

# THE INNER KINGDOM UPDATE

SEPTEMBER 2010

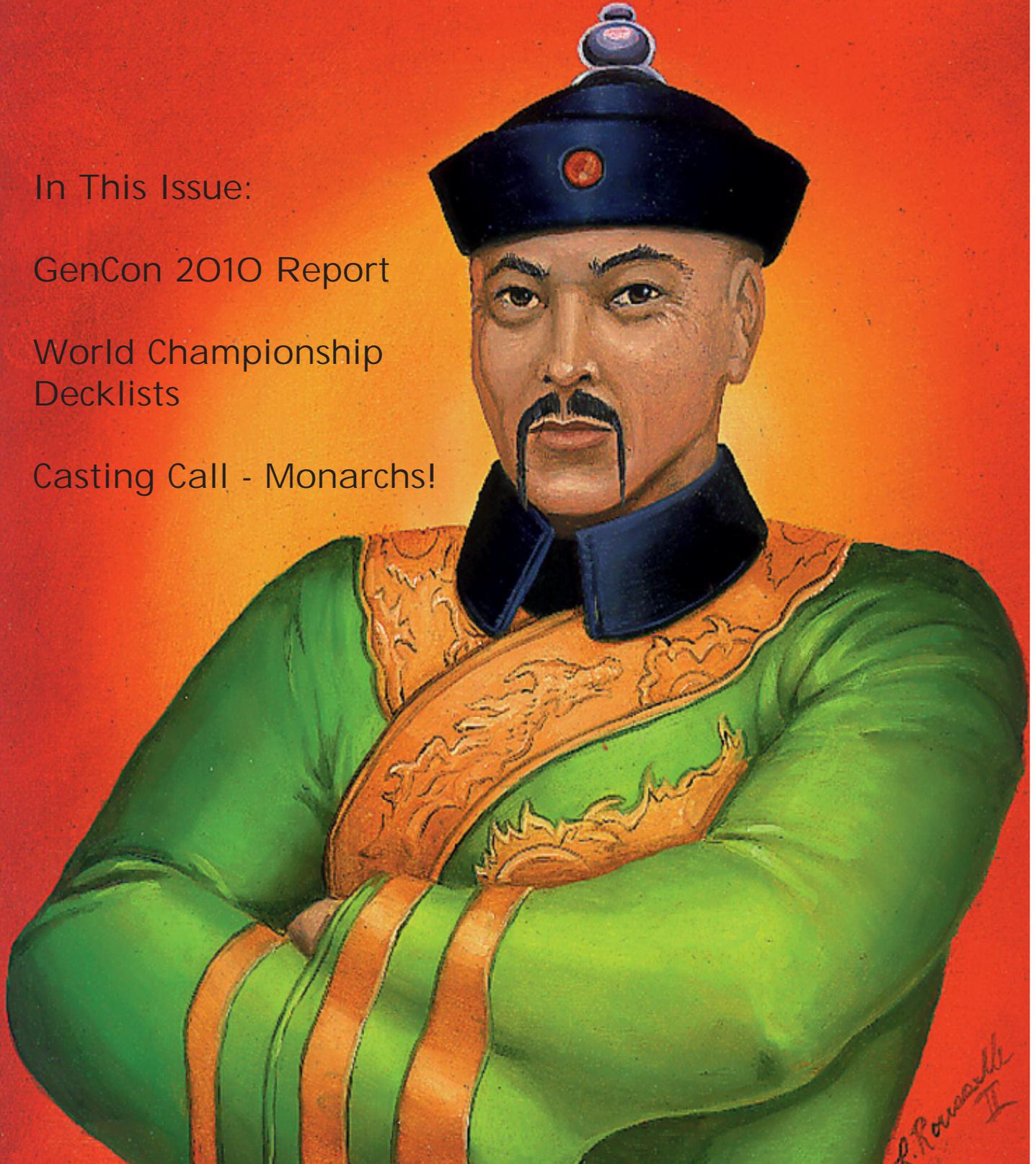
VOLUME 1, ISSUE 3

In This Issue:

GenCon 2010 Report

World Championship  
Decklists

Casting Call - Monarchs!



# GEN CON INDY 2010

## IS GAMING IN YOUR BLOOD?



### GENCON 2010 CONVENTION REPORT BY DANIEL GRIEGO

GenCon 2010 continued the new tradition of a precon dinner at the Ram, with attendees from the San Antonio crew and Greg and John from Jacktown. Friendly play (read as: Who Wants Some?) followed at the hotel, with Willow joining in on the fun.

The first event of the convention was a modestly attended demo and instruction session with new faces interested in the game and old faces there to help out. Many thanks to Jim Pai for all his help throughout the weekend as both a demoer and an occasional guard for the Shadowfist supplies.

Now relegated to second-tier status, the Dueling tournament kicked off competitive play for the convention, with top honors going to Julian Lighton of New York, whose deck lost exactly once out of the eight total rounds.

Thursday wrapped up with the Exclusive Invitational, featuring nine of the most seasoned and hard-core players on the block. Proving once more her might and prowess, Willow Palecek of Wisconsin walked away victor, having defended both her title and her fu.

Friday morning brought out a record number of GenCon drafters with 18 total players throwing down against each other's best built decks on the spot. After four rounds and almost six hours of construction and play time, Tim Linden emerged from the rubble with the first of two titles he'd earn throughout the weekend.



Friday evening featured the World Championship New Heroes tournament, with decks featuring cards only from the three most recent expansion sets. Ten players competed, with John Merrill coming out ahead with his National Championship New Heroes deck, fresh off his victory at Origins in June. John's double-winning, straight Syndicate deck verifies what we've suspected ever since the release of Empire of Evil: the new kids on the block can not only hold their own, they're kicking some major butt.

The World Championship Final Brawl event the next morning brought another outstanding turnout, with 18 total players. The monster showdown included four rounds with a final featuring the top players: Michael Lasinski, Jim Sensenbrenner, Julian Lighton and Tim Linden. It was here that Tim took away his second title and another World Championship in the hands of the Canadians.

Above: Willow looks disgruntled as opponents refuse to roll over.  
Left: Tim stands victoriously next to heroine Ting Ting.



The post-championship tournament brought together the nine players with enough gaming fortitude and endurance to engage the six-hour world championship and come back for another four hours of Comrades in Arms fun, including the newly crowned champion, Tim Linden. This year's Comrades champion was Peter "Red" Trudell, of Texas, with his formidable Fire deck.

The convention concluded with Sunday's Ritual of the Unnameable tournament. A full report of this event can be found on the next page, courtesy of Jim "The Beast" Sensenbrenner.

Other GenCon highlights include Willow winning the epic "Who Wants Some?" event and Inner Kingdom Games making it through the entire convention without getting anything thrown out by the maintenance crew.

Many thanks to everyone who made it out this year and for really raising the bar with Shadowfist attendance! We're looking forward to another great GenCon turnout next year!

Left: Willow shows off her awesomeness after winning the Exclusive Invitational for the second year in a row.

Below: Shadowfist players get ready for the next round while sharing laughs and deck cuts. Photos by Peter Trudell.



\*The Roar of the Beast\*  
GenCon 2010 Tournament  
Report for the Ritual of the  
Unnameable event  
by Jim Sensenbrenner

Sunday's only event was the Ritual of the Unnameable tournament. I had two RotU decks made before GenCon, a BAD Architect deck and a BAT Monarch deck. I got an idea for an Ascended OMG deck, but did not have the time to pull it together before the event. I ended up playing the BAT deck, which I have fun playing.

Nine people showed up for the tournament, so there were four rounds of three 3-player games scheduled. My first game was against Red and his CDCA deck and someone else's Monarch BAD deck. I was able to win this game with the Thunder Bird

in Butterfly Armor, leading the winning attack against Red's Devil Mountain. In the next round, I faced Josh's Monkeys in Black Deck, and I think another BAD deck. If memory serves, Josh won this game.

In the third round, I faced Willow's PMS Jammer Deck and Daniel's CAD Architect deck. Willow won the game, but I had one of my favorite in-game moments here. On Daniel's turn, he played an Abomination Serum on my Butterfly Knight. In response, I played Bear vs. Fox to start a Faceoff with Dr. Klaus Herrbruck (Daniel's only Scientist). Daniel tried to save the good Dr. with a Cellular Reinvigoration, which I Brain Fired onto the Butterfly Knight. The Knight won the Faceoff and played Daniel's Arcanovirus to smoke Willow's Professional



Killer. I love being able to mess with other people's plans in unexpected ways. It is one of the best parts of the game. Later in the game, Daniel attacked me to the right. I told him I was going to use everything to stop him and leave the board open for Willow. He continued with the attack. I stopped him. Willow won. (Willow, I have one of your Safety Third cards from this event.)

After this, Willow left, thinking the tournament was only three rounds. So for the final round, I ended up in a four player game with Braz, playing a DIE Lotus Deck; Joey, playing a PIS Monarch Deck; and Red again. I'll give Braz credit for playing the most interesting deck in the tournament. I started fast, but could not maintain the momentum. Red cleared the board with Arcanovirus, and I couldn't come back. We went to time. It was a fun game, but I don't remember who won. Josh won the tournament.

Above: Dark Forces gathering, for a dark purpose.

Left: Jim doing pretty much the same thing. Photo by Willow Palecek.



“MONKEYS IN BLACK” BY JOSH KRONENGOLD  
WINNING TOURNAMENT DECK FOR GENCON’S  
RITUAL OF THE UNNAMEABLE

- 4 Marmojet
- 2 Blow Things Up
- 2 Brass Monkey
- 1 Black Ohpir
- 2 Ba-Boom
- 2 Monkey Pirates
- 2 Battlechimp Potempkin
- 1 Major Hottie
- 5 Big Macaque Attack
  
- 1 Invisi-Ray
- 2 Black Market Connections
- 2 Bomb Factory
- 5 Isothermal Zodiac
- 1 MegaTank
- 2 Mo’ Monkeys, Mo’ Problems
- 4 Information Warfare
- 5 IKTV Special Report
  
- 4 Booby-Trapped Tomb
- 2 Maze of Stairs
- 1 Bamboo Forest
- 1 Mobius Garden
- 1 Blessed Orchard
- 1 Birdhouse Cafe

The key to the deck is the Battlechimp. The deck is chock full of cheap (or power-gaining) Tech and Jammer events that can be used on opponent’s turns - some just make power (Isothermal Zodiac and IKTV Special Report), while others can stop a win attempt and (particularly Information Warfare, which can cause attacks to hurt the attacker a \*lot\* more than they hurt you) act as “spiders” when they’re in your smoked pile with a Battlematic in play, preventing far more damage to your position that they would in your hand. This allows you to establish a dominating position with ever-stronger Big Macaque Attacks (and hopefully Monkey Pirates, which you’re able to power due to the power from the events and the Black Market Connections) or Black Ophir (put BO in the Battlematic and he’s incredibly hard to intercept) and often turn it into a win.

The deck doesn’t have a lot of event control, but zap is rarer in Ritual and usually comes with a big cost. So the deck’s most annoying foes are those playing cards starting with “A.” The best way to deal with these is to seize a site or at worst, switch to using the Isothermals diplomatically rather than tactically. MIB probably \*should\* be packing Back in Black, I haven’t really adjusted it for the last two sets.

# GenCon 2010 Comrades in Arms Championship Deck “Equal Rites,” by Peter “Red” Trudell

Ancient Monument  
Ancient Stone Arch  
Arctic Fortress x 2  
City Park x 2  
Gambling House x 2  
Hydroponic Garden x 2  
LaGrange Four  
Nine Dragon Temple x 2  
  
Daughter of Flame  
Fakhir-al-Din  
Flambards x 4  
Jian Xushen  
Khalid Al-Haddad  
King of the Fire Pagoda  
(N2) x 2

Fire Acolytes x 5  
Fire Ants x 4  
Fire Engineers x 5  
  
Avenging Thunder x 2  
Blood Lust x 2  
Brain Fire x 2  
Fanaticism x 2  
Feeding the Fires x 2  
Fire Sword x 2  
Ice Blessing x 2  
The Inner Fire x 2  
Mark of Fire x 2  
Obsidian Eye  
Pocket Demon x 2  
Snowblind x 2



John Merrill's Gencon 2010 World Championship New Heroes  
Tournament-Winning Deck, "Syndicate, Fool" (Redux)

"I feel I've walked this street  
before... with much victory..."

5 Triad Punks  
5 Mars Colonist  
2 Street Sweepers  
4 Mars Program Executive  
1 Dimitri Lyapunov  
2 Rei Okamoto  
1 Zero G Sumo  
1 Hirake Kazuko  
1 Song, The Little Dragon  
2 Inside Man  
1 Akamatsu  
1 Hiroshi  
1 Devendra Chalal  
4 Data Mining  
2 Catching Bullets  
1 Reprogramming  
1 Price of Progress  
1 Smoke and Mirrors  
1 Inconvenient Debt

2 Hyperalloy Blade  
1 Synchronic Beam  
Emitter  
3 Corporate Warfare  
1 Fingertip Razors  
2 Lateral Reincarnation  
1 Solar Flare  
1 Buzzsaw Arm  
1 Scramble Suit  
1 Fingertip Razors  
3 Great Wall  
2 Moonbase  
2 Mah Jong Parlor  
1 Devil's Mountain  
1 LaGrange Four  
1 Endless Corridor



"Morse Code Poets... Again!"

Tim Linden's GenCon 2010 World Championship Final Brawl Deck

5 Purist Initiate

5 True Believer

5 Morse Code Poet

1 Dr. Fermat

1 Prudence Nightingale

1 Void

5 Glimpse of Brief Eternity

4 Delay the Inevitable

2 Entropy Tap

5 Bandit Hideout

5 Killing Rain

1 Memory Palace

4 Pocket Demon

5 Hall of Portals

7 Great Wall

1 Festival Circle

57 Cards Total

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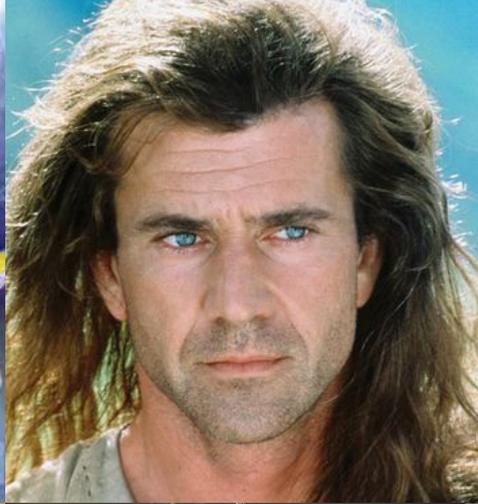


# CASTING CALL: THE FOUR MONARCHS



Queen of the Ice Pagoda

Danica McKellar of *The Wonder Years* fame can pull off the tender coolness of the impeccably beautiful Pi Tui better than any two actresses we could think of. She's got the cheeks, chin and hair for the look. A little make-up and airbrushing can fix the rest...



King of the  
Thunder Pagoda

Long hair? Check. Ridiculously built action star body? Check. Chiseled jaw? Check. We dare you to find a better fit.



King of the Fire Pagoda

Li Ting has an unmatched ire of fury that can only be harnessed by this generation's greatest character actor. Johnny Depp has played the Mad Hatter, Jack Sparrow, Willy Wonka and Edward Scissorhands. Put some eyebrows on that guy and make some room on his Emmy shelf.

# CASTING CALL: THE FOUR MONARCHS



## Queen of the Darkness Pagoda

Zoe Saldana has got some piercing eyes that awesomely convey the depth and deceit of Ming I's coniving mind. We've seen her as an alien (twice), a dancer, a band member and whatever it was she did on Pirates. Let's see how well she does unbridled evil.



## Harbinger

Admittedly, Iggy Pop would have made a better choice about 20 to 30 years ago. That not withstanding, the veteran punker's lust for life and dark look of decay fit the bill for the Fire King's secret herald.



## Silver Jet

Rounding out the faction of elementalism and cultural diversity, Pi Tui's late husband Silver Jet found a new home with the monarchs in the Red Wedding story-line. The honor of courting Ms. McKellar goes to none other than comedy action star Stephen Chow of Shaolin Soccer and Kung Fu Hustle. He's got the look, the talent and the kung fu. What more could one ask of the would-be Ice King?



Thank you for reading this month's issue of The Inner Kingdom Update. We welcome your feedback for how to better service the Shadowfist community.

*Inner Kingdom Games, Inc. is Daniel Griego of Austin, Texas and Braz King of Toronto, Ontario*