the fiction, he's guarding the Invincible Earth Sword. (noted by Kalon Jelen, 8 May 2004 in the Shadowfist Forum)

## **Two-Fisted Tales of the Secret War**

- I didn't spot anything. Kudos to Paul and Z-Man again. If you spot something, let me know.

## **Shurikens and Six Guns**

- Gavin Edwards confirmed a mistake in the collation of Hyper Alloy Blade. It was printed as a C1 (one card per sheet) and Shurikens was printed as a C3 (three cards per sheet). All the commons were intended to be C2 (two cards per sheet).
- Lateral Reincarnation was mistakenly printed with the restriction **Unique**, which isn't defined for Events. Ignore the Unique restriction.
- Scott Shen got a Just A Scratch with square corners (uncut).
- Expendable\_Unit noticed that corners in the art box for Hydrophobia weren't beveled the way a State should be. Looking at it more closely, it looks like the bevels are there, but the art was placed "on top" of the card template, instead of underneath, so the square art is obscuring the bevels.

## **Critical Shift**

- Designators in rules text are in *italics*, but they should be in ***bold italics***. (Burning Man, Feral Regression, Gathering the Fire, Habbakuk, Harbinger, Haunted, Howling for Blood, New Recruits, Rogue Shaper, Shadowy Mentor)

## **What are my cards worth?**

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Your cards are worth whatever you can get for them. That sounds facetious but the Shadowfist secondary card market isn't setting records, nor does it even have consistent pricing. There is no magazine or other source I'm aware of that purports to maintain a Shadowfist price list. In most cases, prices are determined by the "play value" of a card first, and its rarity second, and play value varies significantly from one area/group to the next. You can expect to get a couple of dollars for most rare cards, although the coasters won't sell at all. Promos will generally sell for US\$1 - \$5 depending on the card, with the "teaser" promos sometimes not even selling. Even the topless promos have dropped into the sub-\$10 range. The more recent Shadowfist Games promos that have limited distribution will sell for a bit higher, but you aren't going to make a living selling Shadowfist cards.

You can find individual Shadowfist cards for sale on eBay, usually just after a new set is released. The online retailers that used to offer singles have all disappeared or moved on to other games, so if you want single cards, you'll have to keep an eye on eBay or try trading for them.

## **Can I still buy Daedalus cards?**

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From a playing perspective, many of the most useful Daedalus cards have been reprinted, but in most cases even the reprints are hard to find, especially in large numbers (like Final Brawl, Nerve Gas, etc). Sometimes buying a box of the old stuff cheap is a good way to get a stock of those deck staples. A good place to start is eBay; there's usually a box or two of Standard for auction, and they still go for under \$30. Limited comes up less often, but doesn't sell for much of a premium over Standard. Flashpoint was selling regularly for years but the supply has dried up around 2008. Netherworld boxes almost never come up. You can also check my website in the links section for a list of online sellers that sometimes have Daedalus product.

## **Can I trade cards using the Internet?**

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There is a mailing list devoted to trading Shadowfist cards using the Yahoo! Groups service. You can get more information at <http://groups.yahoo.com/group/ShadowfistTrading>. It's not exactly high volume, maybe a few posts per month. The old Usenet newsgroup [rec.games.trading-cards.misc.marketplace](mailto:rec.games.trading-cards.misc.marketplace) is pretty much just spam these days.

## How can I tell a promo card from a regular card?

Daedalus Entertainment put a regular Flashpoint badge on its promo White Ninja, so you have to "know" it's a promo. Promo cards printed by Z-Man Games and Shadowfist Games have a fist symbol in the upper right corner  (it's the same as the fist drawing that appears on the card back, just smaller) except for the two "topless" promos which have no symbol.

## What promo cards have been printed? How can I get them?

Forty-nine Shadowfist promo cards have been printed so far (a couple have been reprinted; the total counting each printing is fifty-five).

Promo Card	Set	Company	Year
The Scrye #8 "promos"	-	Daedalus	1995
White Ninja	Flashpoint	Daedalus	1996
White Ninja	Promo	Z-Man, Shadowfist Games	2000, 2007
Open a Can of Whupass	Promo	Z-Man, Shadowfist Games	2000, 2007
Once and Future Champion	Promo (teaser)	Z-Man	2000
Sting of the Scorpion (topless)	None	Z-Man	2000
Nine Cuts	Promo	Z-Man	2001
The Junkyard	Promo	Z-Man	2001
The Eastern King	Promo (teaser)	Z-Man	2001
Who Wants Some	Promo *	Z-Man	2001, 2003
Silver Band (alternate art)	Promo	Z-Man	2001
Dragon Boat Festival	Promo	Z-Man	2001
"Time to Kick Ass!"	Promo	Z-Man	2001
Elephant Gun	Promo	Z-Man. Shadowfist Games	2001, 2006
Primus	Promo (teaser)	Z-Man	2001
Sword of the Master	Promo	Z-Man	2001, 2004
Katie Kincaid (topless)	None	Z-Man	2001
Yung Chang	Promo	Z-Man	2002
Funky Monkey	Promo (teaser)	Z-Man	2002
Major Hottie (topless) **	None	Z-Man	2002
Che Gorilla	Promo	Z-Man	2002
Silver Jet	Promo (teaser)	Z-Man	2002
Ho Chen	Promo (teaser)	Z-Man	2003
The Bazaar	Promo	Z-Man	2003
Wedding Gifts	Promo	Z-Man	2003
Burned-for-victory marker	Promo	Z-Man	2003
Blade Palm (alternate art)	Promo	Z-Man	2003
Ang Dao the Corrupt	Promo	Z-Man	2004
Li Mao	Promo	Z-Man	2004
Tom Donovan	Promo (teaser)	Z-Man	2004
Lateral Reincarnation	Promo (teaser)	Z-Man	2004



Promo Card	Set	Company	Year
Public Enemy No. 1	Promo	Z-Man	2004
Sinister Research	Promo	Z-Man	2004
Mars Colonist	Promo (teaser)	Shadowfist Games	2006
Scrounging (alternate art)	Promo	Shadowfist Games	2006
Dan Dammer, Jammer Slammer	Promo	Shadowfist Games	2006
Jessica Ng	Promo	Shadowfist Games	2006
Queen of the Ice Pagoda (reprint)	Promo	Shadowfist Games	2006
Living Legend	Promo	Shadowfist Games	2006
Kunlun Clan Assault (reprint)	Promo	Shadowfist Games	2006
Military Commandant (alt. art)	Promo (retailer)	Shadowfist Games	2006
Devil's Rope	Promo (retailer)	Shadowfist Games	2006
Covert Operation (alt. art)	Promo	Shadowfist Games	2006
Demonic Alliance	Promo (teaser)	Shadowfist Games	2007
Reascension Agenda	Promo	Shadowfist Games	2007
Shard of the Molten Heart	Promo	Shadowfist Games	2007
The Gimp	Promo	Shadowfist Games	2007
Ting Ting (reprint of NW art)	Promo	Shadowfist Games	2007
The Mark of Evil	Promo (teaser)	Shadowfist Games	2007
Kinoshita House of Pancakes (alt. art)	Promo	Shadowfist Games	2007
Noriko Watson	Promo (retailer)	Shadowfist Games	2007
Sacred Heart Hospital (alt. art)	Promo (retailer)	Shadowfist Games	2007

\* Who Wants Some cards are used in tournaments of the same name. It's not really a promo card, but in its first printing it had a promo symbol on it, so I'm including it here for the die-hard collectors

\*\* Topless Major Hottie was planned, but never printed

Note: card art is © by the respective artist as noted below. All rights reserved. I have a list of links to the artist's websites at the end of this FAQ.

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## Scrye #8 "Promos"

Daedalus didn't start with promo cards until Flashpoint, although you will sometimes hear people talk about "promos" they got in Scrye magazine—Daedalus distributed thousands of random Limited Edition cards in Scrye issue 8. A bunch of those were rares; people were known to go look through all the copies of Scrye to find Evil Twins and Dangerous Experiments (the conscientious people would even buy the magazine instead of slitting the plastic and taking the card). But anyway, those aren't true promo cards, just regular Limited Edition cards from the same print run as the rest of Limited Ed.



▲ The Daedalus version of the White Ninja.



▲ The Z-Man version of the White Ninja.

Art © 1996 Kaja Foglio.

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## White Ninja

Daedalus Entertainment published one promo card in the print run of Flashpoint. In game terms, it's an upgraded version of a card with the same title that originally appeared in Limited Edition. This version of the Ninja has the Flashpoint gold foil symbol in the upper right corner.

Some Ninjas were given out at conventions or for defeating Daedalus staffers in one-on-one matches. A very few Ninjas ended up in the Flashpoint print run, so it's possible (but highly unlikely) to find one in a Flashpoint booster pack. Most people got theirs using a redeemable coupon from the Shadowfist Players' Guide: Volume I. I don't know exactly how many Ninjas were printed by Daedalus.

Z-Man Games reprinted the White Ninja promo card in the Throne War print run. The Z-Man version is worded slightly differently and uses the promo Fist symbol rather than the Flashpoint symbol, but has the same art as the Daedalus version.

The Z-Man cards were given away to any player who played a demo of Shadowfist at a Silver Band-run event, and are still available via the Power for Promos redemption program. Z-Man Games also honored the coupon from the Shadowfist Players' Guide. The Ninja is no longer available from Z-Man; they are all gone as of late 2003 or so.

Shadowfist Games reprinted the Ninja again in the Critical Shift print run in 2007. The cards can be distinguished from the 2000 Z-Man printing by the copyright line - the Critical Shift version says Artwork © 1996, 2007. They were initially given away as bonus promos for every sixth box bought from Shadowfist.com in one order. Available via Power for Promos.



Art © 2000 Randy Asplund.

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## Open a Can of Whupass

The first original promo card from Z-Man, printed in the print run of Throne War. One thousand of these were set aside for the Can of Whupass promotional item. A few cards were given out at GenCon 2000 and for tournament prizes soon after; the rest were given out via the Power for Promos redemption program. At one point in 2002, Z-Man had said these were all gone, but in Feb.03 Zev posted that some were still available, then in Feb.2004 Zev posted that they were all gone. Shadowfist Games reprinted the card (but not the can) in the Shurikens and Six-Guns run in 2006, but they are no longer available via Power for Promos; you'll have to trade demo decks to get them. The 2006 version has "2000, 2006" in the copyright line, and the phrase "Play during any Main Shot..." was changed to "Play any time..."



Art © 2000 Mike Raabe.

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## Once and Future Champion

Printed in the print run of Throne War, these were given to players who joined the Secret War Society during 2000. The promo Champion was the first "trailer" or "teaser" card, intentionally printed without rules text. A short blurb about the next set to be released appeared instead. The Champion's rules text was posted on the Shadowfist website as a downloadable image of the card; three different versions with gradually increasing power were posted during the time between the release of Throne War and Netherworld 2. The card was reprinted with its final rules text in Netherworld 2. For play purposes, the promo version is considered to have the same rules text as the Netherworld 2 version. No longer available via Power for Promos.



Art © 2000 Ed Beard, Jr.

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## Sting of the Scorpion (Topless)

The print run for Throne War also included a topless version of Sting of the Scorpion. It's the same as the version printed in Year of the Dragon except for the art, and the tag line is a teensy bit different too. It wasn't intended to be a promo card, so it wasn't printed with the fist symbol in its upper right corner, but Zev decided to give them away after all.

Some of these were given away at GenCon 2000; most were given away later. You can try schmoozing Daniel Griego to get one, or go through the demo deck trade program. They also come up for auction on eBay a few times a year.



Art © 2001 Stephen Snyder.

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## Nine Cuts

Printed with the Netherworld 2 run, Nine Cuts got an upgrade and new art, and is actually playable now 😊. The new version took the place of the White Ninja as the card given out to people who participate in demos, and it was also given to the Netherworld 2 playtesters, and sent with Kiii-Yaaaah! issue 1. No longer available via Power for Promos.



Art © 2001 Ellym Sirac.

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## The Junkyard

Also printed with the Netherworld 2 run, The Junkyard was given to Netherworld 2 playtesters, and with Kiii-Yaaaah! issue 1. It's no longer available via Power for Promos. On all the cards, the ✖ symbol in the rules text was cut off a bit due to a printer error.



Art © 2001 Melissa Benson.

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## The Eastern King

The trailer card for the Shaolin Showdown set. It was given away at conventions and wherever Z-Man appeared, plus it was given to Netherworld 2 playtesters and sent with Kiii-Yaaaah! issue 1. It was also available via Power for Promos, but as of early 2004 they are all gone. Z-Man didn't continue the practice of publishing the rules text on their website like the Once and Future Champion. The Eastern King was reprinted with rules text as a Rare in Shaolin Showdown.



Art © 1996 Brian Snoddy.

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## Who Wants Some

Not really a promo card, but it was printed with a promo symbol during the Netherworld 2 run, so here it is. This card is used during the "Who Wants Some?" style tournament to keep track of who you've beaten. You get a bunch when you participate in one of those tournaments, but the card itself isn't playable. It features Brian Snoddy's art from Ting Ting's Gambit (originally printed in Flashpoint) on a neutral background. The second printed batch of these cards was printed during the Red Wedding run, and was done without the Promo symbol, so I don't count those as promos. You can get these via Power for Promos, but I don't know why you'd want one 😊



Art © 2001 Stephen Snyder.

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## Silver Band (alternate art)

Printed with the Netherworld 2 run. Silver Band members (the Z-Man Games demo team) got this alternate art version of the Daedalus Silver Band card after they run three events. The card is otherwise the same as the original Silver Band card from Limited edition. After Shadowfist Games took over publishing in 2006, these are now available via Power for Promos.



Art © 2001 Dennis Calero.

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## Dragon Boat Festival

Printed with the Shaolin Showdown run. This card was given to Shaolin Showdown playtesters, sent with Kiii-Yaaaah! issue 2, and used as a minor prize for tournaments. As of October 2003, it's no longer available via Power for Promos, but sometimes comes up on eBay.



Art © 2001 Lissanne Lake.

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## "Time to Kick Ass!"

Printed with the Shaolin Showdown run. This card was given to Shaolin Showdown playtesters and sent with Kiii-Yaaaah! issue 2. It's no longer available via Power for Promos.



Art © 2001 Chris Chuckry.

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## Elephant Gun

Printed with the Shaolin Showdown run. This card was given to Shaolin Showdown playtesters, sent with Kiii-Yaaaah! issue 2, and used as a lower-tier prize for tournaments. Replaced by The Bazaar for tournament prizes in 2003, but Shadowfist Games reprinted the Gun with the Shurikens and Six-Guns run in 2006 (the 2006 version says 2001,2006 in the copyright line, and the rules text has different line breaks). Available via Power for Promos and given out at Proving Ground league games.



Art © 2001 Thomas Gianni.

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## Primus

The trailer card for Dark Future, printed with the Shaolin Showdown run. First appearance of the Purist faction. It was given away wherever Z-Man appeared, plus it was given to Shaolin Showdown playtesters, and sent with Kiii-Yaaaah! issue 2. Primus was reprinted with rules text as a Rare in Dark Future. Available via Power for Promos.



Art © 2001 Mark Pennington.

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## Sword of the Master

Originally printed with the Shaolin Showdown run. This card was originally given only to winners of Proving Ground leagues, and to Shaolin Showdown playtesters. It was reprinted in the Seven Masters run since Z-Man was running low. The 7M version has identical art, tag line, rules text and copyright info but has slightly different line breaks in the rules text. It's now available via Power for Promos.







Art © 2004 Matt Bober.

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## Li Mao

Promo version of the rare card of the same name from the Seven Masters vs. The Underworld set. In story terms, the promo version represents Li Mao after he takes the place of Ho Chen among the Seven Masters. Printed with the Seven Masters vs. The Underworld run. Mailed out to SWS members in late May 2004. Given away at GenCon 2004. Available via Power for Promos.



Art © 2004 Gil Formosa.

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## Tom Donovan

The trailer card for Two-Fisted Tales of the Secret War (the Pulp Era set), printed with the Seven Masters vs. The Underworld run. Mailed out to SWS members in late May 2004, and given away wherever Z-Man appeared. Also available via Power for Promos.



Art © 2004 Allan Bednar.

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## Lateral Reincarnation

The trailer card for the as-yet unnamed new core set due in August 2005, printed with the Two-Fisted Tales run. Mailed out to SWS members in January 2005 with Kii-Yaaaah! Issue 6. Most likely was given away wherever Z-Man appears, but I haven't confirmed that. Available via Power for Promos.



Art © 2004 Patrick McEvoy

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## Public Enemy No. 1

Printed with the Two-Fisted Tales run. Replaced Sword of the Master as a Proving Ground League prize, was itself replaced by Living Legend. Available via Power for Promos.



Art © 2004 Matt Bober.

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## Sinister Research

The Architects finally get a promo card! Printed with the Two-Fisted Tales run. Mailed out to SWS members in January 2005 with Kii-Yaaaah! Issue 6. Available via Power for Promos.



Art © 2006 Allan Bednar.

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## Mars Colonist

Printed with the Shurikens and Six-Guns run. Teaser card for the Critical Shift set. The first teaser card to be playable as-is (it's a foundation card with no rules text). Giveaway for 1st box pre-ordered direct from Shadowfist.com, and given away again in 2007 for the 2nd box of Critical Shift ordered from Shadowfist.com. (I don't know if the 2007 version is from a new run, or leftovers from the 2006 run). Available via Power for Promos.



Art © 2006 Matthew Laznicka.

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## Scrounging (alternate art)

Printed with the Shurikens and Six-Guns run. Giveaway for 3rd box pre-ordered direct from Shadowfist.com. Available via Power for Promos.



Art © 2006 Cristian Saksida.

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## Dan Dammer, Jammer Slammer

Printed with the Shurikens and Six-Guns run. Giveaway for 4th box pre-ordered direct from Shadowfist.com. Available via Power for Promos.



Art © 2006 Oliver Specht.

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## Jessica Ng

Printed with the Shurikens and Six-Guns run. Architects version (pre-critical shift) of the Syndicate card that appears as a rare in Shurikens and Six-Guns. Giveaway for 5th box pre-ordered direct from Shadowfist.com. Available via Power for Promos.



Art © 1995, 2006 NeNe Thomas.

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## Queen of the Ice Pagoda (reprint)

Reprint of the original Limited Edition version, printed with the Shurikens and Six-Guns run. Giveaway for 6th box pre-ordered direct from Shadowfist.com. Rules text has been cleaned up to match current templates but has the same effect as the Limited/Standard edition; byline has copyright 1995, 2006; and NeNe's first name does not have the accents on the e's. Available via Power for Promos.



Art © 2004, 2006 Chris Watkins.

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## Kunlun Clan Assault (reprint)

Printed with the Shurikens and Six-Guns run. Same as the common card from Seven Masters, except the rules text and the tag have different line breaks (the font looks to be a little smaller), and the byline has copyright 2004, 2006. Available via Power for Promos.



Art © 2006 Mike Kimble.

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## Living Legend

Printed with the Shurikens and Six-Guns run. Replaced Public Enemy No.1 as the prize for Proving Ground leagues.





Art © 2006 Mike Kimble.

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## Military Commandant (alt. art)

Printed with the Shurikens and Six-Guns run. Has the same text as the Netherworld 2 reprint. Was a retailer-only promo for the first year after the set's release. Now available via Power for Promos.



Art © 2006 Ed Cox.

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## Devil's Rope

Printed with the Shurikens and Six-Guns run. Was a retailer-only promo for the first year after the set's release. Now available via Power for Promos.



Art © 2006 Mike Kimble.

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## Covert Operation (alt. art)

Printed with the Shurikens and Six-Guns run. Its existence was leaked to the Shadowfist Forum in the S&SG spoiler list in August 2006, then denied by Shadowfist Games. In June 2007 they revealed that it had been printed, and would be the prize card for a new kind of Who Wants Some? tournament.



Art © 2007 Diego Candia.

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## Demonic Alliance

Printed with the Critical Shift run. Giveaway for 1st box ordered direct from Shadowfist.com. This is the "teaser" card for the next set, Empire of Evil. It breaks tradition with previous teasers because its rules text is already printed on the promo. Previously available via Power for Promos, now you get one only when you join the Legion of Supporters.



Art © 2007 Diego Candia.

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## Reascension Agenda

Printed with the Critical Shift run. Giveaway for 3rd box ordered direct from Shadowfist.com. Previously available via Power for Promos, now you get one only when you join the Legion of Supporters.



Art © 2007 Alex McVey.

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## Shard of the Molten Heart

Printed with the Critical Shift run. Giveaway for 4th box ordered direct from Shadowfist.com. Available via Power for Promos.



Art © 2007 Ed Cox.

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## The Gimp

Printed with the Critical Shift run. Giveaway for 5th box ordered direct from Shadowfist.com. Previously available via Power for Promos, now you get one only when you join the Legion of Supporters.



Art © 1995, 2007  
Brian Snoddy

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## Ting Ting (reprint)

Printed with the Critical Shift run. Reprint of the original 1996 Netherworld art (not the Year of the Dragon art). Personally I would have sprung for new art for the game's most recognizable character, but who am I to judge? Giveaway for a full case (6 box) order direct from Shadowfist.com (I see that Potomac Distribution had the same deal). Yes, Shadowfist has now entered the realm of the case-topper promos. At one time you could also send demo decks to Shadowfist Games to get one, but I haven't seen that offer reaffirmed lately.



Art © 2007 Scott  
Reeves.

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## The Mark of Evil

Printed with the Critical Shift run. Reward for the Shadowfist Champions [shadowfist.com] program. At least one person pulled one from a Critical Shift pack, in the uncommon slot.



Art © 1995, 2007  
Kumi Yamashita.

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## Kinoshita House of Pancakes

Printed with the Critical Shift run. Alternate art (modified art, more specifically) of the classic Limited Edition feng shui site. Has the same rules text as the errata version printed in Year of the Dragon and 10,000 Bullets, but is not marked as errata. Major tournament prize. ("major" isn't defined anywhere that I can find).

This card title was a long running joke on rec.games.misc in the newsgroup days. It's in Dave Van Domelen's silly card list from 1995. But the printed promo is missing the classic tag: "The sublime chef Kinoshita prepares pancakes you would willingly wait an eternity for. The less-than-sublime waiters ensure that you will."



Art © 2007 Anthony  
Boursier.

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## Noriko Watson

Printed with the Critical Shift run. Retailer-only promo, at least for one year according to Braz King.



Art © 2007 Martin  
Montalbetti

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## Sacred Heart Hospital (alt. art)

Printed with the Critical Shift run. Retailer-only promo, at least for one year according to Braz King.

## Other Shadowfist-related Stuff That Might Be Collectible

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A catch-all category for anything I didn't already mention. I haven't included one-off items (like tournament trophies) in this FAQ, but you can see photos of some on my website. Many thanks to folks who contributed photos and information!

- Thanks to Jan Malina for the photos of the Flying Tricycle tokens, the Who Wants Some badges, and the Z-Man Equal Opportunity Butt-Kicking shirt
- Thanks to Mike Nickoloff for the photo of the silver Ting Ting pin
- Thanks to Miguel Hidalgo-Barnes for the detailed information about the Ting Ting power counter
- Thanks to Jeremy Dale for allowing me to use the photo of the lunchbox of whoop-ass
- Thanks to Bryant Durrell for the photo of the "quarter-scale" cards
- Thanks to Julian Lighton for the info about the 2003 faction buttons
- Thanks to Dan Mauldin for photos of the polo shirts
- Thanks to Joshua Kronengold for the photos of the Purist tokens
- Thanks to Scott Shen for the photos of the grey Daedalus t-shirt



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### Daedalus T-Shirts

Daedalus had a series of grey T-shirts printed featuring the Shadowfist logo on the front, and card art on the back. An advertisement in Duelist #8 said that shirts were available with Abysmal Horror, Alpha Beast, Battlechimp Potemkin, Hopping Vampire, King of the Thunder Pagoda, Queen of the Ice Pagoda, Redeemed Assassin, Shadowy Horror, Shih Ho Kuai, and Walker of the Purple Twilight. Of that list, I've seen only Abysmal Horror (see front and back photos). But I've also seen a CHAR shirt, so some were made around the time of Netherworld as well.

Daedalus also printed the black Equal Opportunity Butt-Kicking shirts with a full-color screenprint of Val Mayerik's artwork on the front, showing Adrienne Hart fighting an abomination.

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### Daedalus Poster

Large (38 inch high by 26.5 inch wide) poster featuring Phil Hale's version of Ting Ting. Distributed in 1996 and 1997, folded in eighths (at least, I've never seen one that was flat or rolled)



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## Ting Ting Power Counter

Reaper Miniatures made a small power counter with a Ting Ting on top, based on their line of life counters for Magic: The Gathering. The piece was sculpted by Bob Ridolfi. The bottom ring is double-sided, with 0-19 on one side, and 21-40 on the other. Three versions were made, with either black, red, or purple enamel on the numbered "wheel." Original retail price was \$9.95. They show up on eBay once every few years, and typically sell in the \$10 to \$20 range.

*Thanks to Miguel Hidalgo-Barnes for the information!*



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## Silver Ting Ting Pin

Nicola Leonard sculpted some sterling silver pins with the Ting Ting figure on them to be used as prizes. The pin is about the diameter of a dime, if I remember right. I have no idea how many were made, and I've never seen one for sale. Photo courtesy Mike Nickoloff.



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## Can of Whupass

A small, red pop-top can containing one Open a Can of Whupass promo card. Z-Man made 1,000 of these cans. About half were sold for \$2 each at GenCon 2000, with the remainder sold via the Shadowfist website.



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## Z-Man T-Shirts

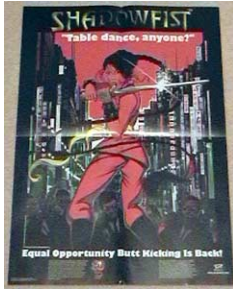
Z-Man reprinted the black Equal Opportunity Butt-Kicking shirts that were originally made by Daedalus, using the same Val Mayerik art, and offered them for sale at conventions and from their website. It's not exactly the same, since Daedalus replaced the background of the art with a yellow circle, but Z-Man kept the entire thing intact. For quibblers, the font used below the art is different too :) Z-Man sold the last of these in 2004 and hasn't printed a new batch yet.



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## Z-Man Silver Band T-Shirts

Z-Man had T-shirts made up for Silver Band members who ran at least three events. Long and short-sleeve varieties exist. The front has the Shadowfist logo, and the back features Stephen Snyder's new Silver Band art (from the Silver Band promo card). The long sleeve version has the seven original faction symbols printed along both sleeves. (maybe the next print run will include a Purist and Syndicate symbols ☺) Not available for sale.



## Z-Man Poster

22 inch high by 16 inch wide poster featuring Brian Snoddy's new version of Ting Ting from Year of the Dragon. Distributed folded in quarters.



## Who Wants Some? Tournament Buttons

Every participant in a Z-Man sponsored Who Wants Some?-style tournament got a button to wear whenever they are accepting challenges. Paul Gerardi put a different graphic on each button, so now they're collectible, sort of.

Photo courtesy Jan Malina.

First row, from left: Kublacon 2001; GenCon 2001

Second row, from left: Manafest 2000; GenCon 2000

Third row, from left: many San Francisco bay area conventions including Dundracon and Kublacon 2000; GenCon 2002



## Power Counters

Flying Tricycle made nifty plastic power counters that look like the faction resource symbols in the colors of each faction. The initial batch was sold out at GenCon 2000. You can buy them in bags of 20 per faction from Flying Tricycle.

The main difference between the first batch and the later batches is the color of the Four Monarchs counter: Flying Tricycle couldn't find a light purple color in time for GenCon, so the Monarchs counters sold there were blue (see the top photo). The latest batches use the correct color. (see the middle photo).

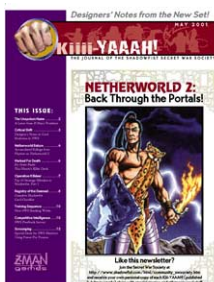
Seven Masters counters were introduced at GenCon 2004, but they were black. I don't know if current counters are the correct color.

Syndicate counters were introduced at GenCon 2007. I haven't seen these yet, and they don't appear on Flying Tricycle's website.

Middle photo courtesy Joshua Kronengold.

Bottom photo courtesy Jan Malina.





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## Kiii-YAAH! Newsletter

Z-Man Games provided a newsletter to Secret War Society members on an irregular basis in 2001 - 2004. Six issues were published. Thanks to Braz King at Shadowfist Games, all six are now hosted on my website at <http://netherworld.chimpshack.org>



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## Ting Ting deck for Brawl

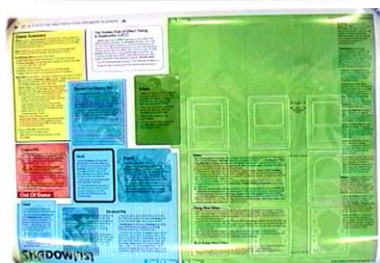
Cheapass Games made this nifty Ting Ting deck for their Brawl game in 2001. It's not available at retail, only direct from them (I don't see it in Shadowfist.com's store any more). It doesn't include a box or rules, just loose cards. It includes two new pieces of art, but I couldn't find an artist credit for them. If you know, please tell me!



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## Lunchbox of Whoop-Ass

Jeremy Dale offered this cool lunchbox featuring his art from 10,000 Bullets through his storefront at Cafe Press in 2004, but he discontinued it in late 2005.



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## 2003 Z-Man Playmat / Poster

18" x 24" poster features a playmat on one side (with lots of rules) and Val Mayerik's art on the other, overlaid with text in a movie-poster style. Released at Origins 2003 and mailed with Kiii-Yaaah!! issue 4. Distributed folded in quarters or eighths.

If you want a playmat and can't find one of these, get a simple downloadable version [here](#).



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## "Quarter-Scale" Shadowfist Cards

Made by Paul Gerardi for Z-Man in 2003. Given as prizes at Origins 2003 and GenCon 2003. American quarter shown in photo for size reference. Paul has been known to sell these to interested individuals; unknown how many have been made so far.

Photo courtesy of Bryant Durrell.



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## Faction Buttons

About 1" diameter, with white faction symbol on faction background. Sold for \$1 each at Origins 2003 and GenCon 2003.

Photo courtesy of Joshua Kronengold.



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## Faction Polo Shirts

Dan Mauldin had these polo shirts custom-made in early 2004 and offered them for sale to members of the Shadowfist Forum on Yahoogroups. I tried to contact Dan in July 2006 to verify he's still selling shirts, but he didn't respond to email. I assume that means he's not :)

Photo courtesy of Dan Mauldin.



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## Che Gorilla Stuff!

Kevin Wasden offers T-shirts, mugs, and hats imprinted with the Che Gorilla image via his storefront at Cafe Press.



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## Power Counters, revisited

Z-Man commissioned these two-piece power counters from Flying Tricycle, similar to the honor counters FT did for Legend of the Five Rings. The counters were first made available at Origins 2004. The initial batch sold at Origins 2004 and GenCon 2004 had the Lotus and Monarchs colors swapped; a corrected batch was made available in July 2004. I don't see them for sale any more at Shadowfist.com; Flying Tricycle has something listed on their site but the photos are not correct so I can't tell if it's the same thing.

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## Shadowfist Games Offers for Collectors

Shadowfist Games offers some programs that collectors may be interested in. Most of these have been mentioned in passing already, but you can get details on their website.

### ***Power for Promos & Reprints for Promos***

This program allows you to trade the printed "power" symbols on booster and starter packaging for promo cards. You can also trade in Z-Man/Shadowfist Games reprints; 1 reprint = 1 power, except the reprints in Year of the Dragon and 10,000 Bullets don't count.

### ***Errata Card Trade-In***

After the release of Throne War and Year of the Dragon, Z-Man announced a program to swap your old Daedalus-edition cards for new Z-Man edition cards in cases where the Z-Man edition is an errata of the earlier card. The response was somewhat less than expected, so they did not continue the program for errata printed in later sets.

### ***Secret War Society***

The Secret War Society was the official fan organization for the Shadowfist CCG under Z-Man Games. Under Shadowfist Games (since about 2006), membership is free but it's used only to record tournament points and give you a ranking on Shadowfist.com

## **Legion of Supporters**

This is Shadowfist Games' fan organization. Membership is US\$20 per year. Members get a \$10 discount coupon for orders on Shadowfist.com, free promo cards upon joining, and discounts in the Power for Promos program.

## **Artist's Links**

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As promised, here are links to the artists featured in this FAQ who have websites. Thanks again to everyone for giving me permission to post your cards! You can find a more complete listing of artist's links on my website (where else? ☺)

Randy Asplund: <http://www.randyasplund.com>  
Ed Beard, Jr.: <http://www.destiniproductionsinc.com>  
Melissa Benson: <http://www.melissabenson.com>  
Dennis Calero: <http://www.denniscalero.com>  
Roberto Campus: <http://www.robertocampus.com>  
Diego Candia: <http://www.diegocandia.com>  
Ed Cox: <http://www.edcox.com>  
Kaja Foglio: <http://www.studiofoglio.com>  
Gil Formosa: <http://gil.formosa.free.fr>  
Thomas Gianni: <http://www.gianniart.com>  
Mike Kimble: <http://www.portraitsinpaint.com>  
Matthew Laznicka: <http://www.basement-productions.com>  
Patrick McEvoy: <http://www.megaflowgraphics.com/index.html>  
Alex McVey: <http://www.alexmcvey.com>  
Martin Montalbetti: <http://www.montal-illustration.com>  
Glen Osterberger: <http://www.glenosterberger.com>  
Mark Pennington: [http://www.barakastudios.com/artist/port\\_index.htm](http://www.barakastudios.com/artist/port_index.htm)  
Mike Raabe: <http://www.mikeraabe.com>  
Scott Reeves: <http://www.studioscott.com/index.html>  
Brian Rood: <http://www.brianrood.com/>  
Stephen Snyder: <http://www.stevesnyderart.com>  
Oliver Specht: <http://www.oliver-specht.de>  
NeNe Thomas: <http://www.nenethomas.com>  
Kevin Wasden: <http://www.kevinwasden.com>  
Chris Watkins: <http://www.chris-watkins.com>