

- |   |   |   |
|---|---|---|
| 1 | 2 | 3 |
|---|---|---|

**Burned for  
Victory Pile**  
(face up)

**Toasted Pile**  
(face down)



**Smoked Pile**  
(face up)

1 2 3

Characters and States  
at this location

Front Row  
Site

Back Row  
Site

Characters and States  
at this location

Front Row  
Site

Back Row  
Site

1 2 3

## Characters and States at this location

Front Row  
Site

Back Row  
Site

Edges

**SHADOWFIST**  
Trading Card Game™

### Game Summary

**Object:** Control or burn for victory 6 Feng Shui Sites (5 in multiplayer). You must seize or burn for victory the last Feng Shui Site to win.

**Start:** Shuffle your deck. Draw 6 cards. Start with 1 Power.

Each turn, do the following. Play then passes clockwise.

**Establishing Shot** (do all this, in this order):

- Start of your turn
- Generate Power
- Unturn: unturn your cards
- Discard: discard 1 card if you wish
- Draw: refill your hand to 6

**Main Shot** (do any of this, in any order, as many times as you wish):

- Play any number of Characters, Edges, Events, or States. Play one Site. (Opponents may only play Events)
- Declare attacks (as long as the last attack this turn was successful)
  - Option to join (any opponent may join)
  - Option to intercept (any player may intercept)
  - Combat with interceptors
  - Combat with target
- Turn a Character to heal (current player only)
- Turn a Character to change location (any player)
- Turn cards to generate effects (any player)
- Declare End of Turn: all players may generate effects in response to the end of turn. If any opponent responds to the end of your turn, you may return to your Main Shot.