

SHADOWFIST™

Trading Card Game



MAN
GAMES

Year of the
Dragon™

RULEBOOK

**Includes
Reference
Guide!**

Acknowledgement

A lot of people have been involved in the comeback of Shadowfist, as listed in the credits, and I thank them for their support. Special thanks must go to Stefan Vincent, Lissa Vincent, Paul Gerardi and Ed Beard, Jr. Their contributions went beyond all expectations, and without their last-minute concerted efforts you would not see this product before you. Kudos must also go to Michael Nickoloff and Aaron Overton for their timely expertise. Finally, there is one person without whose assistance Shadowfist would still be a dream of mine—my brother Paul. Paul, I love you, and thanks.



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"Yours is the stronger Kung Fu."

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Printed in Canada by Quebecor World Graphique Couleur.

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Fo Shen arrived early at the Hall of Brilliance, as was his habit when reporting to Gao Zhang. To his surprise and consternation, Gao Zhang was already in the Hall, pacing and speaking angrily to himself. Fo Shen checked his stride and stopped just inside the doorway—an angry Gao Zhang was not someone to be near if you valued your continued existence.

“The Guiding Hand are moving already. How did they know of Harvest of Jade’s condition so soon? And how did they see through our ruse so quickly?” said Gao to himself. Turning, he noticed Fo Shen. “Tell me, Fo Shen, is there anyone else we should be concerned about? Do the Architects also move against us?” Gao’s voice sent ice down Fo Shen’s spine. The report he had been about to make would not have gone over well in the best of circumstances, and these could hardly be worse.

“My involvement with the Purists limits my view into the BuroMil bureaucracy, esteemed one, but I have no indications that the Architects are aware of anything out of the ordinary.” Fo Shen kept his voice steady, and hoped that the sheen of sweat on his upper lip would go unnoticed. “However, the Purists have come across reliable information that points to a Jammer strike against Lo-yang, and perhaps the Hall itself.”

Gao Zhang stopped pacing and was silent for a moment. Fo Shen braced himself for the worst, but Gao only said, “Summon the Petals. We must discuss plans for a diversion, and I believe perhaps a certain demon who has helped us in the past would be willing to work for the promise of heroes’ souls.” Gao Zhang chuckled, a throaty, disturbing sound. “He should be most entertained by the prospect. While he enjoys himself with those fools who think they can unseat us, I will have time to complete the negotiations with Harvest of Jade’s replacement.” Gao glared at Fo Shen. “Why have you not departed yet?”

Fo Shen cleared his throat, gently, and hunched himself over in a submissive posture. “Most honored one, I have yet to impart the news that I came so swiftly to report. If I may have a moment more of your time, I have news of a different, ah, issue, from the Purists. An issue which concerns our future operations in the Architects’ juncture and may be related to the Jammer activities.”

“That can wait, Fo Shen. Go now before I lose my patience.” Gao resumed his pacing. Fo Shen left the Hall to do as he had been ordered, more certain than ever that his report would not be well received. At least he would survive the afternoon...

Welcome to the mile-a-minute, swords-clashing, butt-kicking, Uzi-spraying, boats-exploding, car-chasing, cyborg-building, monsters-screeching, insert-your-own-cool-hyphenated-adjective-here world of Shadowfist! This book is divided into two parts: the rulebook and the reference guide. New recruits should read the first three Chapters and then try a few games. Consult the reference guide for answers to your tough questions, plus examples and strategy hints. There's a lot of information packed into a small space, but remember that you don't have to read the entire book cover-to-cover in order to play.

Veterans returning to the Secret War should jump to Chapter 9 to see what changed while you were in the Netherworld, and then kick some butt!

As you read, pay special attention to terms in *italics*—those are key words and phrases that are explained in the rules or in the glossary.

Look for examples and tips set off like this, between horizontal lines.

1. Introduction

1.1 The Game

Shadowfist is a trading card game based loosely on action movies from the studios in Hong Kong with a splash of Hollywood for spice. The cards represent people, places, and things involved in the Secret War to control the world's feng shui sites, mystical places of power that guarantee victory and prosperity for those who control them. Each game represents a small battle in the larger war raging all around us.

During a game, you'll play various cards to advance your side of the story and move closer to your goal of controlling feng shui sites. Each player needs their own deck of Shadowfist cards to play, but the exact mix of cards you play with is up to you. This starter box contains a pre-made Shadowfist deck representing one of the *fac-tions* in the Secret War. This deck is ready to play, or you can fine tune it to suit your individual style using cards from other decks or booster packs. You might also be able to find some of the older cards from the original edition of Shadowfist—those cards are playable under the new rules, but some of the cards have been changed to better fit this new edition. Check the errata list in Chapter 9 to see which cards are affected.

1.2 The Story

The cast of characters of Shadowfist includes young and stalwart students of the martial arts, steely-eyed maverick cops, magically transformed animals in human form, valiant swordsmen, masters of the mystical secrets of kung fu, eerie ghosts with scores to settle, bioengineered supernatural creatures, cruel eunuch sorcerers, twist-

ed scientists, power-hungry masterminds, and numberless mooks, mobsters, and gunmen.

Some of the characters are *neutral*—mercenaries, wanderers, and loners who are allied with you for some personal cause, or simply out of greed. But most characters belong to secret societies, also called *factions*, that want to control the world's feng shui sites for their own purposes. Each faction has one thing in common: they have discovered the Netherworld, a mysterious realm outside the normal flow of time that connects the different time junctures. Most groups use the Netherworld as a means to travel between the junctures or as a staging area for large operations, but a few are actually based entirely within the Netherworld.

Currently, there are seven major factions involved in the Secret War, each represented on the cards by a distinctive symbol:

-  **The Dragons:** A loose band of heroes drawn from across the timelines who have stumbled onto the Secret War by accident, and now they aim to make things right for you and me. They rely on luck, determination, and the sheer rightness of their cause to prevail.
-  **The Ascended:** These secret rulers of our modern world are the descendants of animals that, centuries ago, used magic to transform themselves into humans. They have created a vast, worldwide conspiracy, through which they control police, militaries, the media, big business, and organized crime. They want to make sure they remain in charge and that magic never comes back—if it does, they'll turn into bears and snakes and tigers again.
-  **The Eaters of the Lotus:** These cruel eunuchs hail from ancient China, where they secretly control the Chinese empire using dark magic and sinister intrigue. Powerful sorcerers, the Eaters of the Lotus have learned to summon and control the supernatural creatures native to the ancient period: long-nailed hopping vampires, alluring but deadly ghosts, putrid walking corpses, and bizarre demons.
-  **The Architects of the Flesh:** Twisted scientists and power-hungry bureaucrats from the future who run a worldwide totalitarian government known as the Buro. They combine advanced science with a form of magic called “arcanowaves” to reach new heights of biotechnology and genetic manipulation. They raid the past for supernatural creatures to use as raw materials for their Abominations, deadly bioengineered soldiers.
-  **The Guiding Hand:** A group of Shaolin monks from the 19th century forms the core of this secret society dedicated to halting the tyranny of groups like

the Architects, Ascended and Lotus. They seek to reshape the world according to Confucian ideals, doing away with the decadence and personal freedom of the modern world. Although the Guiding Hand is opposed to magic in all its forms, their kung fu techniques are so incredible that they seem almost supernatural.

⊕ **The Four Monarchs:** These powerful sorcerers ruled the world until the Ascended took control of enough feng shui sites to cause a critical shift, and erasing the Monarchs from our history books. Now exiled to the Netherworld, these four siblings plot to regain what once was theirs—when they aren't busy plotting against each other.

▽ **The Jammers:** A motley group of cyborg monkeys and cast-off rebels based in the Netherworld who oppose the authoritarian rule of the Architects. They believe that feng shui sites are the cause of all the world's problems, so they intend to do everyone a favor by blowing up all the feng shui sites they can find!

You may construct decks using cards from opposing factions. Don't let that trouble your sense of logic: in the stories on which Shadowfist is based, strange alliances are often made, and mortal enemies frequently end up fighting side-by-side.

Some cards may have additional symbols, reflecting *talent* in one or more areas not associated with a particular faction:

- ① Chi: channeling natural life energy for the benefit of self and others.
- ◆ Magic: using natural life energy for unnatural purposes.
- ✿ Tech: understanding advanced science and manipulating sophisticated technology.

The faction symbols plus the talent symbols are collectively called resource symbols or just *resources* for short, but we're getting a little ahead of ourselves. More on this in the next Chapter.

2. Talking the Talk

You are about to partake in one small battle in the overall Secret War, but before you begin, you need to know what you're talking about. This Chapter introduces fundamental terms to get you started.

2.1 The Cards

In Shadowfist there are five *types* of cards: *Characters*, *Sites*, *States*, *Events*, and *Edges*. These represent the elements that you might use in your attempt to tilt the Secret War in your favor. You can use these elements provided that you have enough *Power* to spend and the right *resources* available. Power is the currency of Shadowfist, gained mainly from Sites you control. Resources reflect your level of influence in the various factions.

Characters are the heroes, pawns, masterminds, monsters, and villains you can recruit to fight on your side in the Secret War. Your Characters are your offensive and defensive front lines.

Sites represent physical areas like ancient temples, advanced laboratories, and high-rise office towers. Sites come in two varieties: *Feng Shui Sites* and everything else (referred to as non-Feng Shui Sites). Feng Shui Sites are special Sites that allow the factions to channel chi energy and rearrange reality more to their liking. If you control enough Feng Shui Sites, you win the game, advancing your faction's cause overall in the greater Secret War. Non-Feng Shui Sites don't help you to win the game directly, but they can help to generate more Power or perform other specialized tasks.


States are placed on other cards and represent some alteration of that card's attributes, such as adding a weapon or boosting a Character's abilities. *Events* represent sudden shifts during the battle, often surprising to your opponents. *Edges* represent longer lasting shifts in the overall conditions of the Secret War, giving you some durable advantage over your opponents.

Refer to the sample Character and Feng Shui Site on the next page as you read.

The *title* is the name of the card, located in the upper left corner. The *subtitle* is located on the first line of the card's text box, and indicates the card's type unless the card is a Character. In that case, the subtitle is a short description of that Character. The *rules text* appears next in the text box and describes the card's *ability*—effects and special directions for the card's use, if any. Any *special abilities* or *restrictions* appear in **bold** in the rules text. The *tag* appears in italics at the bottom of the text box, and gives a glimpse into the Shadowfist storyline but has no effect on play.

Resource conditions are the resources you must have in your *resource pool* to

bring the card into play and appear as symbols in the lower left corner of the card. Some cards have no resource conditions. The *cost* of the card is a number in the lower left corner of the card, indicating the amount of Power that you must spend to play that card. *Resource provisions* appear as symbols in the lower right corner of the card. The resources provided on cards that you *control* or have in your *smoked pile* make up your resource pool. Cards anywhere else, whether in your hand, *toast-ed pile* or *burned-for-victory pile*, do not provide resources. Bear with us a minute and we'll explain what these piles are and what they do.

Characters that lack resource conditions but provide at least one faction resources are called *foundation Characters*, because they provide the resources you need to play other cards of that faction. Characters that have no resource conditions or resource provisions for any faction are called *neutral Characters*, although these Characters might provide or require any of the talent resources such as .

Each Character has a number in the upper right corner to indicate its *Fighting*. A Character's Fighting represents how much *combat damage* the Character inflicts on Characters or Sites, and how much *damage* the Character can sustain before being *smoked*. A Character's Fighting is reduced by the amount of damage on that Character.

The *Power generated* by a Site is shown in a diamond in the upper left corner of the card. A Site's *Body*, shown in a circle in the upper right corner of the card, is the amount of damage the Site can withstand before being smoked, *seized*, or *burned*. A Site's Body is reduced by the amount of damage on that Site.

The symbol in the upper right corner of the card indicates the set that the card was printed in. It has no meaning as far as game play is concerned, and isn't a resource symbol.

A few cards have a small number inside a circle printed just to the right of their text box. This indicates that the card has changed from the original edition of Shadowfist, and if you wish to play with old copies of the card, you must play as if the old copies had the new wording. If you don't have any old cards, just ignore it. If you have old cards, check out Chapter 9 for the full story.

Most cards are self-referential, meaning if a card doesn't specify what is doing something, then it refers to itself. Sometimes a card's title also appears in its rules text to clarify how the card works. If a title appearing in the rules text refers to a card other than itself, the title will appear in quotes so you can distinguish between the two usages. In addition, some cards refer to others using *designators*. Designators are words in the card's title and subtitle. For example, our sample Character has the designators *Dr.*, *Celeste*, *Carter*, *Purist*, and *Assassin*. When designators are referenced in the rules text, they show up in ***bold italics***.

Special Ability



2.2 The Board

You'll need a table or other flat surface to play cards on as the game progresses. We'll call that *the board* for simplicity's sake. Each player has their own layout like the one shown on the next page. You'll also need *counters* of some kind to keep track of Power, damage, and a few other things during the game.

There are three regions of the board for each player: in play, out of play, and out of the game. Cards *in play* are currently involved in the battle. Cards that are *out of play* are not currently involved in the battle, but have the potential to become involved. Cards that are *out of the game* cannot affect the current game any further. Effects only affect cards that are in play unless the effect specifically says otherwise.

Characters, Sites, States, and Edges are all played into the in play area. Sites are placed into your *site structure*, which can have at most two *rows*, but any number of *columns*. Each column represents a different *location*. Character are placed at one of your locations, in front of the front-row Site. Edges are placed to one side of your site structure. States are placed on cards already in play (sometimes your cards and sometimes your opponents' cards, depending on the State). There is no limit to the number of cards other than Sites that may be placed at a particular location.

Events are a little different than other types of cards. You play Events directly into your smoked pile, but in the process, those Events affect the game in some way.

The out of play area consists of your face-down *deck* of cards, the cards in your *hand*, a pile of counters representing your Power, your *burned-for-victory pile*, and your *smoked pile*. The smoked pile contains cards that have left play but may be brought back into play or somehow affect the game later. All cards in the smoked pile are kept face-up, and any player may look through your smoked pile at any time. When a card is smoked, place it in its owner's smoked pile, regardless of who currently controls it. The burned-for-victory pile contains cards that you have taken out of play, but that still count toward victory for you. We'll cover that in the next Chapter.

The only thing in the out of game area is your *toasted pile*. These are cards that have been removed entirely from the current game and cannot be brought back. All cards in the toasted pile are kept face-down, and any player may look through your toasted pile at any time. When a card is *toasted*, place it in its owner's toasted pile, regardless of who currently controls it. Cards you *discard* also go into your toasted pile, even though discarding a card isn't considered the same as toasting it for game purposes. You should announce the title of cards you discard so your opponents don't feel the need to look through your toasted pile often.

When a card *leaves play*, it goes to your smoked pile, toasted pile, burned-for-victory pile, or sometimes to your hand or deck. When a card leaves play, any States on that card are smoked.

Out of
Game



Toasted
Pile

Out of
Play

Burned-for-
victory Pile



Deck



Smoked
Pile

Character



Turned
Character



Feng Shui
Site



State



Non-Feng
Shui Site



Edge

Turned Feng Shui Site



In Play



Hand

Power



2.3 General Terms

The phrase “playing a card,” or simply *play*, means placing a card into its correct place on the board—the in play area for Characters, Sites, States, and Edges, or directly into the smoked pile for Events. You may play a card only if you can meet all conditions for playing that card and pay its cost. A card *enters play* when it is placed into the in play area, *leaves play* when it is removed from the in play area, and *leaves the game* if it is placed into the out of game area.

There will be two or more people playing the game, who are known as *players*. The *current player* is the player whose turn it is. Everyone in the game is everyone else’s *opponent*. Before, during and after the game, each player is the *owner* of the cards in their deck. When you play a card into the in play area, you control it. During the game it is possible for an opponent to take control of your cards. Whoever is currently in control of a card is referred to as the *controller*. The term *you* on a card always refers to the controller of that card. When the game ends, you get back all of the cards you own at the end of the game regardless of who controls them.

Many cards have abilities that say “*turn to ...*” This means that a condition of generating that card’s effect is to rotate the card 90°, indicating that the card’s *ability* has been used. Turned cards you control *unturn* at the start of each of your turns, ready to be used again. You can’t turn a card that’s already turned. Turning is different than *revealing* a face-down card.

Most of the actions that you take during the game create *effects*. This includes playing cards and using the abilities on cards already in play. An effect is created in two parts: it must be *generated* first (announce what card you are playing, what card(s) it affects, where you are placing a Character, etc.), then *resolved* (make any changes to the board that result from the effect).

A *scene* starts when any player generates an effect. Every player, including the one who started the scene, has a chance to generate more effects in this scene. This is called *responding* to an effect. Players may respond as many times as they wish. When everyone has finished responding, the scene resolves in reverse order, starting with the last effect generated and working to the first generated (last-in, first-out).

Because it’s important for all players to know what’s happening, you must clearly announce each of your actions and allow your opponents time to respond. If you go too fast, it’s perfectly acceptable for an opponent to ask you to back up to allow them to perform an action in response to one of yours.

3. Rules Summary: Rules for the Impatient Grasshopper

So, you want to jump in and play a game? Grab your deck, some counters, and a friend or three with their decks, then settle at a table with some space for serious butt-kicking. Skim Chapter 2 first to understand game terms and the board layout, then follow along with this Chapter. Refer to the glossary and reference guide as questions arise and use the examples as a guide. Go!

There are three general rules:

- 1) *Golden Rule*: Rules text on cards has precedence over the rules in this rule-book. As you read, imagine that the phrase “unless a card says otherwise” appears after every rule. Cards can, and do, break the rules, but keep in mind they only break the rules that they specifically mention. The exception to this rule is that cards with errata must be played as if they had the new wording, regardless of what an older copy with the same title may say in its rules text.
- 2) *Ownership*: All the cards in your deck are yours to keep. Keep track of cards if they change controllers during the game so you remember which are yours.

To keep track of cards that change controllers, we suggest using little sticky notes or rotating a card 180° so the bottom faces away from you, but use whatever method works for you.

- 3) *Simultaneous Play*: When you take a game action, you must wait a moment to allow your opponents a chance to respond. If no one does, you may take another game action if you wish. If more than one opponent wants to respond at the same time, then the order those actions are taken is clockwise starting from the current player.

3.1 Winning the Game

The object of the game is to control and/or *burn for victory* six Feng Shui Sites in a two-player game, or five in a game with more than two players. To win, you must *seize* or burn for victory the final Feng Shui Site you need to reach that total, even if some other effect allows you to play another Feng Shui Site or otherwise *reduce* the number of Feng Shui Sites you need to win. The only exception to this rule occurs when none of your opponents have Feng Shui Sites in play, in which case you may play the final Feng Shui Site you need to win.

The game ends immediately when one player wins. You are eliminated from the game at the end of any turn in which you have no cards remaining in your deck—you must win before that turn ends, or lose the game. You win by default if all your opponents have been eliminated in this manner.

3.2 Starting the Game

You need at least two people to play Shadowfist, and theoretically there's no upper limit, but six is about the practical limit unless you have a lot of time on your hands. Two, three and four players generally have faster games and that's what we recommend.

Each player must have his or her own *deck* of Shadowfist cards. There is no maximum or minimum number of cards required in your deck, but you can't have more than five copies of any card with the same title. Shuffle your deck thoroughly; you may also shuffle and/or cut the decks of any of your opponents.

Set up the game board as described in Chapter 2 and gather some counters (pennies, small glass stones, little plastic ninja action figures, or whatever's handy) to place in the middle where everyone can reach. You'll use these counters to keep track of Power, to indicate damage on cards, and to remember a few other things.

You might consider using counters of different colors, sizes or shapes to distinguish between Power, damage, and Fighting. A lot of folks like to use dice as counters to indicate Fighting, too.

All players *draw* six cards for their starting hand, and start with 1 *Power* (take one counter from the central reservoir). Decide who goes first using whatever random method is convenient. Each player finishes his or her turn completely, then play passes to the left.

3.3 Turn Sequence

Each turn is divided into two sections called the *Establishing Shot* and the *Main Shot*. Think of the Establishing Shot as the set up for your turn, and the Main Shot as the place where all the action happens.

3.3.1 Establishing Shot

The Establishing Shot is divided into five phases, in exactly this order:

- a) *Start of turn*: Any effects that occur at the start of your turn or at the start of your Establishing Shot occur first, before you generate Power.
- b) *Power Generation*: Collect 1 Power from the central reservoir for each face-down Feng Shui Site you control. Collect the amount printed in the Power generation diamond (upper left corner) for face-up Sites. You may choose not to generate any Power if you wish. This permits you to discard more than one card in your Discard phase (step d).
- c) *Unturn*: You must unturn all cards you control. Rotate them back to the upright position. You may choose not to unturn cards that *turn and maintain*.

- d) **Discard:** You may discard one card. This is optional; you don't have to discard if you don't want to. You may discard any number of cards if you did not generate any Power in your Power generation phase (step b). Cards you discard are taken from your hand and placed in your toasted pile.
- e) **Draw:** You must draw cards to fill your hand to your maximum hand size. Draw cards from the top of your deck and add them to your hand. If you already have cards in your hand equal to or greater than your maximum hand size, you do not draw any cards during this phase. Your maximum hand size is normally 6 cards, but that can be changed during the game. It's possible that certain effects cause you to have more cards in your hand than your maximum hand size—that's ok, it just means that you won't be able to draw more cards during your draw phase if you still have too many cards in your hand at that time.

No player may generate any effects or play any cards during any player's Establishing Shot unless that card or effect specifically says that it may be played during the Establishing Shot. However, if any player does generate such an effect, all players may generate more effects that specifically respond to the initial effect, whether or not the new effects say they may be played during the Establishing Shot.



Example: **Pocket Demon** may only be played at the start of the turn. If Bob plays **Pocket Demon**, Eve may respond with **Confucian Stability** to cancel it. The **Confucian Stability** could not normally be used during the Establishing Shot, but it's allowable in this case because Bob played an Event and the **Confucian Stability** says, "Play in response to an Event...."

3.3.2 Main Shot

During your Main Shot, you may play any type of card or generate any type of effect. You may do any or all of the following, in any order:

- **Play cards:** You may play cards of any type. You may play only one Site per turn, but there are no limits on other card types. Your opponents may play Events during your Main Shot, but not any other type of card.

You must pay their *cost* by spending Power. You must also meet their *resource conditions*, which means that you must have at least as many of the indicated resources in your resource pool as the card has resource conditions.

Resources aren't spent like Power. For example, two  resources in your resource pool allow you to play any number of cards that require either one or two  resources—as long as you have the Power to pay for them all, of course.

All cards enter play unturned and face-up except for Feng Shui Sites, which are played face-down, and Events, which are played directly into your smoked pile. Edges are placed in play, but not at any location. States are placed on another card, which becomes the State's *subject*.

Playing Characters: You may have any number of Characters at a particular location. If you have no locations in play, you can still play Characters—your Characters are all considered to be at one “unspecified location.” As soon as you have a location in play, all Characters you currently control are immediately at that location. This doesn't cause the Characters to become turned or unturned, and is not considered changing location.

Playing Sites: A new Site may be placed behind an existing front-row Site, or may start a new location to the right, with the new Site in the front row. You may have any number of *locations* (columns), but you may not have more than two Sites “deep” (rows) at any location.

Feng Shui Sites usually don't have printed costs and usually don't have resource conditions. If a Feng Shui Site doesn't have a printed cost, its cost equals the number of other Feng Shui Sites you control (your second Feng Shui Site costs 1 Power, your third costs 2 Power, etc.). If you don't control any Feng Shui Sites, the next Feng Shui Site you play has no cost, and you gain 1 Power when you play it.

Feng Shui Sites are *revealed* (flipped face-up) immediately when damage is inflicted on them, when their controller uses their ability, or when their controller simply chooses to reveal them. Once a Site has been revealed, it can't be unrevealed, even if all damage is removed. If you wish, you may reveal any Feng Shui Site you control during any player's Main Shot as an *immediate effect*.

If you are one Feng Shui Site away from victory, you may not voluntarily play (or return to play) another Feng Shui Site by any means (from your hand, your smoked pile, etc.).

- **Turn a Character to heal:** Turn a Character you control, then remove all damage counters from it. You may only do this during your Main Shot. You may do this during an attack if your Character is not already turned.

- **Turn a Character to change location:** You may move a Character you control one column to the left or right within your site structure. Turn that Character and announce whether it will move left or right, then move it one column in the direction you chose. You may do this during an attack. You may do this during any player's Main Shot.
- **Generate other card effects:** All players may generate other card effects (such as turning a card in play to use its ability) during any player's Main Shot. If more than one effect is generated, use the *simultaneous play* rule to determine what order they are generated. Remember that playing a card, turning to heal and turning to change location are also effects, and so can be generated in response to other effects, or effects can be generated in response to them.
- **Attack:** You may *declare* any number of attacks, as long as the last attack you declared was successful (at least one attacker damaged its target). Hold on a moment and we'll cover attacking in a bit more depth.
- **End of turn:** Declare the end of your turn. Everyone, including you, has one last chance to generate effects in response to the end of your turn. If any opponent responds to the end of your turn with an effect, you have the option to return to your Main Shot and continue your turn after that scene resolves. Otherwise, your turn ends after that scene resolves, and the next player's turn begins.

Any Power you haven't spent during the turn remains yours until you spend it, and there is no limit to the amount of Power you may accumulate.

3.3.3 Attacking, Defending and Taking Sites

You declare an *attack* by turning one or more Characters you control and announcing the *target* of the attack (this is also called *turning to attack*). The target may be any one Character or front-row Site controlled by an opponent. You may not attack cards you control. The rules for playing cards change slightly once you declare an attack. You may only play Events and States until the attack is complete. Your opponents may still play Events.

The player who declares the attack is called the *attacking player*, and the player who controls the target of the attack is called the *defending player*. Attacking Characters are referred to as *attackers*, and intercepting (defending) Characters are referred to as *interceptors*.

You may attack any number of times in a turn as long as your previous attack this turn was a *successful attack* (at least one attacker inflicted combat damage on its target). If no attacker damaged its target, the attack is an *unsuccessful attack*,

and you may not attack again this turn.

When you declare an attack, the attackers immediately move to the location of the target. If it's not convenient, don't worry about physically sliding your cards over to your opponent's side of the board; just remember that the attackers are considered to be at that location.

After you declare an attack, all opponents except the controller of the target of the attack have the option to *join the attack*, starting with the player to the left of the attacking player and proceeding clockwise. It's their choice, not yours—you can't prevent them or force them to join—but the attacking player always gets the benefits if a Site's Body is reduced to zero by combat damage during the attack, even if the only remaining attackers are controlled by opponents. Players who wish to join the attack declare that they are doing so and turn at least one Character to join. These attackers also move immediately to the location of the target. Opponents have only one chance to join a particular attack; if they decline they cannot later join that attack, although they could join another attack later in the same turn.

After everyone has either joined the attack or declined, all players have the option of declaring interceptors, starting with the player to the left of the defending player and proceeding clockwise. Each player must either decline or declare interceptors. Complete all interceptions (including combat) from one player before the next player chooses to intercept or decline. Players have only one chance to intercept a particular attack; if they decline they cannot later choose to intercept that attack.

In order to intercept, Characters must be at the location of the target of the attack, which makes interception a two-step process. First, all would-be interceptors controlled by a particular player must change location to the target's location if they aren't already there. Next, those Characters are declared to be interceptors.

Characters already at the location of the attack may intercept whether they are turned or not. Unturned Characters elsewhere may be turned to change location so they can intercept. Characters may move to a location controlled by an opponent for purposes of interception, but must follow the normal rules on changing location when intercepting at locations controlled by their controller. In other words, if you are intercepting an attack against a card you control, your Characters may only move one column left or right within your site structure. But if you are intercepting an attack against a card controlled by an opponent, your Characters may move to that location regardless of where it is in your opponent's site structure.

The player who controls the interceptors decides which attacker each interceptor will fight. You can't intercept attackers you control, but you can intercept attackers controlled by an opponent. More than one interceptor may be assigned to a single attacker. This is called a *chain* of interceptors, and the player who controls the

interceptors decides the order in which those interceptors will fight the attacker. A single interceptor may not be assigned to more than one attacker, though.

After one player has declared all of his or her interceptors, all players may generate any number of scenes. After those resolve, conduct *combat* between the interceptors and attackers. Characters inflict *combat damage* equal to their current Fighting. Fighting is reduced by the amount of damage on the Character, so keep track of damage by placing counters equal to the amount of damage on the card. A Character is smoked immediately when its Fighting is reduced to zero. Characters in combat with other Characters inflict damage on each other simultaneously. An attacker is said to *overcome* an interceptor if that interceptor is removed from play (by an Event, or because it was smoked, for example) or otherwise *ceases intercepting*. If an attacker doesn't overcome its interceptor, that attacker *ceases attacking* and returns to its original location (it doesn't continue on toward the target of the attack).

Attackers intercepted by a chain of interceptors enter combat with those interceptors one at a time. Conduct combat with the first interceptor in the chain before conducting combat with the interceptor behind it, and so on. All players may generate any number of scenes between the interception combats; when any scenes are resolved, combat begins with the next interceptor in the chain. All combat between attackers and their first (or only) interceptor is considered to happen simultaneously, then all combat with second interceptors happens simultaneously, etc.

After combat with that player's interceptors is completed, any remaining interceptors cease intercepting and return to their original location if they are currently at a location controlled by an opponent; otherwise, the interceptors stay where they are. All players may generate any number of scenes; after those resolve, the next player clockwise may declare or decline interception.

After all combat is completed with interceptors, all players may generate any number of scenes. After those resolve, any remaining attackers enter combat with the target of the attack. If the target is a Site, the attackers inflict combat damage on that Site. If the target is a Character, the attackers and target inflict combat damage on each other simultaneously. The target's controller decides how the target divides its damage among the attackers.

If a Site's Body is reduced to zero by any effect or damage other than combat damage, that Site is smoked immediately. But if a Site's Body is reduced to zero or below by combat damage, the attacking player must immediately decide what he or she will do with it:

Smoke: place the Site in its owner's smoked pile.

Seize: remove all damage counters from the Site and take control of it (the attacking player unturns it and places it in any legal position in his or her site structure). Even though the Site's Body was reduced to zero, it didn't leave play, so any States on the Site remain in play. Also, all non-damage counters remain on the Site.

Burn for Victory (Feng Shui Sites only): place the Feng Shui Site in the attacking player's burned-for-victory pile. The Site counts toward winning the game, but is no longer in play.

Burn for Power (Feng Shui Sites only): place the Feng Shui Site in its owner's smoked pile and the attacking player immediately gains Power equal to the number of players in the game plus one, to a maximum of 5 Power. The attacking player's turn ends immediately.



When a front row Site is seized, smoked, burned or otherwise removed from the in play area, any back row Site immediately slides up to become the new front row Site at that location. If there is no back row Site at that location, then that location is eliminated, and any columns to the right of that location immediately slide left to close the gap (cards at those locations stay with those locations as they slide over). Any Characters at the eliminated location may be placed at the location to the left or right, without turning or unturning those Characters.




3.4 A Sample Turn



To whet your appetite and give you the feel of a game, here's the first turn of a game between Ann, playing the Dragons, and Bob, playing the Eaters of the Lotus (both are Year of the Dragon decks right out of the box). We made this turn exceptionally exciting to demonstrate a lot of game mechanics in a small space. Your games may need a couple of turns to get this much action in, at least until you get the hang of it. Check the Shadowfist website for more examples.

Ann is playing the Dragons. She starts the game with 1 Power. Her opening hand is: **Friends of the Dragon**; **Redeemed Gunman**; **Surprise, Surprise**; **Nine Dragon Temple**; **Stone Garden**; and **Maverick Cop**.

Bob is playing the Lotus. He starts the game with 1 Power. His opening hand is: **Sinister Priest**, **Tortured Memories**, **Kun Kan**, **Pocket Demon**, **Thing with a 1000 Tongues**, and **Walking Corpses**.

Bob and Ann decide that high roll of a die will go first. Ann gets the high roll and starts. Her opening is about as good as it gets—a 1-cost foundation Character and a reasonably high-Body Feng Shui Site to start with, plus another useful Feng Shui Site to play next turn. **Maverick Cop** can be played in a couple of turns, and the Event is free, so Ann elects not to discard any cards on her first turn. She plays the **Nine Dragon Temple** face down for free and gains 1 Power because she did not already have a Feng Shui Site in play. Next, she pays 1 Power to play **Friends of the Dragon**, placing it in front of her **Nine Dragon Temple**. She doesn't need to check her resource pool because the **Friends** don't have any resource conditions. She now has one  resource in her resource pool. Next, she pays 1 Power to play **Redeemed Gunman** and places it at the same location. Ann now has two  resources in her resource pool, more than enough to play her Event or **Maverick Cop**. There's nothing to attack since Bob has nothing in play yet, and Ann has spent all her Power, so she declares the end of her turn.

Bob goes next. His opening is poor compared to Ann's—a 1-cost foundation, but no Feng Shui Site and several expensive cards that he won't be able to play for many turns. Bob decides to discard the "good" cards, knowing that if he holds them they will clog his hand, allowing Ann to play faster and build up a big lead. Because he did not generate Power (no one does on their first turn), Bob is allowed to discard as many cards as he wishes. He discards **Thing**, **Kun Kan**, **Tortured Memories**, and even **Walking Corpses** to increase the chance he will draw a Feng Shui Site. He keeps the **Sinister Priest** and the **Pocket Demon** because the **Pocket Demon** will provide some Power next turn even if he still doesn't draw a Feng Shui Site, and he must play the **Sinister Priest** this turn in order to get the  resource he will need to play the **Pocket Demon** later. Bob refills his hand, drawing **Shattering Fire**, **Four Burning Fists**, **Abysmal Absorber**, and **Cave Network**—good thing he discarded four cards! Bob's Main Shot begins, and he plays the **Cave Network** face down for free, gaining 1 Power. He pays 1 Power to play **Sinister Priest**, placing it at in front of his **Cave Network**. The **Priest** gives him   in his resource pool. Since the **Cave Network** is only usable if he has no Characters in play, Bob decides to attack Ann and fool her into killing his now-expendable **Priest**. But should he attack Ann's Site, and hope she intercepts? Or attack one of Ann's Characters directly, and risk that she guesses his nefarious scheme? Bob decides to attack Ann's Site.

Bob declares an attack: he turns his **Sinister Priest**, announces Ann's front-row unrevealed Feng Shui Site as the target of his attack, and the **Priest** immediately moves to that location. Because the attack is a declaration, it begins instantly, but anyone can respond to the declaration by generating effects. Ann decides to play **Surprise, Surprise** (she could play it any time during the attack, but she wants to know all of her options before declaring interception). On generation, Ann checks her resource pool (she has two  resources while **Surprise, Surprise** only needs one, so she has more than enough), pays the cost of the Event (0, in this case), and places it in her smoked pile. **Surprise, Surprise** is an immediate effect—it happens immediately during generation because of its particular wording. So Ann now cuts her deck and draws a card: another **Friends of the Dragon**. She must now decide either to play that card at no cost, discard it, or keep it in her hand. She could play the **Friends** for free and intercept the **Sinister Priest**. Because the **Priest** and the **Friends** have equal Fighting, they will inflict enough combat damage to smoke each other. And since **Surprise, Surprise** only toasts the card if it's still in play at the end of the turn and the **Friends** will be safely in her smoked pile by then, that effectively gives Ann another  resource for free. That seems to be the best deal, so Ann announces

that she will play the new **Friends of the Dragon**, and places them in front of her **Nine Dragon Temple**. Because of the particular wording of **Surprise, Surprise**, this new **Friends** takes the place of **Surprise, Surprise** in the scene we're generating. No one else generates any other effects in response to the **Surprise, Surprise**, so now the scene resolves from last to first. The second **Friends** resolve (which doesn't do anything special since it's a **Character**) and declarations don't resolve, so the scene is clear again.

Now Ann has the option to declare interceptors. The new **Friends** she played using **Surprise, Surprise** are already at the location of the target of the attack, so they don't need to change location, and Ann simply declares that the new **Friends** are intercepting the **Sinister Priest**. And just in case Bob has some sneaky trick up his sleeve, at the same time Ann declares that her original **Friends** intercept as well, forming a chain. All players may now generate effects, but no one does—Bob could use **Shattering Fire** to smoke one of the **Friends**, but that still wouldn't save the **Sinister Priest** (and remember, he wants the **Priest** to be smoked anyway), so he declines. Since no effects were generated, the **Priest** and the first interceptor in the chain (the new **Friends**) now inflict combat damage on each other, simultaneously hitting each other for damage equal to their **Fighting** (1 each in this case). Place the damage counters, and that reduces both cards' **Fighting** to zero, so both are smoked immediately. Since there are no more attackers, Bob's attack ends immediately. The original **Friends** cease intercepting as well, since the **Character** they were going to intercept has left play. Bob's attack is unsuccessful because no attacker damaged the target of its attack. Ann has defended her **Site**! Bob makes a sad face so Ann doesn't suspect that's what he wanted all along.

Bob still has 1 **Power** remaining but doesn't want to waste it; he can play **Shattering Fire** during Ann's turn since it's an **Event**, so he decides to wait and see what Ann does. He holds on to his 1 **Power**. Bob declares the end of his turn; no players do anything in response, so the turn ends, but we do have a triggered effect waiting: **Surprise, Surprise** checks to see if the card it played is still in play, and if so, toasts it. In this case, the **Friends of the Dragon** is safely in Ann's smoked pile, and so isn't affected.

3.5 Not Getting It? Try This...

If you're new to **Shadowfist** or to trading card gaming in general, this may seem like a lot of concepts to grasp. It is, actually, but it does get easier as you play more games and become familiar with the cards. If you're having trouble, you might wish to bend the rules a bit during your first few games, and take on the concepts in smaller chunks. What we suggest is:

1. Remove all the **Edges**, **States**, **Events**, and non-Feng Shui **Sites** from your **Year of the Dragon** deck. Also remove any **Character** that doesn't have a numeral for its **Fighting**. You should be left with 32-35 cards (depending on which deck you're using), composed of Feng Shui **Sites** and **Characters** only. Next, re-read the rules in Chapter 3 on the turn sequence, how to play cards, how to attack and intercept, and how to seize, smoke or burn Feng Shui **Sites**. Now play several games with your smaller deck, but ignore all rules text on the cards and

all resource symbols. Just play with the basics: pay the card's cost, attack and intercept with Characters, and reduce Feng Shui Sites' Body to 0 to seize/ smoke/ burn them. Because the Events have been removed and you're ignoring the rules text, you won't be able to play cards or generate effects on your opponents' turns, so that should simplify things.

2. Your next step is to play using the rules text and the resource conditions and provisions of the cards. Again, keep only the Characters and Feng Shui Sites, but your games will be a lot more interesting. You still won't be playing cards on your opponents' turns, but you might be turning cards to generate effects during their turns. You may find that the game is slower because you just can't get the right resources to play the "big" cards, but don't forget that you can discard each turn—use that to keep cards flowing through your hand, and you'll find what you need eventually. Don't hold on to a card just because it's huge; you may lose the game before you have the Power or resources to play it.
3. Now add back the Edges, States, Characters and non-Feng Shui Sites that you removed and play a few more games. These cards can also only be played during your turn, so your decisions about timing are still fairly easy. Read the newly-added cards to get familiar with them before you play them, and think of ways to use them to your best advantage. Remember that you can play States during an attack you declare during your Main Shot.
4. Finally, add back the Events to your deck. Events can be played during any player's Main Shot and so bring up the most questions in Shadowfist. Remember that you can respond to whatever your opponent does by generating effects of your own, and that those resolve in reverse order (last-in, first-out, which means it's almost always to your advantage to be the one who does the last action).

After you feel you've mastered the basics, you are ready to make your own deck. A good place to start is taking the pieces you like best from two different Year of the Dragon decks and combining them, or by buying some Throne War booster packs for additional cards. You can get more ideas from the Shadowfist website, too.

“Tricia, you know my place is here. These are my people and my juncture. I cannot allow either to be harmed.” Ting Ting stood with her back to the eerie Netherworld portal, admiring the beautiful mountain vale where her camp was located today.

Tricia busied herself field-stripping her Mossberg Special Purpose while she spoke with Ting Ting. Her movements were automatic and deft, just below the level of conscious thought. “I understand how you feel. But Dr. Haynes and Kar Fai are already here, and we can’t afford to attract more attention if you move your band in force against either the Hand or the Lotus right now. We need your help at the Temple.” She paused briefly as she finished stripping and cleaning, then started reassembling her weapon. “You heard John’s report too. Gao Zhang is cooking up something big, and it looks like we’ll be going up against something at least as nasty as that thing that killed Jack and Mad Dog. The other factions have gotten wind of it as well, and this could get ugly fast.”

Ting Ting turned and lowered herself into a lotus position in one liquid motion. “That is clearly a diversion meant to distract us from his true goals. He would not waste such efforts unless his real objective were supremely important to him. That can only mean he intends to seat a new Emperor on the Dragon Throne, and cement his power base in this juncture.”

Tricia laughed her infectious laugh and looked at Ting Ting. “You’ve been spending too much time with John lately. You’re starting to sound like him.” Ting Ting smiled at that, too. Tricia admired her newly-reassembled Mossberg, pumped it once to check the action, and then began loading slugs. “What we need here isn’t a frontal assault, it’s subtlety and a bit of misdirection. There’s no one better than John for that, and Kar Fai always surprises me in that department. But I’m going up against something I don’t fully understand, and I don’t intend to become another statistic on the martyred heroes list. I need your help to keep that from happening.”

Ting Ting glanced down where she knew her followers were camped, then looked at the swirling gate. She sighed, then smiled. “You know me too well, Tricia. Allow me a moment of instruction, and then I will return with you.” She stood fluidly and walked toward her campsite. Tricia stood as well, checked her Smith & Wesson, then pumped the Mossberg. She spoke softly to no one in particular, “And now it’s payback time. This one is for you, Jack.”

4. The Turn In Detail: So Much Butt To Kick, So Little Time...

Welcome to the reference guide! Maybe you've tried a few games and have questions, or maybe you just like to read the book all the way through before you start. Either way, this Chapter will expand on Chapter 3, giving you more details on what exactly happens during the game. The Chapters that follow expand further on some of the more involved rules—timing and attacking, for example.

4.1 Power: Generating, Spending, Gaining, Stealing

During the game a player generates, spends, gains and loses *Power* from a variety of effects and game actions. When you receive Power, you add more counters to your pile from the central reservoir of counters; when you spend Power, you put your counters back into the central reservoir. Power carries over from turn to turn if you don't spend it, and there is no limit to the amount of Power you may accumulate. The reservoir is unlimited; if you run out of counters, get more counters.

Your *Power-generating Sites* are your primary sources of Power during the game. These cards are said to generate Power during the Power generation phase of your Establishing Shot, giving you Power equal to the number printed in the Power generation diamond on all face-up Sites and Feng Shui Sites you control. Face-down Feng Shui Sites you control generate 1 Power for you, regardless of what number is actually printed in their Power generation diamond. You also receive the Power indicated on any other type of card that uses the phrase “generates Power...” during this phase.

You may choose not to generate Power during your Power generation phase in order to discard more than one card in your discard phase. It's an all-or-nothing decision, though—you can't choose to have some cards generate Power and others not. Your decision affects only you; any cards controlled by opponents that generate Power during your Establishing Shot still do so regardless of whether you choose to generate Power or not.

Many other effects and cards allow you to gain Power. That's a little different than generating Power because it happens during a player's Main Shot. There are three ways to gain Power:

- 1) If you have no Feng Shui Sites in play, you gain one Power when you play a Feng Shui Site. Remember that playing a card is an effect, so it has two parts: on generation, you place the Feng Shui Site in your site structure, and on resolution you gain one Power.

- 2) You may gain Power through the effects of certain cards in play or by playing cards, as explained in the rules text of those cards.
- 3) You gain Power when you *burn for Power* an opponent's Feng Shui Site.

Some cards allow you to *steal* Power from your opponents; this also usually happens during a player's Main Shot. When you steal Power, you take the Power from an opponent instead of from the central reservoir. Stealing is not the same as gaining or generating Power for the purposes of other card effects.

4.2 Turning, Unturning, and Maintaining

Many cards have abilities that require you to turn the card to generate the effect. *Turning* a card means to rotate it 90° to the right (i.e., turn it on its side), indicating that the card has been used in some way and you must wait until it is unturned before it can be used again. If a card is already turned, it cannot use any ability that requires it to turn. *Unturning* a card is the action of rotating the card to its normal upright position.

Some cards use the phrase *turn and maintain* which means that the effect is maintained as long as the card that generated it stays turned. The effect stops, or becomes *inactive*, if the card leaves play or is unturned (either voluntarily or involuntarily). Because of this, cards that turn and maintain can keep their effect *active* even if it would no longer be legal to generate in the first place. For example, a card that turns and maintains to copy one card onto another still holds the copying effect even if the first card leaves play. And if card A turns and maintains to cancel card B, card B is canceled as long as card A remains turned (even if card B is unturned or turned again in the meantime).

Example: David controls **Family Estate**. He turns it to play a *Pledged* Character at -1 cost. Cathy responds by turning her **Field of Tentacles** to cancel David's **Family Estate**. No other effects are generated, so the scene resolves last to first. The **Field** resolves first, so the **Estate's** effect is canceled and does not resolve. On Cathy's turn, she decides not to unturn the **Field** (permitted because the **Field** turns and maintains to generate its effect) so it continues to cancel David's **Family Estate**. On David's turn, he unturns his **Family Estate**, but he still can't use it because the **Field** is still canceling it.

If a turn and maintain effect is canceled, even temporarily, it stays canceled until the card that generates it is unturned. You might then be able to generate its effect again, if the effect that canceled it has expired.

All cards you control automatically unturn during the unturn phase of your Establishing Shot. All these cards unturn simultaneously. You may choose not to unturn cards that turn and maintain, or you can unturn them normally; you may unturn some of these but not others, if you wish. Cards also unturn when they change

controllers, regardless of whose turn it is.

No particular copy of a card may unturn another card more than once per turn. However, you may use two different copies of a card to unturn another card twice, and a card may unturn itself more than once per turn.

Example: Ann declares an attack with **Ting Ting**. After the attack, she plays **Back For Seconds** to unturn **Ting Ting**, and declare another attack. After that attack, Ann plays another **Back For Seconds** to unturn **Ting Ting** again, and attack again. This is allowed because Ann used two different copies of **Back For Seconds** to unturn **Ting Ting**. Sneaky players will realize that, because cards lose their memories when they leave play, Ann could even return the first copy of **Back For Seconds** to her hand (using **Wind on the Mountain**, for example), and then use that same copy again to unturn **Ting Ting** in the same turn.

Using an effect to turn or unturn another card doesn't necessarily imply any consequences beyond what the effect itself does. For example, an effect that unturns an attacker doesn't automatically cause that Character to cease attacking, nor does an effect that turns or unturns a face-down card automatically reveal that card. Likewise, cards that create continuous effects, such as Edges that give bonuses to all your cards, are not affected by whether the card creating the effect is turned or not.

An effect that allows you to turn an opponent's card does not allow you to generate any effect that card might normally generate when its controller turns it.

4.3 Playing Cards

When you *play* a card, you check that you meet the *resource conditions* for the card, pay the *cost* of the card, verify you meet any *preconditions*, and place the card into the appropriate position on the board. All of this is considered to happen simultaneously. Remember that playing a card counts as generating an effect, so any player may respond to it by generating an effect of their own. And because it's an effect, playing a card goes through the usual two-step process of generation and resolution, but exactly what happens in each step depends on the card type.

Characters and Sites are placed in play immediately on generation, and so can be affected or targeted by Events or effects that respond to them being played. Characters and Sites have nothing to resolve during the resolution of the scene in which they enter play, although they still take up a "slot" in the scene. The abilities of Characters and Sites that don't require the card to turn (such as **Toughness**) are *active* as soon as the card enters play. But if the ability requires the card to turn, you must wait until after the card resolves before you can turn it to use that ability.

Edges and States are also placed in play immediately on generation, but their abilities are *inactive* until they resolve, regardless of whether those abilities require the cards to turn or not. During resolution, the abilities of these cards become active.

Events are never in play. Events are placed into the smoked pile immediately on generation, and whatever it is that they do happens during resolution.

Example: Cathy plays **Homo Omega**, who has **Toughness: 2**. In response, Ann plays **Final Brawl**. No one generates any other effects, so the scene resolves last to first: the **Brawl** resolves, but **Homo Omega's Toughness: 2** is active on generation (because it doesn't require him to turn), and so reduces the damage inflicted by the **Brawl** by two. Next **Homo Omega** resolves, but since he's a Character that doesn't do anything.

Example: Eve plays **Armored in Life** (subject gains **Toughness: 1**) on **Righteous Fist**. In response, Ann plays **Final Brawl**. No one generates any other effects, so the scene resolves last to first: the **Brawl** resolves first, inflicting 2 damage on **Righteous Fist**. **Armored in Life** has not resolved yet—its continuous effect isn't active yet because it's a State—so **Righteous Fist** takes two damage. That reduces his Fighting to zero, so he's smoked immediately. **Armored in Life** is also smoked, because its subject left play. **Armored in Life's** effect is next to resolve in the scene, but because it left play prior to its resolution, nothing happens.

Example: Bob plays **Thing with a 1000 Tongues**. In response, Ann plays **Final Brawl**. **Thing's** ability to gain **Toughness** is a voluntary effect, but doesn't require it to turn, so if Bob wishes, he could generate that effect now in response to the **Final Brawl**, even though **Thing** hasn't resolved yet. So in response to that, Bob generates **Thing's** effect by sacrificing a Character. No one generates any other effects, so the scene resolves last to first: **Thing's** effect resolves, giving him **Toughness: 3** until the end of the turn. Next, the **Brawl** resolves, inflicting 2 damage on all Characters. **Thing's Toughness** soaks up that damage, so he takes nothing. Next **Thing** resolves, but since he's a Character that doesn't do anything.



















Example: Cathy plays **Vivisector**. In response, Ann plays **Final Brawl**. No one generates any other effects, so the scene resolves last to first: the **Brawl** resolves, inflicting 2 damage on all Characters. The **Vivisector's** Fighting is reduced to zero, so it's smoked immediately. Cathy would really like to be able to use its ability to sacrifice a Character and gain Power, but because a precondition of that effect is that she must turn the **Vivisector**, she can't generate its effect in response to the **Vivisector** itself entering play.

You always have the first option to play a card, generate an effect, or make a declaration when your Main Shot begins. If any opponent wishes to generate an effect, he or she must wait for you to take the first action. If for whatever reason you wish to decline the first action, simply say that, and your opponents may then generate their effects.





Some effects allow you to play cards at *reduced* cost or ignore resource conditions. Cards that allow you to do this specify exactly what you may ignore. For example, a card that says "Do this at no cost" still requires you to meet resource conditions, and a card that says "Do this ignoring resource conditions" still requires you to pay the cost. One commonly used phrase, "play from your smoked pile at no cost and ignoring resource conditions," is defined simply as *return to play*. Returning a card to play isn't considered the same as playing a card for purposes of other card effects.





4.3.1 Resources Revisited




One of the concepts that new players often misunderstand is that *resources* aren't spent like Power. It's such an important concept that we're repeating it here, and including a detailed example too.

Example: Ann has eight Power and have no resources in her pool. She has a **Redeemed Gunman** (no resource conditions, provides ) , a **Maverick Cop** (requires , provides ) , **Ting Ting** (requires  , provides   ) and a **Claw of the Dragon** (requires   , provides no resources). She would like to play **Ting Ting** and play the **Claw of the Dragon** on her. Even though Ann has enough Power, she can't just play **Ting Ting** and the **Claw** because she has no resources—she must build those up first. She spends 1 Power to play the **Redeemed Gunman** first because he doesn't require any resources. The **Gunman** provides Ann with one  resource on generation. Now she has enough resources to play the **Maverick Cop**, but still not enough for **Ting Ting** or the **Claw**. She spends 3 Power to play **Maverick Cop** next. The **Cop** provides her with a second  resource, so Ann now has two  in her pool. Even though she “used” the **Gunman's**  resource to play the **Cop**, it's still available for Ann to use again, so now she can play **Ting Ting** because she has two  resources in her resource pool. Ann spends 4 Power to play **Ting Ting**, and adds **Ting Ting's** resource provisions to her pool as well. Now she has four  and one  in her pool, more than enough for her to play the **Claw of the Dragon**—but Ann doesn't have any Power left!

You only check for the correct number of resources when you generate an effect. If for some reason you lose resources before your effect resolves, that in and of itself doesn't cancel your effect. Also, resource provisions from Characters and Sites are in your *resource pool* as soon as the card enters play, so you may start using those resources right away (by generating an effect in response that uses those new resources, for example).

Some effects are useful only against cards of a particular faction, or those that have a particular talent such as Chi. A card belongs to the faction(s) and has the talent(s) represented by the symbols in its resource conditions and resource provisions. For example, **Ting Ting** is both a  card and a  card. The same logic applies if you need to determine whether an effect belongs to a particular faction or talent. For example, a  effect is any effect generated by a card that has a  resource condition or resource provision.

Example: Our sample Character from Chapter 2, **Dr. Celeste Carter**, gains +1 Fighting for each  card in play. She provides a  resource, so she gets a bonus for herself. If you play an **Amulet of the Turtle**, she gets another bonus since the **Amulet** has a  resource condition and is therefore a  card.

Cards that refer to the number of *resource conditions* or *resource provisions* refer to the total number of resource symbols, not to different types of symbols. For example, a Character with three  resource conditions has the same number of resource conditions as a Character that has two  and one  conditions.

4.3.2 Cost, Cost Reductions, and Cost Increases

When you play a card, you must spend Power equal to the *cost* of the card at the time you generate the effect (put your Power counters back into the central reservoir). Some cards reduce their own costs or reduce the costs of other cards under certain conditions. When playing those cards and the conditions are true, you spend the reduced amount of Power rather than the full cost. In no case can the cost be reduced below zero; if so the cost is considered to be zero.

No more than one card can be used to reduce the cost of a particular card other than itself. In cases where you have more than one card that could be used to reduce the cost of another card you are about to play, you must choose one (and only one) of those cost reductions to use. A card that reduces its own cost doesn't count for this purpose, so you could potentially reduce the cost of that card even further with one additional card other than itself. Also, cards that have a mandatory cost reduction that applies to all players don't count for this purpose either, so you could use one additional cost reduction in that case as well.


Example: **Gorilla Fighter** reduces its own cost under certain conditions. One other card such as **Proving Ground** could be used to further reduce the **Gorilla Fighter**'s cost.

Example: **Orange Senshi Chamber** reduces the cost to play *Orange* Characters by 1. Since this continuous effect applies to all players, anyone could also use one other card such as **Proving Ground** to further reduce the cost of an *Orange* Character.

If an effect increases the cost of a card, you must spend the increased Power at the time you play the card or generate the effect. If you don't have enough Power, you can't generate the effect, of course. Any number of cards can increase the cost of another card.

Cards that are played at *no cost*, rather than at 0-cost or reduced cost, cannot have their cost increased or decreased. But for purposes of other card effects, playing a card at no cost is still considered to be playing a card at reduced cost.

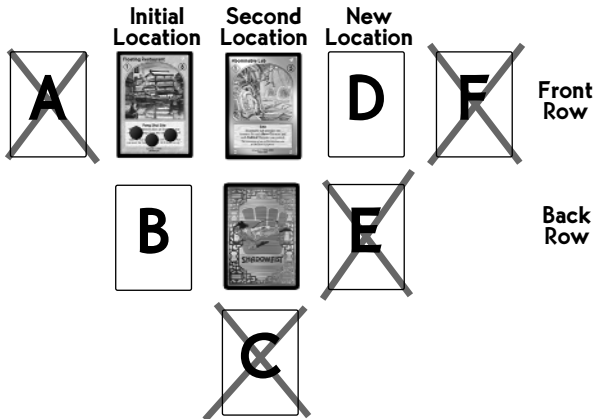
Some cards have a variable cost, denoted by an X where their cost normally appears. You must decide how much Power to spend at the time you generate the card's effect. If you are allowed to play an X-cost card at no cost, X is considered to be zero. If you are allowed to play an X-cost card at reduced cost, X is considered to be the full value, but you pay only the reduced amount.

Example: Ann controls two **Maverick Cops** and **Tricia Kwok**. Bob plays **Discerning Fire**. On generation, he announces that he is paying 3 Power to target the two **Maverick Cops** and **Tricia Kwok**, who are legal targets because they share the *Cop* designator. If instead Bob controlled **Gao Zhang** from Throne War, he could use **Gao**'s ability to play his  Event at -1 cost. Bob would still target all three Characters, but he would pay only 2 Power.

4.3.3 More on Sites and Site Structures

You place Sites into your *site structure* in *rows* and *columns*. Each column is called a *location*, and may be up to two rows deep. Your first Site defines your first location, and is automatically in the front row. Any Sites played afterward must be adjacent to a Site you already control—either in the back row behind a Site you control, or in the front row to the immediate right of an existing location, thereby defining a new location. You can't skip an entire column, or place Sites such that they are adjacent only diagonally. A sample site structure is shown below. You could place a new Site as follows:

- Not allowed (must place to the right of an existing location)
- ok (back row behind front row Site in existing location)
- Not allowed (no more than two rows deep)
- ok (front row of new location to right of existing location)
- Not allowed (must be in front row at new location)
- Not allowed (can't skip a column)



You may look at any face-down Sites you control at any time (and in fact it's a good idea to check before you play a **Limited** or **Unique** Site to make sure you don't already control another one of the same title), but you can't rearrange them once they've been placed into your site structure.

A Feng Shui Site must be played face down even if you would prefer otherwise. The Site's controller may choose to reveal it without using its ability during any player's Main Shot as an immediate effect. An effect that allows you to play a Feng Shui Site face up isn't the same as *revealing* that Site for purposes of other card effects. A Feng Shui Site does not have to be revealed before you use its ability since the revelation is a part of using its ability anyway.

4.3.4 Playing States

You may play States only during your Main Shot, including during an attack. States are played on another card that is already in play; the rules text of the State will define what type of card it may be played on. The card a State is played on is called the *subject* of the State. Multiple States may be played on a single card, and the effects of multiple copies of a particular State are cumulative.

States cannot be attacked or damaged unless the card explicitly says otherwise. When the State's subject is removed from play by any means, all States on that card are smoked (even if the States had not resolved yet). If a State leaves play before it resolves, its effects are canceled. When a State leaves play, any continuous effects due to that State cease immediately.

You control States that you play on any card (including opponents' cards), unless there is a restriction on the State that says otherwise. Even if another player takes control of the State's subject, you retain control of the State.

You may play States during an attack during your Main Shot regardless of who declared the attack. If a card allows you to attack during an opponent's Main Shot, you can't play States during that attack, but if an opponent is allowed to attack during your Main Shot, you may play States during that attack.

4.3.5 Playing Edges

You may play Edges only during your Main Shot. You can't play Edges during an attack. Edges are placed off to the side of your site structure; they do not represent a physical location, but rather an advantage for you. The effects of multiple Edges are cumulative.

Edges cannot be attacked or damaged, unless the card explicitly says otherwise. When an Edge leaves play, any *continuous* effect due to that Edge ceases immediately.

4.3.6 Playing Events

You may play Events during any players' Main Shot, including during attacks. Events are placed in your smoked pile at the time you generate their effect (this is not considered smoking the Event, it just happens to end up in the same place). Events are never in play, and you don't control the Event card itself.

In many cases, you must choose one or more cards to be affected by the Event's effect. Some Events use the word *target*, while others use similar words like choose or select. This is intentional; it's a method to distinguish between different styles of Events for the purposes of other card effects. If the rules text doesn't use the word target, then it's not considered to have a target for the purposes of other card effects. It's permissible for a single card to do both: target some cards, and choose other cards—the rules text of the card will indicate when this is the case. In other words, if a card cancels, retargets, or otherwise affects Events that specifically use the word target, it does not affect Events that don't use the word target.

Effects that change targets only affect targets that are chosen at generation; you can't change a target that hasn't been announced yet. And if an effect changes targets, it must change all the targets if there are more than one.

Example: **Nerve Gas** requires a target, but **Iron and Silk** does not, even though you must choose an interceptor to be affected by **Iron and Silk**. **Gao Zhang** could change the target of the **Nerve Gas**, but could not change the choice made for **Iron and Silk**.

Example: **Discerning Fire** requires multiple targets. **Gao Zhang** could change the target of **Discerning Fire**, but only if all the targets are changed. If there aren't enough new targets in play, **Gao Zhang**'s ability can't be used.

Also, note that targeting a card is not the same as targeting the player who controls that card. If a card affects a player or opponent directly, it will say so.

4.4 Cards Leaving Play

When a card leaves play, immediately remove all counters (damage or otherwise) from that card and smoke any States on it. Any continuous effect that card was creating ceases immediately. Cards that are smoked are placed on top of their owner's smoked pile. Cards that are toasted are placed on top of their owner's toasted pile. Cards that are returned to a player's hand always return to their owner's hand. Feng Shui Sites that are burned for victory are placed in the attacking player's burned-for-victory pile. You may rearrange or shuffle your smoked, toasted or burned-for-victory piles at any time.

Cards that leave play and then later return to play have no memory of what happened to them before—they return to play undamaged and under their owner's control. If you must make a choice or perform some action when the card enters play,

you must now make that choice again or perform that action again.

Example: Ann controls **Ting Ting** and **Maverick Cop**. Bob plays **Evil Twin** and announces that the **Twin** copies **Ting Ting**. The **Twin** has all the abilities of **Ting Ting** as soon as the **Twin** enters play. Bob declares an attack against Frank's front-row Site with **Evil Twin of Ting Ting**. Frank responds by playing **Discerning Fire**, paying 2 Power to target **Ting Ting** and **Evil Twin of Ting Ting** (since they share the designator *Ting*). Assuming no one generates any other effects, the scene resolves last to first: **Discerning Fire** resolves, smoking both **Ting Ting** and **Evil Twin of Ting Ting**. Bob's attack immediately ends since his only attacker left play. Bob plays **Golden Comeback** and chooses to return the **Twin** to play. Assuming no one responds with other effects, the **Golden Comeback** resolves: Bob returns **Evil Twin** to play (he doesn't have to pay for her or check resources because of the **Golden Comeback** effect) and again announces which Character the **Twin** copies. Bob would love to have the **Twin** "remember" that it was most recently **Ting Ting**, because he needs a Character with the **Independent** ability to attack again this turn. But because the **Twin** left play, it has no memory of its previous incarnation, and Bob must choose a Character that's in play at the time the **Twin** re-enters play. In this case, he chooses the **Maverick Cop**. At least he has someone to defend with.

4.5 Damage and Healing

4.5.1 Damage and Damage Reduction

Damage may be *inflicted* on Characters or Sites by Characters in combat or by certain effects. When damage is inflicted on a card, put one counter on that card for each point of damage inflicted. Damage is inflicted during resolution of the scene. Damage remains on a card until that card is healed, or that card leaves play.

Each card that inflicts damage is a separate source of damage. Cards that increase damage (such as **Pump-Action Shotgun**) are not separate sources because they do not inflict damage on their own, they merely increase the damage that another card inflicts. Unless otherwise specified, damage bonuses apply only to combat damage.

Damage inflicted by Characters in combat is called *combat damage*. Combat damage is the only type of damage that, when it causes a Site's Body to be reduced to 0, allows you to seize or burn Sites. Combat damage is otherwise treated the same as any other source of damage.

When a Character you control inflicts combat damage on multiple Characters simultaneously (usually happens when your Character is the target of an attack), you decide how to divide your Character's damage among the other Characters. You must inflict all damage, but you may choose to inflict some on a few Characters and none on others. Any effect that increases damage is calculated before the damage is divided.

Some effects or abilities may *reduce* damage. **Toughness**, for example, reduces

the damage from each separate source. When the damage-inflicting effect resolves, subtract the amount of the damage reduction, then place the reduced number of damage counters instead of the original amount. Remember that the damage-reducing effect must resolve or be active before the damage-inflicting effect, otherwise it won't help you.

You can't reduce or redirect damage that has already been inflicted; you have to heal that instead.

Damage can't reduce Fighting or Body below zero, and any damage more than that doesn't spill over to any other card.

An effect that smokes cards directly (such as **Nerve Gas**) isn't the same as smoking cards due to reducing their Body or Fighting to zero. If a card says "cannot be smoked by Events" for example, it could still be smoked by damage inflicted by Events.

Example: Bob controls two **Sinister Priests**, and Ann controls **Dr. John Haynes**, who has **Toughness: 1**. Bob declares an attack: he turns both **Priests**, announces that **John** is the target, and both **Priests** immediately move to John's location. Assuming there are no other effects and no interceptions, the Characters simultaneously inflict combat damage on each other. The two **Priests** inflict 1 damage each on **John**. Even though their damage is inflicted simultaneously, each of them is a separate source of damage, so **John's Toughness: 1** reduces each of those by 1, meaning that **John** takes no damage. At the same time, **John** inflicts damage divided as Ann sees fit among the attackers. Ann chooses to inflict 3 damage on each **Priest**. The Fighting of both **Priests** is reduced to zero, so they are both smoked immediately.

Example: Bob tries the same attack again, only this time he has a better plan, and attacks with only one **Sinister Priest**. After he declares the attack, Bob plays a **Pump-Action Shotgun** on his **Priest**. Assuming no one generates any other effects in response, the **Shotgun** resolves, and Bob can now turn it to generate its effect in the next scene. So Bob does just that: he turns the **Shotgun** to use its ability. For the **Shotgun**, nothing else happens on generation. Again, no one generates any other effects, so the **Shotgun's** effect resolves: the **Priest** inflicts +3 combat damage until the end of the turn. Remember that there is time to generate any number of scenes before combat damage is inflicted, so it's ok for Bob to play the **Shotgun**, wait for it to resolve, and then turn it to generate its effect in another scene. Assuming no one generates any other effects, the **Priest** and **John** inflict combat damage on each other simultaneously. **John** inflicts 6, reducing the **Priest's** Fighting to zero and smoking him immediately (the **Shotgun** is also smoked immediately when its subject leaves play). The **Priest** inflicts his usual 1 because of his Fighting, plus 3 because of the **Shotgun's** effect, for a total of 4 damage coming from one source. **John's Toughness** absorbs only 1 damage (since it's only one source of damage coming in), so Ann places three damage counters on **John**.

4.5.2 Damage Redirection


The basic principle of damage *redirection* is simple: damage inflicted by a particular *source* ends up going somewhere else. A damage redirection effect sets a *signpost* that tells you where the damage will be inflicted when the damage-inflicting effect resolves. The signpost points at the new recipient of the damage, and causes a particular source of damage that would have been inflicted on the original recipient to be inflicted on the new recipient instead. The signpost isn't actually in play or tied to any particular card in play.

On generation, you must specify the source of the damage you are redirecting, the original recipient of the damage, and the new recipient of the damage. Of course, some cards won't require you to specify all three items, but that will be explained in the rules text of the card. You must redirect the damage to a card in play at the time you generate the redirection effect.

If the source of the damage is an Event (or other effect), then the signpost can only be set up in response to that Event—it can't be set up earlier because you can't specify the Event as the source of damage until the Event has been generated. If you want to redirect a Character's combat damage, you must wait until that Character has been declared as an attacker or interceptor, or is the target of an attack.

Example: Ann declares an attack with **Ting Ting**. Eve declares that **Righteous Fist** will intercept **Ting Ting**. Eve then turns **Turtle Beach** to redirect **Ting Ting**'s combat damage (the source) from **Righteous Fist** (the original recipient) to **Turtle Beach** (the new recipient). Assuming no other effects are generated, **Turtle Beach**'s effect resolves, setting the signpost that will route **Ting Ting**'s combat damage to **Turtle Beach**. Remember that the signpost is very specific: any other Character or effect inflicting damage on **Righteous Fist** would still hit **Righteous Fist**, and **Ting Ting** would still hit any other Character or Site she encountered in combat.

The redirected damage isn't affected by any damage reduction effects on the original recipient (**Toughness**, for example) because the damage doesn't ever touch the original recipient. Redirected damage is reduced as normal by reduction effects on the new recipient.

Example: Bob plays **Shattering Fire**, targeting **Dr. John Haynes**. Bob has three  resources in his pool, so the **Fire** will inflict 3 damage. In response, Ann turns **Turtle Beach** to redirect that damage from **John** to **Turtle Beach**. No other effects are generated, so the scene resolves from last to first. **Turtle Beach** resolves first, placing the signpost that routes the **Shattering Fire**'s damage to **Turtle Beach**. Next the **Fire** resolves—because the damage has been redirected it never touches **John**, so it's not reduced by his **Toughness: 1**, and 3 damage is inflicted on **Turtle Beach**.

The signpost is set when the redirection effect resolves. There may be only one signpost set to affect a particular source of damage. If any player generates another

redirection effect that redirects the same source of damage to a different place, that's ok—the last redirection effect to resolve erases any previous signposts for that source of damage (in other words, the last signpost to resolve is the one that matters).

The card that causes the redirection becomes the source of that damage. This means that combat damage that is redirected ceases to be combat damage. For example, if you redirect a Character's combat damage to a Feng Shui Site and that damage reduces that Site's Body to zero, you may not seize or burn that Site—the damage was inflicted by your redirection effect, not by combat damage.

You can't redirect a particular source of damage to the card that damage was about to be inflicted on anyway. Why? Sneaky defenders could redirect an attacker's combat damage back to the Site that Character is attacking (changing the source of the damage to the redirection card, and therefore changing it to non-combat damage) and force the attacking player to smoke the Site when he or she might otherwise have seized or burned.

You can't cancel a signpost after it has resolved, except by setting a new signpost to send the damage somewhere else. And if the end point of a signpost (the new recipient of the damage) leaves play after you generate the redirection effect, that doesn't cancel the signpost either.

Example: In the previous example, the signpost has already been set to redirect **Ting Ting's** damage from **Righteous Fist** to **Turtle Beach**. Prior to inflicting combat damage, Ann plays **Blade Palm**, targeting **Turtle Beach**. Assuming no other effects are generated in response, the **Blade Palm** resolves, returning **Turtle Beach** to Eve's hand. But that doesn't affect the signpost that was already set, so **Ting Ting's** damage will still be redirected away from **Righteous Fist**, it just won't land anywhere. **Righteous Fist** will stand defiantly in front of **Ting Ting**, unharmed. (and yes, if this weren't an example, Ann would have used the **Blade Palm** on **Righteous Fist**, but that wouldn't make the same point, would it?)

Signposts created in response to an Event (or effect) last until that Event resolves. Signposts created during an attack last until the end of that attack. Any signpost not used by that time expires and is no longer active. Any signpost is usable only once (after damage passes through the signpost once, it disappears), unless otherwise specified. The use of the signpost (the actual redirection of the damage when it is inflicted) is not an effect or declaration. The damage merely goes directly to wherever the signpost is pointing; it doesn't "bounce" from the original recipient.

Example: Ann declares an attack with **Ting Ting**, targeting Bob's **White Disciple**. She turns **Turtle Beach** and announces that the **White Disciple's** damage to **Ting Ting** will be redirected to **Turtle Beach**. Assuming no other effects, that resolves and sets the signpost. Bob then turns the **Disciple** to generate its effect to inflict 2 damage and targets **Ting Ting**. The signpost isn't smart enough to distinguish between combat and non-combat damage, so on resolution the signpost sends that damage to **Turtle Beach**, and the signpost is used up in the process.

Assuming no other effects, **Ting Ting** now inflicts combat damage on the **Disciple**, and the **Disciple** inflicts combat damage on **Ting Ting**. Since the signpost has been used already, the **Disciple**'s combat damage is actually inflicted on **Ting Ting**.

4.5.3 Healing

The term *heal* means to remove all damage from a card, but any effect that removes damage counters is considered a healing effect even if it doesn't remove all damage. In many cases, you will use one card to heal another, but remember that any Character you control has the ability to turn during your Main Shot to heal itself. No other type of card has the ability to turn to heal itself. You can't heal a card (or turn a card to heal) that isn't damaged.

Turning a Character to heal is an effect—on generation, turn the Character and say that it is healing, then on resolution remove all damage from that Character. You may turn an attacker to heal during an attack during your Main Shot, if for whatever reason your attacker is unturned.

You may only heal damage that has already been inflicted. Because damage is inflicted during resolution, you can't heal damage that hasn't been inflicted yet, even though you know it's coming—you have to reduce or redirect damage that hasn't been inflicted yet. For the same reason, you can't heal a Character that has just been smoked (the Character is smoked immediately; there's no time for you to generate a healing effect). But in response to the damage-inflicting effect, you can heal damage that was already on the card, and that might be enough to keep the card in play (because of the last-in, first-out resolution, your healing effect will resolve before the new damage-inflicting effect).

Example: **Plasma Trooper** has 2 damage. It's Cathy's Main Shot; she turns the **Trooper** to heal (she turns it, and announces it is healing). In response, Ann plays **Final Brawl**. No one generates any other effects, so the scene resolves last to first: the **Brawl** resolves, inflicting 2 damage on all Characters. That reduces **Plasma Trooper**'s Fighting to zero, so it is smoked immediately. Next, the **Trooper**'s healing effect resolves, but since it has already left play, the healing is too late to help.

Example: **Plasma Trooper** has 2 damage again and it's Cathy's Main Shot. This time, Ann plays **Final Brawl** first. In response, Cathy turns **Plasma Trooper** to heal. No one generates any other effects so the scene resolves last to first: **Trooper**'s healing effect resolves first, removing all damage from it. Next the **Brawl** resolves, inflicting 2 damage on all Characters. **Plasma Trooper** takes 2 damage, so it's back where it started, but at least it's still in play.

If a Character has a temporary Fighting bonus for whatever reason, the number of damage counters on that Character doesn't change when that bonus expires. In other words, you can't assign damage to the bonus Fighting, and make that damage go away when the Fighting bonus expires. This might mean that the Character is

smoked when the bonus expires, if its Fighting is reduced to zero.

If a card *cannot be healed*, damage cannot be removed from that card unless the card leaves play (or its rules text is canceled first). If a Character *cannot turn to heal*, then it can be healed by other effects as usual, it just can't use the self-healing effect that all Characters usually have.

4.6 Fighting

A Character's *Fighting* represents how much *damage* that Character can sustain before it is smoked, and also represents how much *combat damage* that Character inflicts on Characters and Sites. A Character's Fighting is reduced by 1 for each damage counter on it. A Character is smoked immediately when its Fighting is reduced to zero, whether by damage or other effects.

Example: Ann controls a **Maverick Cop**. She declares an attack against Bob's front row Site, turning the **Cop**. Bob intercepts the **Cop** with a **Sinister Priest**. Assuming no effects are generated, the **Cop** and **Priest** inflict combat damage on each other simultaneously. The **Cop** inflicts 4 damage on the **Priest**, reducing his Fighting to zero, so he's smoked. The **Priest** inflicts one damage on the **Cop**, so Ann puts one damage counter on the **Cop**. The **Cop**'s Fighting is now 3. Bob next plays **Shattering Fire**, targeting the **Cop**. He has two \diamond resources, so the **Fire** inflicts two damage on the **Cop**. Ann places two more damage counters on the **Cop**, for a total of three. The **Cop**'s Fighting is now 1. The **Cop** inflicts combat damage on Bob's Site equal to its current Fighting, in this case, 1. On Bob's turn, he plays another **Sinister Priest**, then declares an attack against the **Maverick Cop**. They inflict combat damage on each other simultaneously. The 1 damage from the **Priest** reduces the **Cop**'s Fighting to 0, so she's smoked immediately. Likewise, the 1 damage from the **Cop** reduces the **Priest**'s Fighting to 0, so he's smoked immediately too.

As mentioned in the previous section, an increase or decrease in Fighting isn't the same as damage inflicted on a Character. If Fighting increases or decreases, that does not change the amount of damage on the Character. Keep track of changes in Fighting separately from damage (use different colored counters, or a lot of players like to use dice to indicate current Fighting).

Some Characters have a variable Fighting, indicated by an X where their Fighting would normally be printed. X is defined in its rules text. The value of X is always recalculated immediately if whatever the X is based on changes; if X is ever zero or less, the Character's Fighting is zero and the Character is smoked immediately. If somehow the rules text that defines the X is blanked or canceled, X defaults to zero. If an effect copies the rules text of an X-Fighting Character to a Character with a normal numerical Fighting, nothing happens—the normal Character has no X to be redefined. But if an effect copies the rules text of an X-Fighting Character to another X-Fighting Character, the last ability to resolve takes precedence. And for the extra-sneaky players out there, rules text that defines a Fighting of X can't be used to define

a value of X that isn't Fighting, and vice versa.

4.7 Changing Location

You may move a Character you control during any player's Main Shot by *turning to change location*. All Characters have this ability, and may move to an adjacent location you control (i.e., one column to the left or right, provided there is actually a Site you control in that column). You can't turn a Character to change location to the location it currently occupies; it has to move somewhere else.

Turning to change location is an effect: on generation, you turn the Character and choose whether the Character will move to the left or right; on resolution, you move that Character to the adjacent location in the direction you chose. If there is no adjacent location in that direction at the time this effect resolves (for example, an opponent removes the only Site at that location from play in response to your Character turning to change location), then the Character doesn't move, but it does remain turned.

You can't usually move to locations controlled by your opponents. One exception to this is attacking, the other exception is intercepting, both of which allow your Characters to move temporarily to a location controlled by an opponent. Both are explained in detail in Chapter 6. It's worth noting here that when Characters turn to attack, they do move, but it's not considered a change of location for purposes of other card effects. But turning to change location in order to intercept is considered the same as the usual turning to change location for purposes of other card effects (that's because interception is actually two steps, the first of which is changing location, but that's all in Chapter 6).

Example: **Sniper Nest** may be turned in response to a Character changing location to inflict 2 damage on that Character. Ann declares an attack, turns her attackers, announces the target, and moves the attackers immediately to that location. Bob can't use his **Sniper Nest** at this point because attacking isn't considered changing location for purposes of other card effects. Bob turns an **Abysmal Absorber** to change location in order to intercept one of Ann's attackers. In response, Ann turns her **Sniper Nest**. Assuming no one generates any other effects, the scene resolves last to first: the **Sniper Nest** resolves first, inflicting 2 damage on the **Absorber**, then the **Absorber**'s location change resolves. Bob then declares interception as usual, although his interceptor is a bit smaller than he originally planned.

Only Characters change location. If a Site moves or swaps position due to a card effect, or due to a location or front-row Site leaving play, that is not considered changing location. Note that moving a Site does not automatically reveal it or turn/unturn it unless the effect used to move it specifies otherwise. Characters who must move because the location they are at is removed from play are not considered to be changing location. Finally, attackers who cease attacking and interceptors who

cease intercepting and return to their original locations aren't considered to be changing location either.

4.8 End of Turn

When you have finished all actions you wish to take during your Main Shot, you declare the *end of your turn*. All players, including you, may generate any *voluntary* effects that are legal during your Main Shot in response to your end of turn declaration, but these effects may only form one scene. Resolve that scene normally. After that scene has resolved, all *triggered* effects due to the end of the turn generate automatically and form a final scene. It's possible in odd cases to generate more triggered effects during the resolution of the scene; that's ok, just generate and resolve another scene as well. Players may not add any voluntary effects to these scenes. When all triggered scenes have resolved, your turn has ended, and the next player's turn begins.

If any opponent responds to your end of your turn declaration by generating an effect, you have the option to return to your Main Shot and continue your turn after that scene resolves. When the last effect in that scene has resolved, announce your decision—if you choose not to return to your Main Shot, then generate end of turn triggered effects as described above. But if you choose to return to your Main Shot, this declaration ends, and end of turn triggered effects are not generated yet. Continue your Main Shot as normal, and declare the end of your turn again when you are ready. You may not return to your Main Shot if you are the only player who generates an effect in response to your end of turn declaration.

Example: It's Bob's Main Shot, and he has 3 Power. He plays **Tortured Memories**, targeting Cathy's **CHAR**. No one generates any other effects, so the **Tortured Memories** resolves, and Bob takes control of **CHAR** until the end of the turn. He attacks with **CHAR** and does various other productive things on his turn. When he's done, he declares the end of his turn. At this point, any player may respond with voluntary effects, but no triggered effects are generated yet (so Bob still has control of **CHAR** for a few more moments). David responds by playing **Bull Market**, and Cathy responds to that by turning her **Stone Garden**. No one else generates any effects, so the scene resolves from last to first: Cathy's **Stone Garden** resolves first, then David's **Bull Market** resolves, giving all players 5 Power. At this point, Bob may choose to allow his turn to end, or he may choose to return to his Main Shot because an opponent responded to his end of turn declaration. With 5 more Power, he cackles and decides to return to his Main Shot, so his end of turn declaration ends, and his Main Shot resumes. He plays **Thing with a 1000 Tongues** using the extra Power from David's **Bull Market**, then he uses **Thing**'s ability to gain **Toughness** by sacrificing **CHAR** so Cathy won't get it back at the end of the turn after all. Then of course he attacks with **Thing**, but that's another story entirely.

If you *burn for Power* during your Main Shot, your turn ends immediately. This isn't quite the same as declaring the end of your turn; see Chapter 6 details.

4.9 Winning and Losing

You *win* the game when you seize or burn the final Feng Shui Site needed to fulfill your victory conditions. That's normally your sixth Feng Shui Site in a two-player game, or your fifth in a multiplayer game. You can't win the game using an effect that *reduces* the number of Feng Shui Sites you need to win or that allows you to play or take control of extra Feng Shui Sites. Even if that effect reduces your victory conditions to less than the number of Feng Shui Sites you currently control, you must still seize or burn one more to win the game.

The only exception to this rule is in the odd situation where none of your opponents control any Feng Shui Sites—in that case, you are permitted to play the final Feng Shui Site you need (at normal cost, of course) and thereby win the game.

When you seize or burn the final Feng Shui Site you need to win, you don't actually win until all triggered effects due to that seize/burn are resolved. Players may not generate voluntary effects in response to this seize/burn decision, but all triggered effects are generated normally.

Example: Bob controls a **Field of Tentacles** with 7 damage on it, and four other Feng Shui Sites. He declares an attack: he turns **Thing with a 1000 Tongues**, announces that Frank's **Rust Garden** is the target, and **Thing** immediately moves to that location. If Bob can seize or burn the **Rust Garden**, he will win the game. No one generates any effects or declares any interceptors, so the **Thing** inflicts combat damage on the **Rust Garden**. Bob must choose to either seize or burn for victory in order to win the game, so he chooses to burn for victory. His choice occurs immediately, but all triggered effects must resolve before he wins the game. In this case, **Rust Garden's** triggered effect is generated (inflict 2 damage on each other Site Bob controls). Assuming there are no other triggered effects, **Rust Garden's** effect resolves, inflicting 2 damage on all of Bob's Sites. That's enough to reduce the **Field of Tentacles'** Body to 0, smoking it immediately. All triggered effects have now resolved, so we check to see if Bob won the game: he is still one Feng Shui Site shy of winning, so he'll still have to seize or burn for victory another one in order to win.

If none of your opponents control any Feng Shui Sites and you play the final Feng Shui Site you need to win, you don't actually win the game until that scene resolves. Generate all triggered effects normally, and any player may generate voluntary effects in response. Resolve that scene, then check to see if you still win the game at that point.

The only way to lose a game of Shadowfist before someone else wins is to run out of cards. You are eliminated from the game at the end of any turn that you have no cards remaining in your deck. Remove all cards you control from the game (this is not considered toasting or smoking or anything else for purposes of other card effects). Any card you don't own but you control or have in your out of play area is returned to its owner; place it in their toasted pile. Any card you own but do not control remains in play and under the control of its current controller, but if that card ever leaves play, it is instead removed from the game as above.

5. Effects, Declarations, and Timing

About 90% of the questions that come up during a Shadowfist game concern timing: when can you do whatever it is you wanted to do, and how do you resolve conflicts when two or more players want to do something at the same time? This Chapter goes through the details of generating and resolving effects, making declarations, and putting all that together in a logical framework.

5.1 Game Actions

Every Shadowfist game is composed of a series of scenes, each consisting of one or more game actions. Most actions that players take during the game are *effects*: playing a card, turning a Character to heal, turning a card to use its ability, etc. Those that aren't effects are either *declarations* (such as an attack or interception), or are clearly explained to be something else (e.g., auctions, or the mandatory actions like unturning cards that all players must make during their Establishing Shot). When in doubt, it's an effect.

Effects come in several categories: voluntary, triggered, conditional, continuous, and immediate. It's possible for one effect to fall into two or more categories. *Voluntary effects*, as the name implies, are effects generated by a player when that player wishes. *Triggered effects* happen automatically when a specific condition is met due to game rules or other cards in play. *Conditional effects* are *active* (or permitted) when a particular condition is true, and *inactive* (or not permitted) when it's not true. *Continuous effects* are active while the card that generates them is in play. *Immediate effects* shortcut the normal generate/resolve process.

Declarations are different than effects in that they don't follow the generate/resolve pattern. Any changes due to a declaration happen immediately when the declaration is made. Declarations cannot be made in response to any other game action, but effects may be generated in response to declarations.

5.2 Effects, Generation and Resolution

Every effect has two parts: *generation* and *resolution*. In many cases the resolution involves doing nothing at all, but every effect has both parts. Think of generation as telling everyone what's going to happen, and then resolution as actually doing it.

Effects may be generated at any time during any player's Main Shot, unless the effect or the rules governing the Main Shot explicitly say otherwise (for example, you may turn a Character to heal any time during your Main Shot, but not during an opponent's Main Shot). Effects may be generated in response to other effects or in

response to declarations; this sequence of effects is called a *scene*. Any player may add more effects to the current scene, subject to the *simultaneous play* rule (basically, you must give your opponents an opportunity to do something before you generate another effect), until no player wishes to add any more effects. At that point, the scene resolves, starting with the last effect generated and proceeding to the first effect generated (last-in, first-out). Once resolution starts, players may not generate any voluntary effects until all effects in that scene have resolved. But conditional effects may become active or inactive during resolution, and triggered effects may be automatically generated. After every game action is taken, generated, or resolved, a check is made to see if any triggered effects or immediate effects are generated, or if any conditional effects become active or inactive.

When you generate an effect, you must satisfy all *preconditions*. To play a Character from your hand, for example, you must pay the cost of the card (spend Power), check that you meet the resource conditions (have at least the indicated number and type of resources in your resource pool), and place the Character at a location you control. Other effects may have preconditions such as turning a card, choosing one or more targets, and choosing what the card affects if it doesn't explicitly target.





How do you tell what the preconditions are? You'll be right most of the time if you assume that everything that requires a choice happens at generation (all choices made, all payments made, all conditions checked) unless the effect specifically says otherwise. In most cases if you read the card as "Do this and this to do that and that," everything on the left of "to" must be done on generation, and everything on the right of "to" is done on resolution. But if a card says "This happens. This other thing happens." then both of those are done on resolution, in the order they appear on the card. For particularly complicated cards, you will see a *double colon* :: in the rules text to separate the preconditions (what happens at generation) from the results (what happens at resolution).

All preconditions are considered to be paid/satisfied simultaneously. And preconditions only need to be satisfied at generation—if you can no longer meet the preconditions at the time your effect resolves, that doesn't keep your effect from resolving. For example, if you just played a Character and an opponent generates an effect in response that causes you to lose all your resources, that by itself doesn't stop your Character from entering play. Likewise, any effect you generate must be legal at the time you generate it; if it becomes illegal as a result of other effects in the scene, that doesn't by itself stop it from resolving.

If the card has two or more exclusive abilities that might be usable when you generate the effect (such as "turn to do this or that"), you must choose which of those effects you are using at generation. Also, remember that restrictions such as

Limited and **Unique** are active as soon as the effect is generated.

Resolving an effect means making the changes to the board that result from that effect, if any. Chapter 4 covers what happens during resolution when you play a card from your hand. Resolution of effects other than playing cards is similar to the resolution of Events: inflict damage, remove cards from play, change locations, heal cards, whatever. For a few effects, you might need to make a decision during resolution, but the rules text will say that explicitly.

Example: Frank has nine  resources in his pool, and he wants to zap Bob's **Thing with a 1000 Tongues** using **Shattering Fire**. On generation, Frank announces that he is playing **Shattering Fire** and announces its target, **Thing with a 1000 Tongues**. He pays **Shattering Fire**'s cost (1 Power), and, because **Shattering Fire** is an Event, he places it in his smoked pile. He also counts the number of  resources in his pool at this moment; the damage that the **Shattering Fire** will inflict is fixed on generation even if the number of  resources in Frank's pool changes before it resolves. Assume that no one responds with anything that cancels the **Shattering Fire**, changes its target, or redirects its damage. On resolution, the **Fire**'s effect inflicts damage equal to the number of  resources Frank counted during generation. Place the damage counters on **Thing with a 1000 Tongues** and smoke it if its Fighting is reduced to zero; in this case, the 9 damage does reduce **Thing**'s Fighting to zero, so he's smoked immediately.

Example: Now let's complicate the situation, and say that Bob also controls a **Sinister Priest**. Frank generates the **Shattering Fire** as above. But now Bob responds to that by generating an effect of his own—using **Thing**'s ability to sacrifice a Character in order to gain temporary **Toughness**. On generation, Bob announces that **Thing** is using its ability and sacrifices the **Priest**. Assuming that no other effects are generated, the scene resolves from last to first: the **Thing**'s effect was generated last, so it resolves first, giving **Thing Toughness: 3**. Next the **Shattering Fire** resolves, but since the **Thing** now has **Toughness**, that reduces the **Fire**'s damage. The 9 points are reduced to 6 in this case, and that's what is inflicted on **Thing**. Since its Fighting has not been reduced to zero, it stays in play, a bit scorched and angry though.

Since the **Thing**'s ability doesn't require it to turn, Bob can generate its effect as many times as he likes (even in response to itself) as long as he has Characters to sacrifice. If Bob had three Characters he was willing to sacrifice, he could generate **Thing**'s effect once in response to Frank's **Shattering Fire**, then again in response to his first use, and then a third time in response to his second use (remember that each use of his ability is a separate effect, and anyone can respond to it as well). Then all three would resolve before the **Shattering Fire**, giving **Thing Toughness: 9** and letting him walk through the fire unscathed. Savvy players wait until the **Thing** uses its ability for some reason, then generate effects like **Shattering Fire** in response—that way the damage will be inflicted before **Thing**'s effect resolves, so it won't be reduced by his **Toughness** (unless of course the **Thing** eats more Characters in response to that).

Every effect that's generated will resolve regardless of other effects generated in response, unless that effect is explicitly *canceled*. An effect that is canceled is

removed from the scene. All effects that aren't canceled resolve in proper order during resolution, even if the cards that generated those effects have already been removed from play by effects that resolved earlier in the scene.

Example: Cathy controls an unturned **Plasma Trooper** with 2 damage. It's her Main Shot, so she turns it to heal. On generation, she turns the **Trooper** and announces it is healing. In response, Bob uses a **White Disciple** to inflict 2 damage on the **Trooper**. On generation, Bob turns the **Disciple**, inflicts 1 damage on it, and announces that it targets the **Plasma Trooper**. In response to that, Cathy plays **Nerve Gas** and targets the **White Disciple**. No one generates any other effects, so the scene resolves from last to first. The **Nerve Gas** resolves first, smoking the **White Disciple**. The **White Disciple**'s effect resolves next, inflicting 2 damage on the **Trooper**—even though the **White Disciple** left play, its effect was not explicitly canceled, so its effect still resolves. That reduces the **Trooper**'s Fighting to zero, so it's immediately smoked. Next, the **Trooper**'s healing effect resolves, but since the **Trooper** has already left play, it's too late to help.

Canceling an effect doesn't cancel any of the card's restrictions (**Limited**, for example), nor does it entitle you to a refund of any costs paid or actions taken when that effect was generated (whatever happened on generation isn't canceled). Because of the last-in, first-out order of scenes, this means that you must generate the canceling effect in response to the original effect, so your canceling effect will resolve first. When you cancel an effect that had multiple steps in its resolution, you cancel all of those steps. Canceling effects are like all other effects, in that they must resolve before they actually cancel anything, so that means it's possible that you could cancel an effect that cancels.

Example: Frank plays **Blade Palm** to return Eve's **Turtle Beach** to her hand. In response, Eve plays **Confucian Stability** and announces it will cancel the **Blade Palm**. In response to that, Frank plays his own **Confucian Stability** and announces it will cancel Eve's **Confucian Stability**. No one generates any other effects, so the scene resolves from last to first: Frank's **Confucian Stability** resolves first, canceling Eve's **Confucian Stability**. Since it was canceled, it is removed from the scene and does not resolve. Next, Frank's **Blade Palm** resolves, returning Eve's **Turtle Beach** to her hand.

In some cases, more than one action happens during resolution. For these effects, resolve each action in the order listed on the card, and after each one check for triggered effects, immediate effects, and conditional effects (smoking a card due to damage, a card changes controllers, etc.). Remember that players can't generate voluntary effects during resolution. If one part of a multi-step resolution is prevented but not explicitly canceled, the other parts of the resolution still happen normally.

Example: **Suicide Mission** is an Event that smokes one or two cards. When you generate its effect, you check your resources, pay its cost, target a card, and place the **Suicide Mission** in your smoked pile. **Suicide Mission** has two phrases in the resolution portion of its rules text: first you smoke the targeted card, then your opponent may smoke a card you control. Let's say you play **Suicide Mission** and target an opponent's **Shadowy Mentor** on a Character you

own. On resolution, the **Mentor** is smoked, then we check for triggered and immediate effects. Your Character returns to your control immediately at this point. Then the resolution of the **Suicide Mission** continues—that opponent may choose and smoke a card you control. Since you once again control your wayward Character, your opponent could choose it and smoke it. Probably not the result you were hoping for...

When you generate an effect that causes a card of your choice to enter play during resolution (which applies to most effects that put cards into play other than playing a card from your hand), you don't have to choose exactly which card you are playing until resolution, but you must have at least one card that's legal to play using that effect at generation. If for whatever reason you don't have a legal card to play at the time of resolution, then nothing happens.

When a card enters play during the resolution of an effect, that card resolves immediately. In other words, you shortcut the normal generate/resolve process for playing cards when you play them during the resolution of another effect. If a card enters play during generation of another effect (possible with cards such as **Surprise, Surprise**, for example), it must resolve normally.

If effect B says it must be played or generated in response to effect A (such as “play in response to an Event...”), then effect B must be generated as part of the same scene as effect A. It doesn't have to be the very next effect generated, it just has to be in the same scene (other effects may be added to the scene between effect A and effect B by any player).

When an effect has a specified duration, such as “until the end of the attack,” it generates a triggered effect at the end of that time. In other words, the expiration is itself an effect, which does nothing on generation other than trigger at the appropriate time, and on resolution, the original effect expires. Any player may respond to the expiration effect by generating other legal effects, of course.

Example: Cathy's **Plasma Trooper** attacks Ann's Site. When it turns to attack, it generates a triggered effect that causes it to gain +3 Fighting until the end of the attack because Ann controls three Characters. Ann intercepts the **Trooper** with all three Characters, inflicting a total of 5 damage after all three interceptions are complete. At the end of the attack, the triggered effect “**Plasma Trooper's** Fighting bonus expires” is automatically generated. In response to that, Cathy turns a **Vivisector** and announces that she will sacrifice the **Plasma Trooper**. Assuming no other effects are generated, the scene resolves from last to first: the **Vivisector** sacrifices the **Plasma Trooper**, then Cathy gains Power equal to the **Trooper's** cost. Next the **Trooper's** effect expires, but since the **Trooper** has already left play, nothing happens. The Architects never waste anything.

5.2.1 Voluntary Effects

Voluntary effects, as the name implies, are effects generated by a player when that player wishes (subject to the game rules and any rules text on the card, of

course). Voluntary effects include actions such as playing cards, turning a Character to heal, turning a Character to change location, and turning a card to use its ability.

Voluntary effects typically use phrases like “you may...” or “turn to...” or “turn and maintain to...” or “pay something to do....” Remember that voluntary effects of Edges and States can’t be used during the same scene they enter play (the card has to resolve first). The same is true for voluntary effects of Characters and Sites that require the card to turn—but you may generate other voluntary effects on Characters and Sites in response to playing the card itself. See Chapter 4 for more details.

5.2.2 Triggered Effects

Triggered effects are generated automatically when a specific condition is met due to game rules or other cards in play. Triggered effects generate and resolve as usual. Triggered effects typically use phrases that indicate a time, such as “when...” or “whenever...” or “at the end of...,” to describe the action that causes the effect to generate. Some cards from the original edition of Shadowfist used “if...” for triggered effects but that phrasing is no longer used, and is reserved for conditional effects.

Triggered effects may be generated as a result of other effects, or even declarations. For example, many cards use the phrase “when this card turns to attack...” which means that a triggered effect is generated in response to the declaration of attack. Triggered effects are different than conditional effects in that the triggered effect must be generated and resolved (conditional effects are either active or inactive), and they must come from cards in play. Triggered effects may or may not have defined durations. **Plasma Trooper**’s Fighting bonus is a triggered effect, for example. Some triggered effects require the card’s controller to make a decision (which card to affect, whether the effect generates at all, etc.)—such decisions are made at the time the triggered effect is or would be generated, and don’t mean that the effect is considered to be voluntary.

If a scene is being generated, triggered effects simply add to the current scene as usual. But it’s possible that a triggered effect is generated during the resolution of a scene (for example, “when this card is smoked...”). If that happens, the triggered effect is not added to the current scene; instead, it begins the next scene (or adds to it, if earlier triggered effects have already begun the next scene). Players still can’t generate any voluntary effects during resolution, but as soon as the current scene has resolved, they may generate voluntary effects to add to the next scene, on top of the triggered effects that are already there. Or they can wait for that scene to resolve as well, if they want to start a fresh scene for whatever reason.

Example: David controls a **Paper Trail**. It’s Ann’s Main Shot, and she declares an attack against Bob’s Site, turning **Tricia Kwok**, **Maverick Cop** and a **Hacker** with a **Pump-Action Shotgun**. Bob declines interception. David plays **Covert Operation** to look at Bob’s hand.

Bob grumbles, and in response, he plays **Discerning Fire** for a cost of 2, targeting **Tricia** and the **Maverick Cop** since they share the designator **Cop**. In response to that, Ann turns the **Pump-Action Shotgun** to generate its damage-increasing effect. No one generates any other effects, so the scene resolves from last to first: the **Shotgun**'s effect resolves, causing the **Hacker** to inflict +3 combat damage until the end of the turn. The **Discerning Fire** resolves next, smoking **Tricia** and the **Maverick Cop**. This causes the **Pump-Action Shotgun**'s triggered effect to go off, which will unturn the **Shotgun** because a **Unique** Character that Ann controls was smoked. However, the scene has not finished resolving, so this unturning effect becomes the first effect in a new scene. Then the **Covert Operation** resolves, allowing David to look at Bob's hand and force him to discard a card. David chooses a card and Bob discards it. This causes the **Paper Trail**'s triggered effect to go off because an opponent of David's discarded a card (**Paper Trail** doesn't care whether the discard was voluntary or not), which causes David to gain 1 Power. Since the current scene has still not finished resolving, this Power-gaining effect is also added to the new scene, on top of the **Shotgun**'s unturning effect. At this point, the current scene has resolved. The two triggered effects waiting in the next scene may now be responded to if any player wishes, but no one responds, so that scene resolves from last to first as usual: David gains 1 Power from the **Paper Trail**'s triggered effect, then the **Shotgun** untURNS. The scene has resolved, and players may generate effects as usual. Ann smiles, makes a "ka-CHINK!" noise, and turns the **Shotgun** to generate its effect again....

Check for, and generate, triggered effects after every game action—after declarations, generating an effect, revealing a Site, discarding a card, turning a Character, smoking a card, toasting a card, etc. Any card that's in play might generate its triggered effect at that instant. Triggered effects add to the scene before any player may generate voluntary effects.

If multiple triggered effects are generated by cards controlled by a single player, that player decides what order those effects are added to the scene. If multiple triggered effects are generated by cards controlled by different players, add those effects to the scene using the rules for simultaneous play. And if both of those situations occur, add all triggered effects from one player before adding any from the next.

If a face-down Feng Shui Site you control has a triggered effect, it's up to you to remember to use it. If the condition that causes the trigger to go off happens but you forget about your Feng Shui Site, you're out of luck—you can't go back later and use it (unless your opponents are feeling exceptionally kind).

5.2.3 Conditional Effects

Some cards provide a benefit or cause some effect to occur while some condition is true; this is called a conditional effect. Conditional abilities typically use phrases such as "while..." or "against..." or "if..."

Conditional effects are *active* immediately when a particular condition becomes true, and *inactive* immediately when it's not. In other words, the activation

or deactivation of a conditional effect doesn't generate or resolve (the card that creates the conditional effect must of course generate and resolve normally when it enters play). For example, a Character that gains a bonus "while attacking" gains that bonus immediately when it's declared as an attacker, and loses that bonus immediately when it ceases attacking.

The conditional effects of Characters and Sites are potentially active as soon as the Character is generated (i.e., if the condition is true on generation, then the card immediately gains the bonus), but the conditional effects of Edges and States are not active until that card resolves. See Chapter 4 for more on cards entering play.

It's possible for an effect to be both conditional and triggered. These usually take the form of "when this happens... and if that is true... then...." Conditional effects sometimes sound like triggered effects, but the difference is that the conditional effect doesn't generate/resolve each time it becomes active or inactive.

It's possible for an effect to be both conditional and voluntary as well, in the sense that the effect can't be generated or a card can't be played unless certain conditions are true. For example, **Stealth** is conditional, because it may only be used while the Character is attacking and after interception has been declared against it, but it's also voluntary, because the Character's controller decides whether to use it or not. Also, abilities that say "turn and maintain to..." are voluntary in terms of when they are generated, but create on resolution a conditional effect whose condition is that the card stays turned—if it's unturned for any reason, the condition is no longer true so the conditional effect ceases immediately.

Conditional effects that key on "if this card does something" or "if an opponent does something" are considered to be fulfilled if at least one of the cards concerned meets the condition. If all the cards meet the condition, they all get the applicable bonus or effect. This situation generally arises when multiple copies of a Character are attacking, or Characters controlled by multiple opponents are attacking a single target.

Example: Ann controls **Nine Dragon Temple**. Bob declares an attack against her, and Cathy and David both join since Bob is in the weakest position and Ann is currently tied for the lead with David. Their attackers inflict enough damage to reduce the **Nine Dragon Temple's** Body to zero, and Bob chooses to burn for victory. The **Temple's** triggered effect is generated automatically. Bob, Cathy, and David are all considered to have reduced the **Temple's** Body to zero for purposes of the **Temple's** triggered effect, since they each controlled attackers who inflicted combat damage on the Site. On resolution we check to see if any of the opponents who reduced the **Temple's** Body to zero are closer to victory than Ann. Since she just lost one site, she is behind David, tied with Cathy, and ahead of Bob. Because at least one of the opponents who reduced the **Temple's** Body to zero is closer to victory, Ann gets the Power.

Example: Bob declares an attack against Ann, turning two **Abysmal Absorbers** and targeting


her **Friends of the Dragon**. Assuming no interception or effects, the **Absorbers** inflict combat damage on the **Friends**, reducing its Fighting to zero and smoking it. Both **Absorbers** are considered to have smoked the **Friends** (since they inflict their damage simultaneously), so they both gain +1 Fighting.

5.2.4 Continuous Effects

Some cards that remain in play, such as certain Characters, Sites, States, and Edges, provide a benefit constantly until they leave play, without the need to turn the card, or pay a cost, or meet another precondition. This type of effect is called a *continuous effect*. Continuous effects are *active* while the card that creates them is in play, and *inactive* immediately when the card that creates them leaves play. You can't turn them off, even if you want to. For example, **Toughness** is a continuous effect, as is the **Arcanowave Reinforcer's** damage bonus. Continuous effects don't generate and resolve each time they are used; they're constantly active after the card is initially generated and resolved.

The continuous effects of Characters and Sites are active as soon as the card is generated, but the continuous effects of Edges and States are not active until the card resolves. Any ability that says "turn to..." isn't a continuous effect.

Sometimes a continuous effect that's active may seem to contradict or eliminate a precondition for a card that's entering play. Remember that any costs paid or actions taken as part of generating a card all happen simultaneously, so you generally still need to meet those preconditions. However, a continuous effect will interact with cards as they enter play if it specifically says "when a card enters play..."

Example: **Thunder on the Mountain** causes all  cards to enter play turned. Normally cards enter play unturned, but because **Thunder on the Mountain** specifically interacts with the cards as they enter play, they enter play turned instead of unturned.

5.2.5 Immediate Effects

The word *immediately* in the rules text of a card means that whatever affect it has on the game occurs in one step (generation) rather than two (generation and resolution). An immediate effect might happen during generation of a scene (**Surprise, Surprise** for example), or might happen during resolution of a scene (the second card chosen and smoked by **Suicide Mission**, for example). It's possible that only part of the effect is immediate (such as **Suicide Mission**). When you come across an immediate effect, you do what it says at the time indicated in the rules text. Immediate effects still take up a slot in the scene during resolution, but nothing happens when they resolve since everything happened at generation.

When two immediate effects are generated simultaneously, use the simultaneous play rule to determine which one is generated first. If the effects are generated by

cards controlled by the same player, that player decides the order in which those effects are generated.

If an immediate effect and a triggered effect are generated simultaneously, the immediate effect is added to the scene first, followed by the triggered effect.

5.3 Declarations

Declarations are special types of game actions that don't follow the generate/resolve pattern that effects use. When a declaration is made, it takes effect immediately, and has no resolution as such—the description of the particular declaration will tell you when and how it ends, if that matters. Any declaration you make must be legal at the time you make it. Declarations may be made up of several individual game actions (e.g., declaration of attack); all those actions are considered to happen simultaneously. Because declarations take effect immediately, they cannot be canceled.

Some declarations may (indeed, must) be made before others end; just because a declaration hasn't ended, doesn't mean you can't generate other effects or make other declarations. The rules governing each declaration will tell you what's allowed and what's not.

Declarations may not be made in response to other effects or other declarations; they must always be the first action in any particular scene. You may respond to a declaration with effects, forming a scene as usual, but remember that the declaration took effect immediately and so has already happened when that scene resolves.

All declarations are voluntary. Four types of declarations are currently defined:

1. **Attack:** you declare an attack during your Main Shot, per Chapter 6. The declaration ends when the attack ends.
2. **Join an Attack:** joining an attack is also a declaration per Chapter 6. This declaration may only be made after an opponent's attack declaration, and ends when that attack ends.
3. **Interception:** intercepting an attack is a declaration per Chapter 6. This declaration may only be made after an attack declaration, and ends when that interception is complete.
4. **End of Turn:** you declare the end of your turn during your Main Shot per Chapter 4. No player can make any declarations between the time you declare the end of your turn and when this declaration ends. The declaration ends when the last scene of triggered effects is resolved, or ends if you choose to return to your Main Shot after the first scene of voluntary effects is resolved.

5.4 Simultaneous Play

When two or more players appear to have performed a game action simultaneously in real time (played cards, generated effects, or revealed the same **Unique** cards, for example), the order in which the players took their actions in game time is their seating order clockwise from the current player. The current player would be first, then the player to his or her left would be second, and so on.

The *simultaneous play* rule doesn't mean that the current player can choose to generate multiple effects in the same scene without giving opponents a chance to respond. After each player takes a game action, he or she must allow the other players an opportunity to respond before taking another action. If more than one player wishes to respond to the same effect, use the simultaneous play rule to determine which player generates the first response.

This rule also applies to declarations, if two players wish to make a declaration at the same time. Use the simultaneous play rule to determine which declaration is made first. When that declaration ends, the other player may then make his or her declaration, if he or she still wishes and the declaration is still legal, before any other player may make another declaration or generate another effect.

Example: It's Bob's Main Shot, and he declares an attack. Ann controls **lala Mané** (who may attack during an opponent's turn), and also declares an attack. Bob's attack is declared and completed first since he is the current player, but then Ann may declare an attack with **lala** before Bob can make another declaration or generate any other effects. On the other hand, if Bob simply declared the end of his turn, Ann would not be permitted to declare an attack with **lala**—Bob's Main Shot would be over when his declaration ends, and Ann's attack would no longer be legal.

Deadlocks

As you play more games, you will realize that it's most often to your advantage to play your cards or generate your effects after your opponents do. This can lead to situations in multiplayer games where everyone is waiting for someone else to play a card (usually during an attack, where you would prefer that someone else used up their Events to stop the attack so you don't have to). It doesn't always happen, and there is no official rule to resolve this situation. If it starts to happen a lot in your games, we offer two suggestions to deal with the problem.

1) Going, going, gone. The current player may say, "Is anyone doing anything?" If players do not respond with either a yes or a no, the current player may then do a slow "going, going, gone." If no player jumps in before "gone," then no more effects may be generated. Now resolve whatever scene or action was causing the deadlock.

2) Pass around the table: Starting with the current player, each player has one chance to generate an effect or pass. If that player declines, the option passes to the next player clockwise. Continue around the table until all players pass in succession. Then resolve whatever scene or action was causing the deadlock.

5.5 Auctions

An *auction* represents two or more opposing sides vying for the loyalty, services, or use of a particular card. An auction is not an effect, and it's not a declaration—an auction can occur during the generation of a scene, during the resolution of a scene, or even during the Establishing Shot. After any effect is generated or any effect is resolved, check for and complete auctions before generating any other effects (whether immediate, triggered, or voluntary effects). In movie terms, think of an auction as a freeze-frame. The game suspends momentarily to see who wins the auction, then the game resumes exactly where it left off. An auction might start after any effect is generated or after any effect is resolved, but it can't start in the middle of the resolution of a multi-step effect.

Once an auction starts, players may not generate any effects except those that specifically say “play during an auction.” If any player generates such an effect, then any player may generate any effect that specifically responds to that effect. All effects generated during the auction form scenes as usual, except those scenes resolve entirely within the auction. Any number of scenes are permitted during a particular auction. If the auction interrupted a normal scene during generation, players may not add any effects to that scene until the auction is over.

In the auction, all players are allowed to bid Power; the player who bids highest wins the auction and gets some benefit as defined on the card or rule that caused the auction. The player who starts the auction must make the opening bid of at least 1 Power. This bid is not optional; if that player has any Power, he or she must bid at least 1 to start the auction. If that player has no Power, then the auction does not actually start and normal play resumes where it was suspended. Other players who might want to participate in the auction can't make the opening bid for you if you can't.

Once the auction starts, the option to bid passes clockwise from the opening bidder. Each player may either pass, or bid at least one more Power than the previous high bid. You may not bid more Power than you actually have. The option to bid continues around the table until all players have passed in succession, at which time the bidding ends. Any effect that is legal during an auction may be generated after any bid or pass, including in response to the end of the bidding. The player with the highest bid wins the auction and must immediately spend the amount of Power he or she bid. No other bidders spend any Power. The winner then receives the benefit or makes the choice required by this particular auction. The Power expenditure and the benefit/choice are considered to happen simultaneously. The auction now ends, and normal play resumes where it was suspended.

5.5.1 Uniqueness Auctions

The most common type of auction is the *uniqueness auction*, which occurs whenever two or more **Unique** cards with the same title are in play at the same time. **Unique** Feng Shui Sites that are face-down don't cause auctions until they are revealed. The winner of a uniqueness auction decides which of the two **Unique** cards stays in play: if the original card stays in play, the new card (or newly-revealed card) is placed in its owner's toasted pile; if the new card stays in play, the original card is placed in its owner's smoked pile. This is not considered an effect or declaration, nor is it considered to be done by any particular player or card, for purposes of other card effects. The card that leaves play as a result of the auction is canceled as well.

The player who controls the newly-revealed copy or plays the second copy of the **Unique** card must make the opening bid. If that player has no Power, then the auction doesn't actually start, the second copy of the **Unique** card is immediately canceled and placed in its owner's toasted pile, and normal play resumes where it was suspended.

Example: Ann declares an attack against Cathy with **Dr. John Haynes**. Cathy turns her **City Square** to redirect **John's** damage to one of her other Sites. In response, Ann reveals her own copy of **City Square** (she doesn't use its ability, she just reveals it). Normally, any player could respond at this point, but the auction starts before anyone can add to the scene. Ann must start the auction, since she revealed the second copy of the **City Square**. She must bid at least 1 Power; she can see that Cathy has two Power so she bids two to start. Cathy won't be able to out-bid her. David has three Power, and Cathy asks him to help out since she doesn't want to lose her **City Square** to the auction. But Cathy is winning, so David passes. Cathy must pass because she can't bid more than the current bid, so Ann wins the auction. She chooses that her own **City Square** stays in play. Cathy places her **City Square** in her smoked pile, and its effect is canceled. Normal play now resumes.

Because auctions are faster than effects, an auction can interrupt what happens when a Feng Shui Site's Body is reduced to 0, if that Site is **Unique** and there is another copy already face-up. When the Feng Shui Site is revealed due to damage, the auction must be conducted before the attacking player may decide what he or she will do with that Site. It is possible that the Site could be toasted, preventing the attacking player from seizing or burning it. In this case, the attack is still successful since combat damage was inflicted on the Site. Sneaky defenders will reveal their **Unique** Site before damage is inflicted, and hope they can win the auction and choose to toast their own card in order to make the attack unsuccessful.

It's not normally allowed, but it is possible under some circumstances for you to play (e.g., an effect that returns a random card from your smoked pile) or reveal (e.g., seizing a second copy from an opponent before yours is revealed) another copy of a **Unique** card you already control. This starts a uniqueness auction, and as

usual any player may bid once the auction actually starts. But in this case, whichever card or cards lose the auction are placed in their owner's toasted pile, regardless of which copy was first played.

If an effect causes more than two copies of a **Unique** card to be revealed or to enter play simultaneously (possible with **Killing Rain** or **Positive Chi**), then the auction start is a little different. Remember to wait until the effect is resolved before starting the auction. If more than one player controls one or more copies of the **Unique** cards, use the simultaneous play rule to determine which of those copies is considered to be revealed or played first for purposes of starting the auction; that card's controller has first option to make the opening bid. In this special case, the player may decline to start the auction (even if he or she has **Power**), in which case the option to start passes to the next player clockwise who controls a copy of the **Unique** card. If all such players decline to start the auction, all copies of the card are placed in their owners' toasted piles. If any player starts the auction, then all players may bid as usual. The winner of the auction chooses which copy remains in play; all other copies are placed in their owners' toasted piles.

Example: **Positive Chi** allows all players to play a card from their smoked pile at no cost, starting with the current player and proceeding clockwise. It's Ann's turn when David plays **Positive Chi**. Ann secretly selects the card she wishes to play, as does Bob, Cathy, and David. Ann plays her card first, since she is the current player: **Ting Ting**. Then Bob plays his card—another **Ting Ting**! There are now two **Unique** cards with the same title in play, but the **Positive Chi** effect has not finished resolving yet, so the auction does not start yet. Cathy plays her card, and it's another **Ting Ting**, and finally David plays his, which is a fourth **Ting Ting**. As soon as David plays his copy of **Ting Ting**, the **Positive Chi** effect has been resolved, and then the auction takes place before the next effect in this scene starts to resolve. Using the simultaneous play rule, Ann has first option to start the auction since she is the current player.

If one of the **Unique** cards is the target of an attack when the auction starts, and that card loses the auction, the remaining copy does not become the target of the attack.

6. Combat: Butt-Kicking 101

As you might expect of a game inspired by wild action movies, Shadowfist requires combat in order to win. This Chapter expands on the combat rules from Chapter 3, and provides more detail than you'll need for most games. But when questions arise, check here for the answers!

6.1 Starting the Attack: Who Wants Some?

Any unturned Character you control may participate in the *attack*. You must attack with at least one Character (i.e., you can't declare an attack with no one, and hope that an opponent will join). When you turn the Character to attack, you don't necessarily turn any States on that Character, unless they say so.

You can't declare attacks against cards you control, and you can't change the target of *attackers* you control to cards you control, either.

Anyone may respond to your declaration of attack with effects, but remember that the attackers move immediately upon declaration, so they're already at the target's location. Effects that trigger on "when an attack is declared..." do so in response to the attack declaration. Effects that are conditional such as "during an attack" may be used at any time that a card you control is the target of an attack. No player may declare another attack until the current attack has ended.

The attack and all combat takes place at the location of the *target*. If the target of the attack changes location, all attackers immediately move with the target to its new location (this is not considered changing location for the purposes of card effects) and the attack continues, even if that puts a target Site in the back row. Attackers can't otherwise change location until the end of the attack.

Once an attack has been declared, an attacker will continue toward its target until that attacker is smoked, removed from play, fails to overcome its interceptor (if any), reaches its target, or its target leaves play. In other words, just putting a small interceptor in front of an attacker doesn't necessarily stop the attacker from fighting through to the target. Characters that are declared as attackers are considered to have participated in an attack, even if they subsequently cease attacking for whatever reason.

6.2 Joining an Attack: The Enemy of My Enemy is My Friend

Joining an attack is considered turning to attack for purposes of other card effects. But it's not considered declaring an attack or turning to change location for purposes of other card effects.

All Characters that join automatically attack the current target of the attack. If

the attack has more than one target, the controller of those Characters may choose which of those targets the Characters attack, and may divide Characters as desired among the targets—some Characters to one target and some to another, for example, or all Characters to one target. But you still can't attack cards you control.

If at any time after all players have either declined or joined the attack there are no attackers in play, the attack ends immediately. This might happen if some attackers were removed from play by Events and others failed to overcome their interceptors, for example.

6.3 Interception: You Should Not Have Come

All attackers attack in a single wave; you can't specify which Characters attack "first" in a given attack. All attackers are equally available to be intercepted.

Interceptors must be at the location of the target in order to intercept. Any turned or unturned Character you control at the target's location may intercept. Other Characters you control must first turn to change location (or use **Mobility**) to move to the target's location. Generate each change of location effect individually; you may generate them all in response to each other and create one scene, or you may generate and resolve each change of location individually. As usual, any players may respond to each change of location effect with effects of their own.

Example: Ann declares an attack: she turns **Maverick Cop**, announces that David's front-row unrevealed Feng Shui Site is the target, and **Maverick Cop** immediately moves to that location. Cathy sits to David's left, and controls an unturned **CHAR**. Cathy could join the attack, but she declines. She then gets the first option to declare or decline interception. She turns **CHAR** to change location, announcing that it will move to David's location. No one generates any effects in response, so on resolution, **CHAR** moves to David's location. It is now at the location of the target of the attack, so Cathy declares that **CHAR** will intercept **Maverick Cop**. No one generates any effects, so **CHAR** and **Maverick Cop** inflict combat damage on each other simultaneously. **CHAR** inflicts 6 damage on the **Cop**, more than enough to reduce its Fighting to zero, so the **Cop** is smoked immediately. The **Cop** inflicts 4 damage on **CHAR**; Cathy places 4 damage counters on **CHAR**. Ann's attack ends since there are no attackers remaining in play, and is unsuccessful because no attacker damaged the target of its attack. At this point **CHAR** returns to its original location (still turned) because it is at a location controlled by an opponent when the attack ended.

After you have moved all your interceptors to the location of the target, you now declare which attacker each of the interceptors will intercept. All these declarations are considered to happen simultaneously. You may assign interception in any way you wish, including multiple interceptors against one attacker—this is called a *chain*; you must arrange the interceptors in the order you wish them to enter combat with the attacker. But one interceptor can't intercept multiple attackers.

After one player declares interception, conduct combat using the rules in Chapter 6.4. All players may generate any number of scenes after the interception is complete. When any scenes have resolved, the option to intercept then passes to the next player clockwise.

Characters may not change location after being declared as interceptors until combat is complete. If the target of the attack moves to a different location, all Characters already declared as intercepting that attack at the previous location *cease intercepting* immediately. When a Character ceases intercepting, it returns to its original location immediately (this is not considered changing location) if it's currently at a location controlled by an opponent. Otherwise, it stays where it is.

After interception has been declared, it's possible for an attacker to gain an ability that prevents it from being intercepted by its interceptors—if this happens, the affected interceptors cease intercepting immediately.

Example: In a 2-player game, Ann declares an attack: she turns **Ting Ting**, announces that Bob's front-row **Stone Garden** is the target of the attack, and **Ting Ting** immediately moves to that location. Bob controls **Thing with a 1000 Tongues** who is unturned at the location to the right of the **Stone Garden**. Bob turns **Thing** to change location one column to the left; no effects are generated in response, so that resolves and **Thing** moves to the **Stone Garden**'s location, turned. Next, Bob declares that **Thing** will intercept **Ting Ting**. Anyone may generate effects at this point, so Bob announces that **Thing** is using his ability, and sacrifices one of his other Characters. And just to make sure that **Thing** isn't harmed, Bob decides to use **Thing**'s ability a second time in response, and sacrifices another Character. No other effects are generated, so the scene resolves last to first: **Thing** gains **Toughness: 3** from the second use of his ability, and then gains **Toughness: 3** from the first use of his ability, giving him **Toughness: 6** total. Ann smiles and plays **Flying Kick** (an Event that gives a Character **Superleap**), targeting **Ting Ting**. No other effects are generated in response, so the **Kick** resolves and **Ting Ting** gains **Superleap**. Since she cannot be intercepted by turned Characters, **Thing** is no longer able to intercept her, and so ceases intercepting immediately. Because **Thing** is not at a location controlled by an opponent, he stays where he is and watches **Ting Ting** leap over his head to the **Stone Garden**.

A Character cannot intercept an attack against itself. If a Character becomes the target of an attack, and was already declared as an interceptor against that particular attacker, then it ceases intercepting immediately. A Character who is already the target of an attack may intercept attackers who are attacking some other target.

Example: Ann declares an attack: she turns **Ting Ting** and **Redeemed Gunman**, announces that Bob's front-row **Stone Garden** is the target, and immediately moves both attackers to that location. Bob controls a **Sinister Priest** at that location. No one generates any effects. Bob declares that the **Priest** will intercept the **Gunman**. Then Bob turns his unrevealed back-row Feng Shui Site, revealing it immediately as a **Fox Pass**, and announces that **Ting Ting**'s target will now be the **Sinister Priest**. Neither Ann nor Bob generate any effects in response, so the **Fox Pass** resolves, and now **Ting Ting** is attacking the **Priest**. The **Gunman** is still attacking

the **Stone Garden**. Because the **Priest** was not intercepting **Ting Ting**, he doesn't cease intercepting when he becomes **Ting Ting**'s target. Interception combat occurs next, so the **Gunman** inflicts 1 damage on the **Priest**, and the **Priest** simultaneously inflicts 1 damage on the **Gunman**. Both Characters' Fighting are reduced to zero so they are both smoked immediately. The only remaining attacker is **Ting Ting**, and her target just left play, so the attack ends immediately. The attack has failed because neither attacker damaged its target (the **Gunman** didn't damage the **Stone Garden**, and **Ting Ting** didn't damage the **Priest**). Shadowfist vets will recognize this maneuver as the "**Fox Pass Shuffle**" or any of a dozen other less polite nicknames.

If the attack has multiple targets after it's declared but before the first interception, the order of interception is determined starting to the left of the original defending player. If an effect allows the attacking player to choose multiple targets when he or she declares the attack, then the attacking player also names one of the controllers of one of the targets as the defending player for purposes of declaring interception.

If the attack has multiple targets when you declare interception, you may intercept any Characters attacking any of those targets. Move your interceptors as described above, and then declare all interceptors against all attackers simultaneously. Remember that a Character can't intercept a Character that is attacking it.

6.4 Combat: Now is the Time for the Kicking of Butts

Combat occurs when an attacker is intercepted and when an attacker hits its target. *Prior to combat*, all players have the opportunity to generate any number of scenes. Once all scenes have resolved, the attackers and interceptors are in *combat*. At that point, the only game action allowed is Characters inflicting combat damage.

Effects that trigger on "the end of combat" form a scene just after combat damage is inflicted. Player's can't generate voluntary effects at this point except those that specifically respond to one of the triggered effects. The combat is said to be *completed* after all damage has been inflicted and this scene has been resolved.

Some cards from the original edition of Shadowfist were a bit loose in their wording for effects that had to be generated just prior to inflicting combat damage. In all cases, the card's effect must be generated after interception has been declared but before combat damage is inflicted (or after the last interception is complete but before the attackers enter combat with the target). And players may respond to such effects normally of course.

Once Characters are in combat, it's too late to generate any effects that would increase or decrease damage (or anything else, for that matter)—those effects must be generated prior to combat or earlier in the turn.

When an attacker has **Ambush**, triggered effects (if any) are generated and resolved after the attacker inflicts combat damage but before the interceptor or target

inflicts theirs. Players may not generate voluntary effects in this scene other than Tactics and effects that specifically respond to one of the triggered effects.

6.4.1 Combat with Interceptors

After all interceptors have been declared from one player, all players may generate any number of scenes. Effects that specify *prior to combat* may now be used. Any attacker who was not intercepted does not enter combat.

Example: Ann declares an attack: she turns **Maverick Cop** and **Tricia Kwok**, announces that Bob's front-row **Stone Garden** is the target, and immediately moves both Characters to that location. Bob controls three **Sinister Priests** and an **Abysmal Absorber** at that location. He declares that two of the **Priests** and the **Absorber** will intercept **Maverick Cop** in a chain, with one **Priest** first, then the second, and the **Absorber** last. The other **Priest** will intercept **Tricia Kwok**. Assuming no one generates any effects, the attackers enter combat with the first interceptors. **Tricia** inflicts 6 damage on the **Priest**, reducing its Fighting to zero and smoking it. The **Priest** inflicts 1 damage on **Tricia**, so Ann places 1 damage counter. At the same time, the **Cop** inflicts 4 damage on the first **Priest** in that chain, reducing its Fighting to zero and smoking it. The **Priest** inflicts 1 damage on the **Cop**, so Ann places 1 damage counter. **Tricia** has no more interceptors, so she waits until the **Cop** finishes with its interceptors. The **Cop** now enters combat with the second **Priest**. The **Cop** inflicts 3 damage (4 Fighting, minus 1 damage) on the **Priest**, reducing its Fighting to zero and smoking it immediately. The **Priest** inflicts 1 damage on the **Cop**, so Ann places 1 more damage counter. No one generates any effects, so the **Cop** now enters combat with the **Abysmal Absorber**. The **Cop** inflicts 2 damage (4 Fighting, minus 2 damage) on the **Absorber**, so Bob places 2 damage counters. The **Absorber** inflicts 3 damage on the **Cop**, reducing its Fighting to zero. Normally the **Cop** would be smoked immediately, but because of the **Abysmal Absorber**'s triggered effect, the **Cop** is toasted instead and the **Absorber**'s gains +1 Fighting. When that resolves, interception combat ends. **Tricia** is still in play, still attacking, and has overcome her interceptor, so she continues toward the target of the attack. Interception is now complete.

An attacker is said to *overcome* an interceptor if the attacker is still in play and still attacking when combat is completed, but the interceptor is no longer in play or no longer intercepting. Most often this is the case when the attacker simply smokes the interceptor by inflicting combat damage, but isn't smoked itself by the interceptor's combat damage. But Events or other effects may be used to cause the interceptor to cease intercepting, take damage, or leave play—it doesn't matter how the interceptor is removed, just that it is removed by the time combat is completed. Because triggered effects happen at the end of combat (“after surviving combat,” “at the end of combat”) but before combat is completed, it's possible that an attacker can overcome an interceptor using those triggered effects.

Attackers who were not intercepted, or who have overcome all their interceptors, wait until all other interception combat is completed before proceeding to encounter the next player's interceptors, or to the target of the attack if all interceptors

tion combat is completed.

6.4.2 Combat with the Target of the Attack

After all interception combat is completed, all players may generate any number of scenes. After those scenes resolve, any attackers who are still attacking enter combat simultaneously with the target of their attack. Again, all players may generate any number of scenes and effects that specify *prior to combat* may now be used. After those scenes resolve, the attackers are in combat with the target.

The attackers simultaneously *inflict combat damage* on the target of the attack (each attacker is still a separate source of damage), and, if the target of the attack can inflict combat damage (typically only Characters do this), the target also inflicts its damage at this time. The controller decides how to divide the target's damage among its attackers.

If the target of the attack was a Character, or a Site whose Body was not reduced to zero by the combat damage, combat ends at this point. All effects that trigger on “the end of combat” do so now. After that scene resolves, combat is completed. If the combat damage reduces a Site's Body to zero, hold on a moment and we'll get to that.

After combat with the target is completed, all effects that trigger on “the end of the attack” expire, and any player may generate additional voluntary effects to add to that scene. After that scene resolves, all attackers immediately cease attacking. The attack is now complete, and the normal Main Shot rules resume (i.e., the current player may play Sites, Characters, and Edges again).

6.4.3 Taking Sites: Seizing, Smoking and Burning

As described in Chapter 3, if a Site's Body is reduced to zero or below by combat damage, the attacking player must immediately decide what he or she will do with it: seize, smoke, or burn. The results of the decision (gaining power, the Site changing controllers, etc.) take place immediately when the decision is made, before triggered effects are generated. All triggered effects due to the Site's Body being reduced to zero, combat damage being inflicted, the end of combat, the choice the attacking player makes, or the change in control of the Site form a scene in response to this decision. Any player may generate voluntary effects to add to this scene as well. When this scene resolves, remember that the Site has already changed controllers (or been smoked or burned)—this is important for card effects that depend on which player is closer to victory. After this scene resolves, combat is completed.

If the attacking player *burns for Power*, his or her turn ends immediately. That potentially causes a lot of triggered effects to be generated at once: all triggered effects due to the burn for Power, all triggered effects due to the Site's Body being

reduced to zero, all triggered effects due to the end of combat, and all triggered effects due to the end of the attack go off at once, creating one scene in response to the burn for Power. Players may also generate voluntary effects to add to this scene, but only if those effects specifically respond to burning for Power or burning a Site. And if any player generates an effect in response, then any player may generate additional effects that specifically respond to that effect. All triggered effects add to the scene before any player may generate a voluntary effect in response. Resolve this scene; any triggered effects generated during resolution form a new scene that you also resolve. When that's all done, generate the final scene of triggered effects due to the end of the turn per the normal end of turn declaration rules in Chapter 4. You can't return to your Main Shot no matter what your opponents do in response to your burn for Power.

If an effect allows you to declare an attack during an opponent's turn, and you burn a Feng Shui Site for Power, that does not end your opponent's turn.

Example: In a 2-player game, Ann reduces the Body of David's Feng Shui Site to 0 by combat damage in an attack she declared. She chooses to burn for Power. Her turn ends immediately and she gains 3 Power (two players in the game, plus one) immediately. All triggered effects due to the end of the attack are generated next, but in this case there are none. Next anyone may respond to burning a Site or burning for Power. David plays **City Park** (its condition that a Site he controls be burned is now true, so it can be played at no cost, and during an opponent's turn) and places it in any legal position in his site structure. Ann now has an opportunity to respond, but she declines. David next plays **Bite of the Jellyfish** (its conditional that a Site be burned is now true) to steal Ann's Power. Now Ann responds to the **Bite** with a **Hacker** (its conditional that a player attempt to steal Power from her is now true) to cancel the **Bite**. She could not normally play the **Hacker** in response to the burn for Power, but because David played the **Bite** in response to burning a Site, and **Hacker** may be played in response to the **Bite**, Ann is allowed to play the **Hacker**. The scene resolves last to first: **Hacker** resolves, canceling the **Bite** and removing it from the scene. Then **City Park** resolves, which does nothing special. Next, any triggered effects due to the end of the turn are automatically generated, but in this case there are none. Ann's turn is now over.

6.5 After the Attack: More Attacks!

The attack is *successful* if at least one of the attackers (whether you control it or not) inflicts combat damage on its target. The attackers may end up with different targets during the attack; that's ok—the attack is successful if at least one attacker inflicted combat damage on its particular target. The attack is *unsuccessful* if none of the attackers inflicted combat damage on its target.

Only combat damage can make an attack successful. Non-combat damage inflicted on the target of the attack does not make an attack successful. Remember that redirected damage ceases to be combat damage, so you can't make an attack

successful using redirected damage either.

If your last attack was successful, you may declare another attack (if you have Characters that are able to attack, of course). You may play cards and generate effects after one attack ends, but before you declare the next attack. You may attack the same target you just damaged (if it's still in play), or you may choose a different target. If the attack was unsuccessful, you may not declare any more attacks this turn.

Example: Bob controls two **Abysmal Absorbers**, a **Sinister Priest** and two Feng Shui Sites, and has 4 Power remaining. Bob declares an attack: he turns both **Absorbers** and the **Priest**, announces that Ann's **Stone Garden** is the target of his attack, and his Characters immediately move to that location. Ann is only one Feng Shui Site away from victory. She controls **Ting Ting** (turned, at the **Stone Garden**'s location, and currently 8 Fighting), **Tricia Kwok** with a **Pump-Action Shotgun** (both turned, at the location to the right of the **Stone Garden**), two **Maverick Cops** (both turned, at the **Stone Garden**'s location; one of them has taken 3 damage), and a **Hacker** with **Claw of the Dragon** (untuned, at the location to the right of the **Stone Garden**), so she looks scary. No one responds to Bob's declaration of attack with any effects, so now starting with the player to Bob's left, everyone but Ann has a chance to join the attack. David sits to Bob's left, and has first option. He decides that Bob is attacking with plenty of Characters, and doesn't need his help (and besides, if Bob doesn't quite get the **Stone Garden**, then it'll be weakened and easier for David to take when it's his turn). Ann sits to David's left, and since she's the defending player she can't join the attack. Cathy sits to Ann's left, and she decides that this is a good opportunity to help knock Ann down a peg, and since Bob is currently in last place she doesn't mind evening the odds a bit. She declares that her **Plasma Trooper** joins the attack, and turns it. **Plasma Trooper**'s triggered effect is automatically generated, causing it to gain +X Fighting, where X= 5 in this case (since Ann controls five Characters) on resolution. No one generates any effects in response, so the **Trooper**'s effect resolves, and it's now 8 Fighting. Bob thanks Cathy.

Any player may now generate effects, but no one does. Next, all players have the option to declare interception, starting with Cathy since she's on Ann's left. Cathy declines. Bob can't intercept his own Characters and doesn't wish to intercept Cathy's **Plasma Trooper** so he declines too. David, seeing the chances of having a weakened **Stone Garden** in play when it's his turn significantly dropping, decides to intercept. So he turns a **Student of the Bear** to change location to Ann's **Stone Garden** (permitted, since he will be declaring interception with it in a moment). No one generates any effects in response, so that resolves. Next, he turns a second **Student of the Bear** to change location as well, and again no one generates any effects in response, so that resolves. Finally, he turns his **Student of the Shark** to change location too. Again, no one generates any effects in response, so that resolves. All three of his Characters are now at the location of the target of the attack, so David declares that one **Student of the Bear** will intercept the **Priest**, and the other two **Students** will intercept the **Plasma Trooper** in a chain, with the **Student of the Bear** first, followed by the **Student of the Shark**. No one generates any effects. The **Abysmal Absorbers** weren't intercepted, but they must wait until interception is completed before continuing to the target of the attack. The first interceptions are considered to occur simultaneously, although they are evaluated one at a time. The first **Student of the Bear** inflicts 1 damage on the **Sinister Priest**, reducing his Fighting to 0 so he's smoked immediately. The

Priest inflicts 1 damage on the **Bear**, also reducing his Fighting to 0 so he's smoked too. Meanwhile, the **Trooper** encounters the first interceptor in the chain at the same time. The **Trooper** inflicts 8 damage on the **Bear**, more than enough to reduce his Fighting to 0, so he's smoked immediately. The **Bear** inflicts 1 damage on the **Trooper**, so Cathy places 1 damage counter. All of that happens simultaneously. The **Trooper** must now face the next interceptor in the chain, but there is time for any player to generate effects, so David plays **Operation Killdeer**, targeting the **Trooper**. No one generates anything in response, so that resolves, and the **Plasma Trooper** inflicts no damage until the end of the turn. No one generates any other effects, so the **Trooper** and **Student of the Shark** inflict combat damage on each other. The **Plasma Trooper's** damage is reduced to 0 by the **Operation Killdeer**, so the **Shark** takes nothing. The **Shark** inflicts 3 damage on the **Trooper** (2 from its Fighting, and +1 because of its ability since the **Trooper** is damaged). There are no triggered effects. The **Shark** is still in play and still intercepting, so the **Trooper** has not overcome its interceptor, and therefore ceases attacking. It returns to its original location, still turned. The **Shark** also ceases intercepting and returns to its original location, still turned (it's currently at a location controlled by an opponent, and can't stay there after interception is complete). The **Abysmal Absorbers** are still attacking, so the attack continues.

No one generates any effects at this point. Ann may now declare interceptors of her own. **Tricia** is not at the location of the attack and is turned, so she isn't able to change location to the target of the attack. The **Hacker**, however, could be turned to change location. Ann suspects something sneaky may happen, so she turns the **Hacker** to change location one column to the left. No one generates any effects in response, so that resolves, and the **Hacker** moves to the **Stone Garden's** location. Ann declares that **Ting Ting** will intercept one **Absorber**, and the undamaged **Cop** and the **Hacker** will intercept the other in a chain, with the **Cop** first in the chain. In response, Bob plays **Discerning Fire**, paying 2 Power and targeting the two **Maverick Cops** since they share the designator **Cop** (among others). In response to that, Cathy plays **Nerve Gas**, targeting **Ting Ting**. No one generates anything in response, so the scene resolves last to first. The **Nerve Gas** resolves first, smoking **Ting Ting**. The **Discerning Fire** resolves next, smoking the two **Cops**. No one generates any other effects prior to combat. **Hacker** is still intercepting the **Absorber**, so they inflict combat damage on each other now. **Hacker** inflicts 4 damage (since it has +2 Fighting from the **Claw of the Dragon**) on the **Absorber**, more than enough to reduce its Fighting to 0, so it's smoked immediately. The **Absorber** inflicts 3 damage on the **Hacker**, so Ann places 3 damage counters. No one generates anything in response, so the **Hacker** ceases intercepting (he remains where he is, since he's not at a location controlled by an opponent, even though he did turn to change location prior to intercepting). The other **Absorber** is still heading toward the **Stone Garden**. No one generates any other effects, so the **Absorber** inflicts 3 damage on the **Stone Garden**. Ann places 3 damage counters on the Site. Next, effects that trigger on the end of the attack are generated; in this case that's the expiration of **Plasma Trooper's** effect (even though it ceased attacking). No one generates anything in response, so that resolves, and the **Trooper** loses its 5 Fighting bonus. It has 4 damage counters on it but its base Fighting is 3 again, so its Fighting is reduced to zero and it's smoked immediately. Triggered effects have resolved, so the **Absorber** now returns to its original location (still turned), and the attack is complete.

Bob had a successful attack because the **Absorber** damaged its target, so he could now declare

another attack, but he doesn't control any other unturned Characters. He plays **Tortured Memories**, targeting **Tricia Kwok**. No one generates any effects in response, so it resolves. Bob takes control of **Tricia**, unturns her and places her at his only location. Since the **Shotgun** is a **Weapon State**, Bob also takes control of that, and it unturns as well. Now he declares an attack: he turns **Tricia**, announces that Ann's **Stone Garden** is the target, and moves **Tricia** to that location. We go around the table again to see if anyone will join the attack: David declines and Cathy declines as well. Then we go around the table again to see if anyone will intercept the attack: Cathy declines to intercept, and David controls no unturned Characters, so he can't intercept even though he would like to. Ann knows that even if she intercepts **Tricia** with the **Hacker**, Bob will still inflict enough damage to take the **Stone Garden**, so she declines interception as well. No one generates any other effects, so **Tricia** inflicts 6 damage on the **Garden**, more than enough to reduce its Body to 0. Bob must immediately decide what he will do with the Site; he decides to burn for victory. He places the Site in his burned-for-victory pile, and Ann's Site behind it immediately slides up to become the front-row Site at that location. There are no triggered effects, and no one generates any effects in response, so the attack is complete. **Tricia** ceases attacking and returns to Bob's location, turned.

Bob declares the end of his turn. No one generates any effects in response, so all triggered effects go off now. The **Tortured Memories** expires. When that resolves, **Tricia** returns to Ann's control. Ann unturns **Tricia** and places her at a location of Ann's choice. Bob's turn is now over.

7. The Fine Print: Other Stuff You Need to Know

7.1 Different Words, Similar Mechanics

In a few cases, terms that appear to have similar mechanics have distinctly different meanings in Shadowfist. We've denoted those in the rulebook where you see the phrase *for purposes of other card effects*. For example, a card that's toasted goes into the toasted pile, and a card that's discarded goes into the toasted pile too. But for purposes of other card effects, toasting a card is different than discarding a card—which means that if you have a triggered effect based on discarding a card (**Paper Trail**, for example), that effect does not trigger when a card is toasted. And the reverse is true—if you have an effect that triggers on toasting a card (**Darkness Priestess**, for example), that effect does not trigger when a card is discarded. Smoke and sacrifice have a similar relationship, as do target and choose/select/pick and play and return to play. In general, if you don't see it noted explicitly in the rulebook, phrases in rules text that sound like they do the same thing really play the same way. This will be most apparent for new players who get some cards from the original edition of Shadowfist.

7.2 Duration, Scope and Card Memory

How do you know how long an effect lasts? For the majority of cards, the duration is specified in the rules text. However, if the duration isn't specified, the effect lasts until the card that generated it leaves play, or it lasts until the end of the game if it was generated by an Event.

Cards that are out of play are *inactive* (their rules text doesn't have any meaning for purposes of other card effects), unless their rules text specifically says that they have some effect while in a particular out of play area. For example, phrases such as “if in your smoked pile when ..., then ...” or “if in your hand when ..., then ...” But don't over-think this rule; cards out of play are still considered to have titles, costs, resource conditions, etc.

Cards and effects only affect cards that are in play. Cards cannot affect cards that are out of play unless their rules text specifically says so, and then only to the extent that the rules text allows. For example, a card can only affect another card in the smoked pile if it specifically says “do something to a card in the smoked pile.” If a card leaves play during the resolution of a scene, and some other effect yet to resolve was targeting it, that effect does not “follow” the card out of play.

7.3 Designators

Designators determine how cards are related to each other for purposes of other card effects. For example, if you have a card that says “All **Cops** gain...” then you need to know which cards are considered to be **Cops**, and which aren't. It's a game mechanic, not a reflection of reality, so don't stress if you think more or less matches should be possible.

A designator is any word that appears in the title or subtitle of a card, except for card types (Edge, Event, Site, Feng Shui Site, State). Also, ignore punctuation symbols other than apostrophe (’), hyphen (-), and slash (/), as well as conjunctions, articles and prepositions (a, an, the, and, or, but, nor, at, for, in, into, of, on, to, with, within, without).

For purposes of effects that count designators, cards with the same designator more than once are considered to have only one occurrence of that designator.

The basic premise behind matching designators is that identical words, and only identical words, match. For designator purposes, a “word” is defined as any contiguous string of letters, numerals and/or symbols, separated by a space from any other “words.” For example, “1000” is a word. So is “X” on **Prototype X**. And if we ever printed “#315DZ” that would be a word too (except you'd ignore the # symbol for purposes of matching with other cards, of course).

In addition to identical matches, there are a few special cases where non-identical matches are considered to be the same designator:

1. The plural form of a word matches its singular form (e.g., **Gun** matches **Guns**, **Man** matches **Men**), except that singular and plural forms of personal pronouns do not match (I/we, me/us, he/she/it/they, him/her/it/them). The possessive form of a word formed with 's matches the normal form (e.g., **Hermit's** matches **Hermit**)
2. The following are considered to be multiple individual words for the purposes of designators:
 - a. Words with one (or more) hyphen (-) or slash (/) are split at the hyphen(s) or slash(es) into individual designators (e.g., Gun-Toting has the designators **Gun** and **Toting**)
 - b. Words with two (or more) capital letters, except acronyms (words in all capital letters), are split into individual designators, each beginning with one of those capital letters (e.g., MegaTank has the designators **Mega** and **Tank**)

- c. Words beginning with “Arcano” or “Gun” are split into two designators, one of which is *Arcano* or *Gun* and the other is the remainder of the original word (e.g., Gunman has the designators *Gun* and *Man*; Arcanotower has the designators *Arcano* and *Tower*)
3. The following must be considered as one word and may not be split, modified, or otherwise abused to achieve a match:
 - a. Words containing an apostrophe (‘ ’) other than possessives, such as contractions, personal names, etc.
 - b. Words that have been abbreviated, either by truncation (as in “Slo Mo”) or shown with a period (as in “Dr.”)
 - c. Acronyms (words in all capital letters). For example, “SWAT” (Special Weapons And Tactics) does not match “tactics,” and neither does “CAT” (Computer Assisted Tactics)
 - d. Words with a mix of letters and numbers
 - e. Numbers not written out. For example, “1000” does not match “thousand”

New players may ask why this rule seems so nit-picky. Fair question; partly it’s to maintain some compatibility with the original edition of Shadowfist, and partly it’s because the old ruling generated a lot of questions. We have added several new effects that rely on designators, and so decided to lessen the number of possible matches to make sure those effects were not overly powerful.

7.4 Control

You *control* all cards you play into the in play area. You control a location if you control the Sites at that location. No one controls any card that is out of play or out of the game. The controller of a card decides whether or not to generate a card’s voluntary effects, whether to attack with a Character, etc. Certain effects allow you to take control of cards that are controlled by opponents, or allow opponents to take control of cards you control. You can’t take control of cards you already control.

When a card changes controllers, mark it somehow so you remember to get it back at the end of the game. Some folks like to use little sticky notes, others just rotate the card 180°. Use whatever method you like best. It’s not a bad idea to count the number of cards in your deck at the end of each game to make sure you got all your cards back (and gave your opponents’ cards back to them).

Some kinds of States are controlled by the controller of their subject, regardless of who played or who owns the State. The rules text of the card will indicate when this is the case. For example, **Weapon** States are always controlled by their subject’s controller.

Whenever a card changes controllers, that card immediately unturns and the new controller places it in any legal position on the board. For example, when an attacking player seizes a Feng Shui Site, he or she unturns it and places it in his or her site structure. If the card is the subject of any States, the new controller does not automatically take control of those States unless the effect explicitly says so. Any States that change controllers (for example, **Weapons** on Characters that change controllers) also unturn of course. All damage and non-damage counters on the card or on any States on the card also remain when it changes controllers, except that damage is removed from Sites when they are seized.

When an effect that allows you to take control of a card expires, ceases, or is canceled after it resolves, the card's previous controller resumes control. The card has changed controllers, so the card unturns immediately as described above. But for purposes of other card effects, this isn't considered to be the same as taking control of that card.

You cannot attack cards you control, nor can you intercept cards you control (but you may otherwise target or affect them with effects you generate). If an attacker changes controllers, it immediately ceases attacking, unturns and the new controller places it in any legal position as usual. Likewise, if an interceptor changes controllers, it immediately ceases intercepting. If the attacking player takes control of the target of the attack, the attack ends immediately. If some other player takes control of the target of an attack, it still remains the target of the attack, but attackers (if any) controlled by the new controller immediately cease attacking.

Example: Ann declares an attack against Bob's front-row Site, turning **Ting Ting** and **Tricia Kwok**. Bob waits to see if David or Eve join Ann's attack; after they decline, he plays **Tortured Memories** and targets **Tricia Kwok** (he can't target **Ting Ting** because of her ability). Assuming no one generates any effects in response, the **Tortured Memories** resolves, and Bob takes control of **Tricia** until the end of the turn. **Tricia** immediately ceases attacking, unturns, and Bob places her at the location of the Site that Ann is attacking. Bob played his Event before he declared or declined interception, so now he may declare interception as usual. He does so now, declaring that **Tricia** will intercept **Ting Ting**. Ann is not happy.

7.5 Copying

Cards and effects that *copy* other cards always copy what's printed on the card—the rules text, Fighting, etc., depending on exactly what the copying effect says. You don't copy restrictions (such as **Limited** or **Unique**), *abilities* granted by other cards (such as States, Edges or Events), or damage or any other counters. You can't usefully copy abilities that require a choice or action to be made at the time the card enters play, because the card you are copying to has already entered play and you will not have an opportunity to make that choice or take that action.

If you copy card A to card B, and card A's rules text refers to itself, then the copied rules text changes so that it now refers to card B instead (so the text when on the new card still refers to itself). But if card A's rules text refers to a card specifically by title (the title appears in quotes in the rules text) or by designator, that does not change.

It's possible to copy a card's rules text to itself. Abilities such as **Toughness** and +X damage (or Fighting, or Body) are cumulative, but most other abilities are not. For example, if a Character with **Toughness: 1** were copied to itself, it would gain another **Toughness: 1**, for a total of **Toughness: 2**. But if a Character whose ability was "Turn to smoke a card" were copied to itself, it would not be able to smoke two cards: it would have two abilities that each required it to turn to generate the effect, and since it can't turn more than once at the same time, only one of those effects could be generated each time the card was turned.

7.6 Immunity

Some abilities prevent effects from affecting certain cards, and occur often enough that shorthand phrases have been defined for them.

Some cards are *not a legal subject* of States. No one can play, move, or otherwise put a State on those cards. If a State somehow ends up on that card anyway, the State is smoked immediately.

Some cards are *not affected by* certain effects. This most often refers to Events, but can be used to refer to other effects as well. These cards are treated as if they were not in the game for purposes of generating and resolving whatever effects they are not affected by. For example, consider a card that is not affected by Events. That card

- a) Can't be damaged or removed from play by Events.
- b) Can't have effects it generates canceled, redirected or otherwise changed by Events.
- c) Can't have special counters placed on it by Events.
- d) Can't have its status changed (location, attacking, intercepting, etc.) in any way by Events.
- e) Can't have any value on it changed by Events.
- f) Can't be targeted or chosen by Events that affect it in any way.
- g) Can't be targeted or chosen by Events that don't directly affect it
- h) Can't have its damage redirected or reduced by Events

States on cards that are not affected by Events are protected from Events that affect the subject card, but are not protected from Events that affect the State directly.

Some cards are *not a legal target* for certain effects. Again, this most often refers to Events, but can be used to refer to other effects as well. These cards may not be targeted by effects of the appropriate type that use the word “target.” But they can be affected normally by effects that don’t use the word “target.”

7.7 Contradictions

Sometimes you will find cards that contradict each other. The safest way to resolve these questions is to ask us, but that’s not always practical. In general, a card that “cannot” do something takes precedence over cards or effects that imply it should do something else. This is true even in the case where a card that “cannot” do something comes up against a card that says it “must” do that thing.

Example: David would like to play **Operation Killdeer** on **CHAR**. **Operation Killdeer** reduces all damage that target Character inflicts to zero until the end of the turn, but **CHAR**’s damage cannot be reduced or redirected by any means. Which effect wins? **CHAR**’s “cannot be reduced” will override the **Operation Killdeer**’s damage reduction, allowing **CHAR** to inflict his usual damage. Likewise, **CHAR**’s damage isn’t reduced by **Toughness**, since that’s a damage reduction effect as well.

In the odd case where two cards “cannot” do something in direct contradiction with each other, the card that resolved most recently takes precedence over the older card.

If two or more States on a particular card contradict each other, the one that resolved most recently has precedence. If a card is somehow given an ability or additional rules text that conflicts with its existing rules text, the new ability has precedence.

8. Strategy and Tactics

Here's a brief overview of key strategy and tactics to get you started. For more details and examples, check out the Shadowfist website.

8.1 Guidelines for Building a Deck

You may have as few or as many cards as you wish in your deck, but you may not have more than five copies of a card with the same title. Decks around 50-60 cards will play faster, decks with 100+ cards will play more slowly. As a starting point, include 20% foundation Characters, 20% Feng Shui Sites, 15-20% cards to damage your opponent's Characters and Sites (typically Characters with 6+ Fighting), 5-10% cards that generate or reuse Power, and 10-15% interesting cards, like Events, States, Characters with fun abilities, or whatever you prefer to fit the theme of your deck. After you have built your deck, play it a few times and tune it by removing cards that seldom seem useful, and adding cards to correct weaknesses. Ignore the percentages when necessary—if you never seem to have a Feng Shui Site when you need one, add more, regardless of the percentages.

In terms of deck design, a two-player game is less forgiving than a multiplayer game. When there are multiple players, you have help trying to take down the current leader, or a little breathing room to recover from a setback while the others take some punishment. In two-player, all the pain is coming your way, so you should include more cards that will help you recover if you're down. You'll find that you need to tilt the balance toward a few more Power generating cards, or cards that let you recycle/reuse your cards cheaply.

8.2 Play Hints

One of the most difficult ideas for new Shadowfist players to grasp is the concept of card flow. Because you refill your hand at the start of each turn, you don't have to hoard your cards. If you won't be able to play a card in the next turn or two, discard it. If the game is going well and you're playing 3 or 4 cards per turn, you may not need to discard. If you find yourself stalled in the middle of a game, remember that you can skip Power generation in order to discard more than 1 card. It's painful, but sometimes you have no other choice to get back into the game. If you're not playing cards, you're probably losing.

Power generation is crucial. Typical decks would like to generate 3-5 Power per turn; those with many high cost cards obviously would like more, and those with many 0-cost cards can make do with less. Don't rely on Feng Shui Sites alone—include a few non-Feng Shui Sites and Events to generate Power. Early in the game, the Feng Shui Sites are cheaper, but after you play your second Feng Shui Site, the

balance generally evens out and starts to swing toward the non-Feng Shui Sites. As you lose Sites and Feng Shui Sites, you also lose the primary source of Power you'll need to play cards and get those Sites back, so it's good to have an alternate source of Power generation like Events to help you make a comeback.

The scene may seem odd at first with its last-in, first-out resolution, but you can use it to your advantage. It's usually better to wait until the last possible moment to play a card and let surprise work in your favor. Let your opponents make decisions before they know what's really going to happen, such as declaring interceptors before you play a State on one of your attackers. Feng Shui Sites that generate effects by turning are also good to save until the last moment.

The end of the opponent to your right's turn is generally a good time to play 0-cost Events and use card effects which require turning (such as Stone Garden's healing ability) that you didn't find a use for during the preceding turns. For the Events, you get them out of your hand, you do something nasty to somebody, and then it's your turn and you refill your hand. For cards that turn, you generate the effect and then get to unturn the cards on your turn and have them ready to use again. [TB08] But remember that your opponent can return to his or her Main Shot and continue kicking butt if you do anything in response to the end of his or her turn, so you may want to hold off if you suspect something sneaky is going on.

When should you attack? When should you sit back and defend? The answers depend mainly on your personality, a bit on your deck, and a bit on your opponents' personalities. Attacking is always more interesting than "turtling" (defending to the exclusion of all other activities) and much more exciting for everyone. Since your Characters can intercept even while turned, you can use them to attack and then have them ready to intercept during your opponents' turns. Remember that they'll only be able to intercept at their current location if they're turned, so plan for that when you initially place your Characters. Your Characters are able to attack the same turn you play them, so you don't have to carefully build up your forces for one massive attack—play that Character and attack! In a two-player game, there is very little reason to hold back. Hit your opponent as often as possible because you're the only one who will follow-up. In a multiplayer game, you have to be more careful and not weaken Sites for other players to take. Also, you may need to reserve Characters in order to intercept attacks against other players (many times you won't bother to defend your opponents, but when someone is going for the win, you should be willing to defend anyone). Don't forget that causing an attack to fail is an important way to slow opponents down because they can't declare any more attacks that turn.

9. Netherworld Vets, Read This

You take a trip to the Netherworld for a few years and there's a critical shift while you're gone. What happened while you were out? We've cleaned up the rulebook and incorporated the Frequently Asked Questions and Players' Guide from the original edition of Shadowfist, but in the process we streamlined a few things and also put some old errata into print (and added a bit of our own). If you've played Shadowfist before, read this Chapter to get a quick look at what has changed. You should go through and read the whole rulebook eventually because we put some things into print that were only implied before.

9.1 Rules Changes

The more significant changes you need to know about are:

- a) You are eliminated from the game at the end of any turn in which you have no cards remaining in your deck, instead of when you draw your last card.
Chapter 3.
- b) Burn for Power now has a variable payoff depending on the number of players.
Chapter 3.
- c) If an opponent generates an effect in response to your end of turn declaration, you now have the option to return to your Main Shot to kick more butt.
Chapter 3.
- d) The designator ruling has been tightened to make it less argumentative and reduce the number of matches, since we are introducing more powerful cards that act on designators. Masculine/feminine match doesn't happen automatically, not all compound words split, and adjectival forms no longer match automatically. Chapter 7.
- e) The concept of a "key word" ruling has been eliminated. Instead, the phrase "for purposes of other card effects" has been used in the rulebook to let you know when phrases that sound similar do or don't have the same mechanics. In the process we've made some of the old keywords the same (such as healing is now the same as removing damage counters) but others remain separate (cards that don't use the word target still aren't considered to target).
- f) Restrictions have been updated—some new ones have been added, and Vehicle and Weapon are now considered restrictions (no more "sub-types").
Chapter 10.
- g) Timing has been defined more explicitly: different types of effects have been defined, the word "immediate" has been added as a formal timing mechanic,

and auctions have been clarified. Chapters 5 and 6.

- h) The “Ambush window” has been closed. Voluntary effects other than Tactics are no longer allowed between an Ambush Character inflicting its damage and normal damage. Chapters 6 and 10.
- i) Damage redirection timing has been narrowed and explicitly defined. Chapter 5.

9.2 Card Changes

The Shadowfist cards from the original edition are playable with this new release. In some cases you’ll notice that we have reprinted old cards but changed their wording. Most of these changes were made to clear up wording and use a consistent phrasing on all the cards and will not affect your games.


Some changes represent “upgrades” of previous cards, introducing new versions that have different abilities—these cards have no indication of any sort that a previous version exists. You are free to mix and match these different versions in the same deck, as long as you don’t have more than five cards with the same title. This is commonly called *play as printed*.

In some cases, we made a more significant change to the card, reflecting previously known errata from the old Players’ Guide, or reflecting changes to the way the card functions after the critical shift. In these cases, any copy of that card, whether from the original edition or the new release, functions as if it had the new release text. We have indicated this on the card by placing a circle with a numeral just outside the right edge of the text box. The numeral indicates that it supersedes all previous, lower-numbered or un-numbered versions of cards with the same title. The symbol and numeral have no meaning as far as card effects are concerned. This is commonly called *most recent printing*, in that the most recent version overrides earlier versions.

Example: **Draco** from Year of the Dragon is a new version, but has no errata number, so you may mix and match copies of the new **Draco** with copies of the old **Draco** in your decks. **Fox Pass**, however, has an errata number, so any copy of **Fox Pass** you play is considered to be the same as the new version, regardless of what’s actually printed on the card.


We could not reprint all the cards that had known errata from the Players’ Guide, so you can check the Shadowfist website for a complete and current list. But here’s a listing of all the currently planned errata from the original edition of Shadowfist including those that have been reprinted.

Because of the way they’re phrased, some old cards may seem to function differently under the new rules. If you come across a confusing situation when you use the old cards under the new rules, just ask and we’ll clear things up for you.

- Amulet of the Turtle:** Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of  resources in your pool.
- Arcanowave Reinforcer:** All Characters you control inflict +1 damage and gain the designator *Abomination*.
- Avenging Thunder: One-Shot.** Play in response to an opponent seizing or burning for victory a Site you control. Toast a Character that damaged that Site this turn and gain Power equal to that Character's cost.
- Booby Trap:** Play during an attack against a Site you control. Inflict 3 damage on that Site and all Characters at its location.
- Chi Sucker:** When Chi Sucker turns to attack, it gains +X Fighting until the end of the attack. X= the number of Power-generating Sites controlled by the controller of its target.
- Covert Operation:** Look at target opponent's hand. You may force that opponent to discard one card of your choice.
- Dance of the Centipede:** Target a card. That card cannot be turned in response :: Turn that card and cancel any effect generated by it.
- Dangerous Experiment: Limited. Toast It.** You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.
- Darkness Priestess:** misspelling in subtitle corrected.
- Eunuch Underling:** subtitle is now Sorcerer Bureaucrat.
- Evil Twin: Uncopyable.** When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."
- Explosives:** Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.
- Fire Assassin:** Choose an opponent and a resource type when Fire Assassin enters play. X= the number of resources of that type in that opponent's pool. Fire Assassin cannot turn to attack Sites.
- Fox Pass: Unique.** Turn to change one attacker's target to any Character or front-row Site you control.
- Friends of the Dragon:** subtitle is now Student Supporters.
- Gnarled Attuner:** Combat damage inflicted by Gnarled Attuner cannot be removed by any means other than the damaged card leaving play (regardless of whether Gnarled Attuner remains in play or not).
- Gnarled Marauder:** If Gnarled Marauder inflicts combat damage on a front-row Site, it simultaneously inflicts an equal amount of combat damage on the back-row Site at that location.
- Hands Without Shadow: Schtick.** When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.
- HAVOC Suit:** title should be capitalized.

Heroic Conversion: Play on any Character. If subject attacks a card you control, at the end of the turn you take control of subject until it leaves play (regardless of whether Heroic Conversion remains in play or not).

Illusory Bridge: Place in an opponent's site structure. That opponent controls Illusory Bridge.

Infernal Temple: Infernal Temple provides one  resource for each **Demon** Character you control.

Iron and Silk: Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.



Kinoshita House: Unique. Turn to unturn target attacker. That attacker ceases attacking.

Marisol: Unique. Damage may not be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to zero.

Mole Network: Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.

Mysterious Return: Play during an attack against a card you control. Return a Character to play for purposes of intercepting that attack. That Character cannot be sacrificed. Smoke that Character at the end of the turn.

Necromantic Conspiracy: One-Shot. Search target opponent's deck. Toast up to four cards that have the same title and that also have a resource condition. Reshuffle that deck.

Nerve Gas: Smoke target Character. Does not affect Characters with  or  resource conditions.

Netherworld Return: Toast It. Each player randomly selects a Character from his or her smoked pile and returns it to play.

Pocket Demon: Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. Pocket Demon generates Power equal to the number of Power-generating Sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile, minus the number of cards in your burned-for-victory pile.

Police Station: Turn and maintain to give target **Cop** Character +2 Fighting, or turn to inflict 2 damage on target **Hood** Character or **Hood** Site.

Positive Chi: Each player secretly chooses one card other than a Feng Shui Site or an Event in his or her smoked pile. Starting with the current player and proceeding clockwise, each player may play their chosen card at no cost.


Probability Manipulator: Unique. Turn to increase or decrease the value of any number on target card by 1 until the end of the turn. Probability Manipulator may not change a number to zero. Does not affect numbers expressed as words or costs.

Progress of the Mouse: Target an opponent. Characters and Sites may not be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by that opponent.

Proving Ground: When Proving Ground is revealed, turn it for no effect. If Proving Ground is face-up, you may turn it to play a Character at -2 cost.

Pump-Action Shotgun: now has the designator **Gun** explicitly in its subtitle.

Red Monk: When an opponent plays an Event that targets a card you control, Red Monk gains **Superleap** until he leaves play.

- Redeemed Assassin:** You may play Redeemed Assassin any time during an opponent's Main Shot. Redeemed Assassin gains **Toughness: 1** until the end of the turn in which he enters play.
- Reinvigoration Process:** Turn during your Main Shot to play an **Abomination** from your smoked pile.
- Righteous One:** If Righteous One is unturned, smoke any attacker he intercepts when combat ends, regardless of whether Righteous One remains in play or not.
- Rigorous Discipline:** Copy the printed rules text from any Character to target Character until the end of the turn.
- Sergeant Blightman: Unique. Toast It.** Inflict 3 damage on Sergeant Blightman at the start of each of your turns.
- Silver Jet: Unique.** Any time during any turn in which an Ice Character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = the cost of that Character.
- Soul Maze:** Prior to combat, turn to swap the rules text of two Characters about to enter combat and the rules text of any States they are subject to until the end of combat.
- SWAT Team:** title should be capitalized.
- Tactical Team:** May be played any time during an opponent's Main Shot.
- The Faceless:** When The Faceless inflict combat damage on a Character or Site, you may immediately take control of any States on that card (even if that card is smoked) and place the States on any legal subject.
- The Hungry:** When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control.
- Throwing Star: Weapon.** After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location.
- Thunder on the Mountain:** Play on a Site you control. All  cards enter play turned.
- Ultimate Mastery:** Prior to combat, subject Character gains the rules text of each Character it is about to enter combat with until that combat ends.
- Violet Meditation: Limited.** Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.
- Violet Monk:** When Violent Monk inflicts combat damage on a non-Feng Shui Site during an attack you declared, you may seize that Site.
- Vivisector:** Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost.
- Water Sword: Weapon.** Subject Character gains +1 Fighting. When subject Character is smoked, return Water Sword to its owner's hand.
- Wind on the Mountain: Toast It.** Return X Events of your choice from your smoked pile to your hand.
- Year of the Rat: One-Shot.** Play during any Main Shot except during an attack. Target two players :: Switch those players' positions at the gaming table.

10. Glossary

All terms appearing in *italics* or **bold** in the rulebook have a short definition here. **Bold** is used for special abilities and restrictions. *Italics* are used for the first occurrence of a defined term and in Chapters explaining rules specific to the term. Underline is used for emphasis only and quotes are used for phrases that aren't specifically defined in the glossary.

10.1 Restrictions and Special Abilities

Some phrases appear so regularly on many cards that they have been reduced to single words or short-hand phrases, appearing in **bold** text in the card's text box. The rules text of the card includes *restrictions*, *special abilities*, and all other abilities on a card. *Ability* is a generic term that refers to both *benefits* and *drawbacks* (for example, cannot attack is an ability, even though it's more of a drawback than a benefit). The term restriction applies only to the words defined below, not to just any ability that sounds negative.

10.1.1 Restrictions

Restrictions refer to specific phrases that limit the way a card can be played, or how it interacts with other cards. When a card is *canceled* or blanked, any restrictions on that card are not canceled. (for example, if a **Limited** card is canceled, you still can't play another copy in the same turn.)

Limited: You can't voluntarily play or return to play a **Limited** card if you already control a copy of that card (even if the other copy is a face-down Feng Shui Site, and no one would be the wiser if it didn't get revealed). You can't play a particular **Limited** Event more than once during each player's turn. However, you may take control of or seize another **Limited** card with the same title as a **Limited** card you already have in play. And if an effect that randomly plays or returns cards to play would force you to play a second copy of a **Limited** card, that's ok too.

One-Shot: A **One-Shot** card may only be played once per game by each player. You can't play another copy of that card by any means.

Schtick: A **Schtick** State is always controlled by the controller of its subject card. That controller makes all decisions involving use of the **Schtick** card.

Toast It: A **Toast It** card is toasted if it leaves play by any means. It never goes into the smoked pile. For example, a **Toast It** Character is toasted if an effect would place it in the smoked pile or back in its owner's hand. **Toast It** Events are played directly into the toasted pile. This is not considered toasting a card for purposes of other card effects.

Uncopyable: An **Uncopyable** card can't be copied by any means. That card is not affected by effects that copy, transfer, swap or switch abilities, including when that card is in the smoked pile or your hand.

Unique: Only one copy of a face-up **Unique** card may remain in play at any moment. If a

Unique card enters play or is revealed that has the same title as a **Unique** card already in play, a uniqueness auction starts immediately. It's permissible for more than one copy of a **Unique** Feng Shui Site to be in play, as long as only one of the copies is face-up. You can't voluntarily play or return to play a **Unique** card if you already control a copy of that card (even if the other copy is a face-down Feng Shui Site).

Vehicle: A **Vehicle** State may only be played on a Character and is always controlled by the controller of the Character it is played on. You may not play, return, or move a second **Vehicle** onto a Character that is already the subject of a **Vehicle**.

Weapon: A **Weapon** State is always controlled by the controller of the card it is played on. Any number of **Weapons** may be played on a single card.

10.1.2 Special Abilities

Special abilities refer to often-used phrases that describe some positive aspect of a card. Special abilities are not cumulative unless otherwise noted.

Ambush: An attacker with **Ambush** inflicts combat damage on Characters it is in combat with before the opposing Character inflicts its own damage. This ability has no effect when the Character is defending. Characters with **Ambush** only inflict combat damage once per combat.

Assassinate: An attacker with **Assassinate** cannot be intercepted if the target of its attack is a Character. This ability has no effect when the Character is defending.

Guts: A Character with **Guts** inflicts combat damage as if it were not damaged, regardless of the amount of damage the Character has actually taken. But its Fighting is reduced as usual, and the Character is smoked as usual when its Fighting is reduced to zero.

Independent: You may declare attacks using **Independent** Characters after an unsuccessful attack. But even if a failed attack is followed by a successful attack by **Independent** Characters, only Characters with **Independent** may declare further attacks that turn.

Mobility: During any player's Main Shot, a Character with **Mobility** may change location without turning, and regardless of whether the Character is turned or not. Each use of **Mobility** is a separate effect that moves the Character to an adjacent location, so you can't move more than one column per scene, but you may use **Mobility** any number of times per turn.

Mobility may also be used to change location in order to intercept. **Mobility** does not allow a Character to cease attacking, change the target of its attack, or cease intercepting if it has been declared as an attacker or interceptor.

Regenerate: A card with **Regenerate** automatically heals at the start of its controller's Establishing Shot. This does not turn the card.

Stealth: An attacker with **Stealth** may *bypass* one interceptor during each attack. Use of **Stealth** is an effect that, when it resolves, allows the attacker to avoid combat with that interceptor (neither Character has "survived combat" or "entered combat"; it just didn't happen). That interceptor ceases intercepting when the **Stealth** effect resolves. If the **Stealth** Character is intercepted by Characters in a chain, it may only bypass one of those interceptors. This ability has no effect when the Character is defending.

Superleap: An attacker with **Superleap** cannot be intercepted by turned Characters. This ability has no effect when the Character is defending.

Tactics: An attacker with **Tactics** may choose to cease attacking at any time, including after inter-

ceptors have been declared or effects have been generated. Use of **Tactics** is an effect that, when it resolves, causes the Character to cease attacking; this does not turn or unturn the Character or any of its interceptors. This ability has no effect when the Character is defending. You may use **Tactics** after an attacker with **Ambush** inflicts its combat damage but before the opposing Character inflicts its damage.

Toughness: X : Each source of damage inflicted on this card is reduced by X. **Toughness** bonuses are cumulative. For example, a Character with **Toughness: 1** that receives another **Toughness: 1** would have **Toughness: 2**.

10.2 Common Phrases on Cards

Some phrases appear often in cards' rules text, but not often enough at the moment to warrant defining a new special ability or restriction. We've collected those phrases and their definitions below.

- +X Body: the Site's Body is increased by X. -X Body indicates that the Site's Body is decreased instead; the Site is smoked if its Body is reduced to zero in this manner. Cumulative.
- +X damage: the card inflicts X additional damage, in addition to its normal damage, when it inflicts combat damage. Damage the card inflicts outside of combat does not receive the bonus. -X damage indicates the card's combat damage is decreased instead; any damage less than zero is considered to be zero. Cumulative.
- +X Fighting: the Character's Fighting is increased by X. -X Fighting indicates that the Character's Fighting is decreased instead; the Character is smoked if its Fighting is reduced to zero in this manner. Cumulative.
- against: In opposition to. Used to indicate a conditional effect that functions only in a particular situation. For example, **Toughness: 1** against combat damage would not reduce damage inflicted by Events because that's not combat damage.
- any time during a turn: Cards that use this phrase may generate their effects during any player's Main Shot, including during an attack.
- by an opponent: Shorthand for "by a card played or controlled by an opponent." If an opponent plays a card, or a card that an opponent controls inflicts damage, generates an effect, redirects an effect, or retargets an Event, that effect or damage is considered to have been created by the opponent.
- cancel and smoke: At resolution, an effect that cancels and smokes a card cancels any effect that card has just generated or any continuous/conditional effect it is creating, and smokes that card if it is still in play. May be used in response to Events.
- cannot be intercepted by: Interceptors that meet the condition specified in this card's rules text may not be declared as interceptors against this card.
- cannot intercept: A card with this drawback cannot be declared as an interceptor (and so may not turn to change location to a location controlled by an opponent). If a declared interceptor is given this ability, it ceases intercepting immediately.
- closer to victory: You are closer to victory than your opponents if you need fewer Feng Shui Sites to win. This includes effects that change the number of Feng Shui Sites needed to win. The original edition of Shadowfist used the phrase closer to fulfilling victory conditions.
- flip a coin: If an effect requires you to flip a coin, you may use a coin or any other method of random determination (dice, odds-evens, whatever) that's mutually acceptable to you and your

opponents.

not cumulative: Additional copies of this card have no effect if placed on the same subject (for States) or if in play (for Edges or other cards).

on generation: Shorthand for “at the time an effect is generated.”

on resolution: Shorthand for “at the time an effect is resolved.”

play in response: If you want to generate an effect and add it to the same scene as another effect or action, you generate the effect in response to that effect or action. Most often associated with effects, as in “any player may respond...”

reshuffle: Shorthand for “shuffle the deck, and any opponents may shuffle and/or cut as well.”

sacrifice: When you sacrifice a card, you choose to place it in its owner’s smoked pile to fulfill a condition. You may only sacrifice cards you control. This is not the same as smoking a card for purposes of other card effects. A sacrifice is successful if the sacrificed card actually ends up in your smoked pile due to the sacrifice effect’s resolution and not due to some other effect.

side: A term from the original edition of Shadowfist; “cards on your side” means “cards that you control.”

takes no damage: All damage inflicted on this card is reduced to zero. Often applies to a specific source of damage, such as “takes no damage from interceptors,” in which case other sources of damage are inflicted normally.

this card: Shorthand phrase used in rules text where a card refers to itself.

this may change which Site is targeted in an attack: Refers to an effect that causes two or more Sites to swap positions during an attack. If one of those Sites was the target of the attack, then the Site that ends up in that position becomes the new target of the attack.

when an attack is declared: An effect with the phrase “when an attack is declared” must be generated in response to a declaration of attack (may not be generated in response to an opponent joining an attack).

when attacked: An effect with the phrase “when attacked” may be generated any time during an attack that targets a card you control. Sometimes also “during an attack.”

when...enters play: A precondition of playing a card. You must perform the specified action on generation. If you can’t, then you can’t play that card.

X= The letter “X” represents an unknown amount in a definition in a card’s rules text. It might be specified as a constant number or as a conditional amount, depending on the card. For Events, X is fixed at generation. For cards in play with conditional abilities, recalculate X immediately after any game action (a card enters play, leaves play, an effect resolves, etc.).

10.3 Rules Glossary

:: (double colon): Separator between actions taken on generation (to the left of ::) and actions taken on resolution (to the right of ::).

ability: Generic term for a card’s effects other than restrictions as described in its rules text of a card. Abilities may be beneficial (a benefit) or detrimental (a drawback).

special ability: A common ability described by a shorthand term. It is indicated as a **bold** word at the start of the rules text of a card, after any restrictions.

active: A continuous effect that has resolved (or a continuous effect on a Character or Site that has

been generated) or a conditional effect that has met its condition is considered to be active.
attack: an attempt to inflict combat damage on a Character or a Site.

Successful Attack: If any attacker inflict combat damage on its target, the attack is successful.

Unsuccessful Attack: If no attacker inflicted combat damage on its target, the attack is unsuccessful.

attacker: A Character participating in an attack as an attacking Character is called an attacker.

attacking player: The player who declared the attack.

auction: An auction symbolizes two or more sides in the battle vying for the loyalty, control, or use of a card. Players bid power for the privilege of determining who wins the auction.

Uniqueness Auction: when two or more Unique cards are in play face-up, a uniqueness auction starts automatically. The winner determines which of the cards stays in play.

benefit: generic term sometimes used to refer to abilities that are helpful (e.g., +X damage).

Some benefits are special abilities, but not all.

board, the: A table or other flat surface to play your cards onto.

Body: The amount of damage a Site can sustain. It is indicated in a circle in the upper right corner of the card.

burn: When an attacker reduces a Feng Shui Site's Body to zero by inflicting combat damage, he or she may burn for power or victory. Non-Feng Shui Sites cannot be burned.

Burn for Power: Place the Feng Shui Site in its owner's smoked pile and immediately gain Power equal to the number of players in the game plus one.

Burn for Victory: Place the Feng Shui Site in the attacking player's burned-for-victory pile.

burned-for-victory pile: All cards in a player's burned-for-victory pile count toward winning.

bypass: An attacker that avoids combat with an interceptor has bypassed the interceptor. The interceptor ceases intercepting when the bypass effect resolves.

cancel: Canceling an effect prevents it from resolving. The effect is removed from the scene.

cannot be healed: Damage cannot be removed from that card unless the card leaves play.

cannot turn to heal: The Character cannot turn to heal, but can be healed by other effects as usual.

cease attacking: A Character that ceases attacking is removed from the attack and returns to the location it was at when it attacked.

cease intercepting: A Character that ceases intercepting is removed from the interception. If it is intercepting at a location controlled by an opponent, it returns to the location it was at when it turned to change location in order to intercept. If it is at a location controlled by its controller, it doesn't move.

chain: Individual attackers may be intercepted by multiple interceptors; the player who controls the interceptors decides in what order the attacker encounters the interceptors. Complete combat with each interceptor in the chain one at a time before conducting combat with the next interceptor in the chain.

Character: Card type. The people and creatures involved in the Secret War.

column: Sites are placed on the board in rows and columns. There may be at most two rows in a column. See also location.

combat damage: Damage inflicted by Characters on Sites or Characters they enter combat with. Combat damage is the only way to seize Sites or burn Feng Shui Sites, but is otherwise the same as any other source of damage.

combat: Combat occurs when an attacker tries to damage an interceptor or the target of the attack.

complete: A combat is considered complete after the last triggered effects due to the end of combat are resolved. An attack is considered complete after the attackers return to their original location.

conditional effect: see *effect*.

continuous effect: see *effect*.

control: If you control a card, you are the only one who may decide how to use the card.

controller: The player currently in control of a card. You only control cards that are in play. Only one player may control a particular card at a given moment.

copy: Cards and effects that copy other cards always copy what's printed on the card.

cost: The amount of power that you must spend to play a card. Cost is indicated by a numeral in the lower left corner of the card.

counter: Tokens used to keep track of Power, to indicate damage on cards, and a few other things.

current player: The player whose turn it is.

damage: The amount of harm inflicted on a card by an effect or a Character. Damage is represented by counters placed on the damaged card.

deck: The face-down pile of cards not yet used in the game. Each player has his or her own deck.

declare/declaration: A game action that happens immediately and has no resolution. A declaration must begin a new scene and cannot be made in response to effects or other declarations.

defending player: The player who controls the target of an attack is the defending player.

designator: A designator is any single word in the title or subtitle of a card. Certain card effects rely on designators to determine how or if other cards may be affected.

discard: When you discard you take a card from your hand and place it into your toasted pile. This is not the same as toasting a card for purposes of other card effects.

draw: Take the top card from your deck and put it in your hand.

drawback: generic term sometimes used to refer to abilities that are not helpful (e.g., cannot attack). Drawbacks are not restrictions.

Edge: Card type. A more substantial shift in the overall conditions of the Secret War.

effect: A game action with two steps (generation and resolution). Most game actions are effects. You may generate effects during any player's Main Shot unless the rules or the card says otherwise.

conditional: Once resolved, a conditional effect becomes active or inactive based on its condition, and provides some benefit while active. A conditional effect does nothing while inactive.

continuous: Once resolved, a continuous effect provides some benefit or drawback

until the card that creates it leaves play.

immediate: An effect that happens entirely on generation.

triggered: An effect that is automatically generated when a particular action is taken or a particular situation occurs.

voluntary: An effect that a player chooses to generate or not.

end of the turn: Effects that occur at the end of the turn are triggered effects that are generated after the scene (if any) generated in response to a player's end of turn declaration.

enter play: When a card moves from any out of play area to the in play area, it enters play.

Establishing Shot: The Establishing Shot is the first part of a player's turn.

Event: Card type. A sudden shift during the Secret War, often surprising to your opponents.

faction: One of various groups fighting in the Secret War. Each faction is represented by a distinctive symbol.

Feng Shui Site: A special Site that allows the factions to channel the power of the earth and rearrange reality more to their liking. You win the game if you control enough Feng Shui Sites.

Fighting: The amount of damage a Character can inflict or sustain, indicated as a numeral in the upper right corner of the card. Fighting is reduced by the amount of damage the Character has taken. Also called "Fighting score" in original edition of Shadowfist.

for purposes of other card effects: a statement used to clarify how to treat a term or phrase which may appear as a trigger or conditional statement in cards' rules text.

foundation Character: A Character that has no resource conditions but has resource provisions for at least one faction is a foundation Character for that faction.

generate: When you generate an effect, you announce the effect, pay its cost, check resource conditions, and meet all preconditions. An effect that is generated is added to the current scene, or starts a new scene if there is no scene currently.

Golden Rule: Rules text on cards has precedence over the rules in this rulebook.

hand: The cards a player has drawn and has available to play. You may ask how many cards are in any opponents' hand at any time, and they must answer you truthfully.

heal: "Heal" with no further definition means to remove all damage counters from a card. "Heal X damage" means to remove X damage counters.

immediate effect: see *effect*.

in play: Cards actively involved in the battle are in play and are placed on the board into an in play area.

inactive: A conditional effect that does not meet its condition, or a continuous effect that has not yet resolved is considered to be inactive.

inflict damage: When you inflict damage, you place damage counters on a card during the resolution of effects.

interceptor: A Character declared to be intercepting an attacker is called an interceptor.

join an attack: To have your Characters participate in an attack you did not declare.

leave play: When a card moves from any in play area to an out of play or out of game area, it leaves play.

leave the game: When a card moves from any in play or out of play area to an out of game area, it leaves the game.

location: A column of sites is a location. You control a location if you control the Sites at that location.

Main Shot: The Main Shot is the second part of a player's turn.

most recent printing: a card with the same title as another and an errata number overrides all previous versions (those with no or lower errata numbers).

move: see *turn to change location*.

neutral Character: A Character that has no resource conditions or resource provisions for any faction.

neutral: Cards that are not associated with a particular faction.

no cost: A card that is played at no cost cannot have its cost increased or decreased.

not a legal subject of: A card with the phrase "not a legal subject of" may not be the subject of a State; nor may States be moved, transferred, returned, put, or otherwise manipulated onto this card.

not a legal target of: A card with the phrase "not a legal target of" may not be chosen as a target by effects that specifically use the word target. The rules text will specify which effects or card types may not target this card.

not affected by: A card with the phrase "not affected by" is treated as if it were not in play for the purposes of some effects. The rules text will specify which effects or card types may not affect this card.

opponent: Any player other than you is your opponent

out of play: Cards not actively involved in the battle, but which have the potential to become involved, are out of play.

out of the game: Cards that cannot have any further effect on the game are out of the game.

overcome: If an attacker is still in play after combat with its interceptor ends, and the interceptor it was in combat with has been removed from play or ceased intercepting, the attacker has overcome its interceptor.

owner: You are the owner of all cards that are in your deck when the game starts. All the cards in your deck are yours to keep. For purposes of card effects, you don't own any other cards, even if in reality you loaned a deck to another player.

phase: One of the five steps of every player's Establishing Shot.

play as printed: A card that has the same title as another, but different abilities and no errata number, may be mixed and matched with other cards of that same title. You still may not have more than five cards with the same title in your deck.

play: If you have met all preconditions and paid all costs required to play a particular card, "play" is the action of taking a card from the out of play area and placing it into the correct place on the board.




player: Every person playing in this game, including you, is a player.

Power generation: The Power you get from a card (usually Sites) during your Establishing Shot is its Power generation. Indicated in a diamond in the upper left corner of a Site.

Power: Power is the currency of Shadowfist. Your Power is represented by counters in a pile in your out of play area. Each player has their own pile.

Power-generating Site: Any face-down Feng Shui Site and any face-up Site with a value greater than zero printed in the card's Power generation diamond is considered to be a Power-generat-

- ing Site, whether that card's Power generation has been altered or not by other effects.
- precondition: Anything that must be done or be true in order to play a card or generate an effect is a precondition for generating the effect. Typically this involves choosing which cards will be affected by the effect, paying Power, and turning cards, but may be more complicated.
- prior to combat: The time when effects that use the phrases "about to enter combat," "just before entering combat," "prior to combat," and "during combat" may be used.
- redirect: When a particular source of damage is redirected, it is inflicted on a different card than originally intended.
- reduce: Any effect, whether it uses the word "reduce" or not, that reduces the amount of damage inflicted on a card, or reduces a card's cost, or reduces a card's Fighting, etc., is a reducing effect.
- resolve: When an effect resolves, you make any applicable changes to the board (smoke cards, inflict damage, etc).
- resources: Resources are symbols on cards representing different factions and talents. Resource symbols appear on the lower left and lower right corners of cards. Symbols appearing in the rules text of a card are neither resource conditions nor resource provisions.
- resource conditions: The minimum number of resources you must have in your resource pool to bring a card into play. Indicated by symbols in the lower left corner of the card.
 - resource provisions: The resources added to your resource pool by a card. Indicated by symbols in the lower right corner of the card.
 - resource pool: The resources provided on cards that a player controls and has in his or her smoked pile make up that player's resource pool. The total of all symbols in the lower right corner of those cards.
- respond: To respond is to take a game action in the same scene after another player takes a game action.
- restriction: A commonly used phrase that somehow limits or restricts a card, indicated by a short-hand term in **bold** at the start of the rules text of the card.
- return to play: An effect which says "return to play" means you may play a card from the smoked pile at no cost and ignoring resource conditions. This is not considered the same as playing a card for purposes of other card effects.
- reveal: When you flip a face-down Feng Shui Site face up, you reveal it. Feng Shui Sites are immediately revealed if they are damaged, or if their controller uses their ability. The Site's controller may choose to reveal the Site during any player's Main Shot as an immediate effect.
- row: Sites are placed on the board in rows and columns. There is no limit to the number of cards in a row.
- rules text: Text in the card's text box other than its subtitle and tag.
- scene: A scene starts when an effect is generated or declaration made. Any effects generated in response also add to that scene. Effects in scenes resolve in last-to-first order. Replaces the phrase "sequence of effects" from the original edition of Shadowfist.
- seize: When you seize a Site, you take control of that Site, remove all damage from it, unturn it, and place it in a legal location in your site structure.
- Shot: A term from the movies, used in Shadowfist to indicate the two main portions of every player's turn. See also Establishing Shot and Main Shot.

- signpost:** When damage is redirected, the signpost indicates where the damage is going.
- simultaneous play:** When multiple players wish to generate an effect at the same time, the order those effects are generated starts with the current player and proceeds clockwise.
- site structure:** The rows and columns which contain all of the sites a player controls.
- Site:** Card type. A physical area in the Shadowfist realm. Refers to both Feng Shui Sites and non-Feng Shui Sites.
- smoke:** Take a card out of play and place it in its owner's smoked pile.
- smoked pile:** The pile of cards that have been smoked. Located face-up next to a player's deck. You may look at any player's smoked pile at any time. You may shuffle or rearrange your smoked pile at any time.
- source:** Each effect or card that inflicts damage is a separate source. An effect that increases or decreases the amount of damage that another card inflicts is not a separate source of damage.
- special abilities:** See *ability*. In the original edition of Shadowfist, the phrase special ability was used interchangeably with ability and rules text, and even with bonuses and penalties bestowed temporarily by Events and similar effects. This is no longer the case.
- start of the turn:** Effects that occur at the start of your turn occur at the start of your Establishing Shot.
- State:** Card type. A card played on another card already in play, that provides some benefit or drawback.
- steal:** When you steal Power, you take the Power from an opponent instead of from the central reservoir.
- subject:** The card that a State is played on is the State's subject.
- subtitle:** The subtitle identifies the type of card, and appears as the first line under a card's artwork.
- subtype:** A term from the original edition of Shadowfist referring to **Weapon** and **Vehicle** States. These are now restrictions.
- successful attack:** See *attack*.
- tag:** The tag is text on a card telling a piece of the Shadowfist storyline. It is indicated in *italics* at the bottom of the card's text box, and has no effect on the game.
- talent:** Generic term that refers to the non-faction resources,   and .
- target:** The card being selected for an effect or being attacked is the target. For purposes of other card effects, target is not the same as choose, select, pick, or any other wording implying a choice.
- title:** The title is the name of the card, indicated in the upper left corner of the card.
- toast:** Take a card out of play and place it into its owner's toasted pile.
-
- toasted pile:** The pile of cards that have been toasted. Located face-down next to a player's deck. Any player may look at any player's toasted pile at any time. You may shuffle or rearrange your toasted pile at any time.
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- triggered effect:** See *effect*.
- turn:** The action of turning a card 90° on its side to indicate that the card has been used in some way. You can't turn a card that is already turned. Also, a player's "turn" in the usual sense.

turn and maintain: (effect) This precondition means that you must turn the card to generate the effect and must keep the card turned to keep the effect active. You may choose not to unturn these cards during your Establishing Shot.

turn to attack: (declaration) The act of turning a Character to indicate it is participating in an attack. Part of an attack declaration.

turn to change location: (effect) The act of turning a Character to move it to an adjacent location, or to move to a location controlled by an opponent in order to intercept an attacker.

turn to heal: (effect) The act of turning a Character to remove all damage from it.

type: One of five types of cards: Characters, Sites, Events, States, and Edges.

unsuccessful attack: See *attack*.

unturn: To unturn is the action of straightening a turned card, indicating that it is ready to be used again.

voluntary effect: See *effect*.

winning: The object of the game is to control and/or burn for victory six Feng Shui Sites in a two-player game, or five in a game with more than two players.

you: The term you on a card always refers to the controller of that card.

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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):

- a) Start of your turn
- b) Generate Power
- c) Unturn: unturn your cards
- d) Discard: discard 1 card if you wish
- e) 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.