

# THE INNER KINGDOM UPDATE

OCTOBER 2010

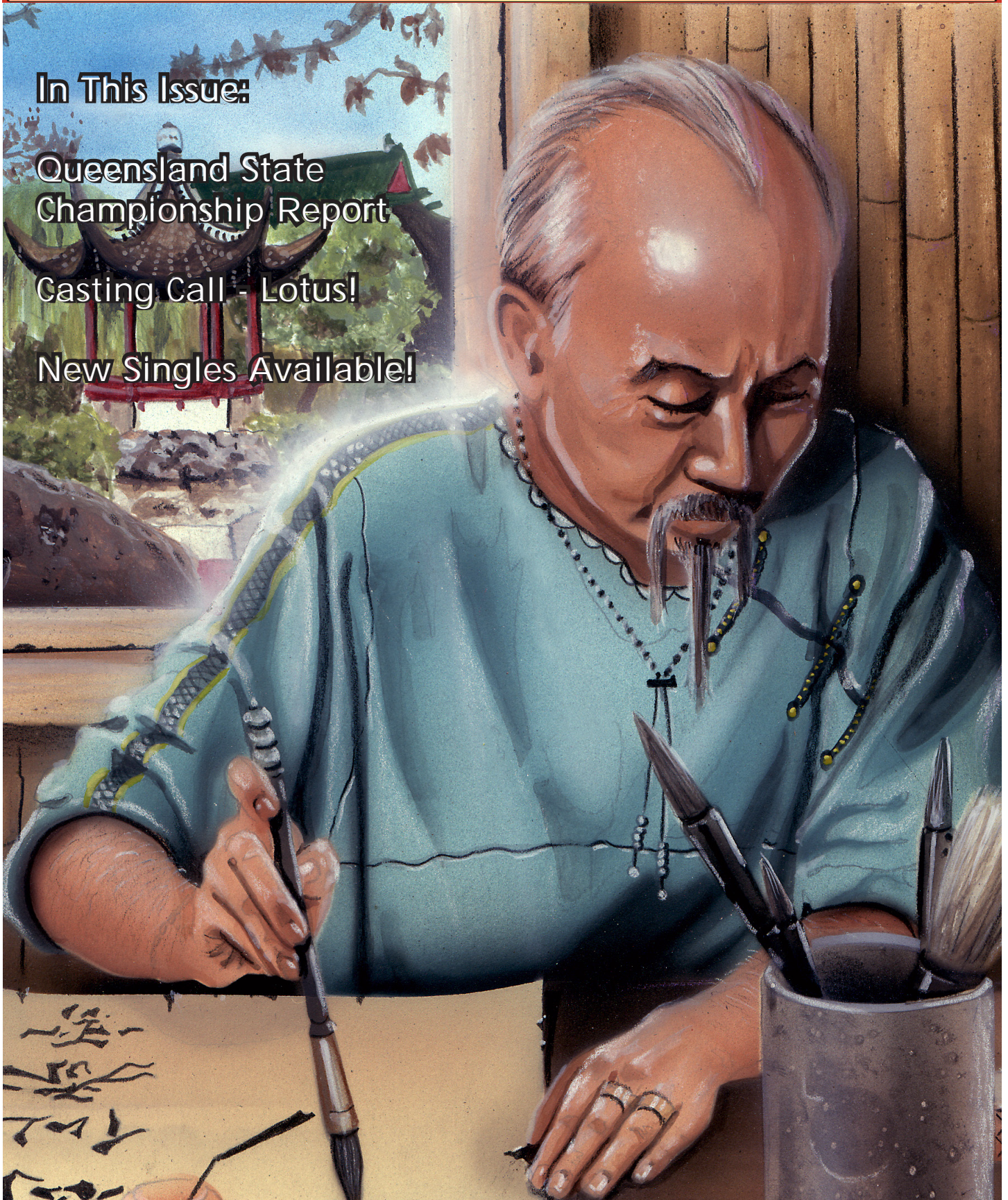
VOLUME 1, ISSUE 4

## In This Issue:

Queensland State  
Championship Report

Casting Call - Lotus!

New Singles Available!





## QUEENSLAND STATE CHAMPIONSHIP TOURNAMENT REPORT “UPRISING IN OZ,” by Leonard King

There are some things you can prepare for - like packing Secrets of Shalin and Confucians when playing against the Ascended.

Then there are the things you can't really prepare for - such as the organisers of GenCon Oz cancelling this year's event due to a lack of support from sponsors.

Thankfully, Australia's gamers are not so easily held back. The result, an event called Uprising where the local gaming community held the games that had already been planned for GC Oz.

Unfortunately, with all the messing around and hastily convened organising, the Sydney contingent was unable to make new plans to attend, so the National Titles suddenly became the Queensland State Titles.



## Queensland Event Report (cont)

This meant numbers were down for the games, but it didn't stop a heap of fun from being had.

Saturday afternoon saw the inaugural New Heroes tournament hit by cancellations and drop outs as various attendees found themselves dealing with personal issues and previous arrangements. Thankfully, enough players arrived to run a tournament. Running four rounds with the winner decided on points, the competition saw a surprising draw, as veteran Brad Daniels and relative newcomer Randal Wales had two wins each and found themselves on the same game points.

Sunday was the big one - the Final Brawl to decide the state champion. This year saw a good mix of factions, including the Seven Masters, but surprisingly for the first time in many years the Architects and the Lotus were not in attendance.

Running three rounds and a final, the final three were all relative newcomers, or newly re-acquired, to the game - Randal Wales with his Fire Woman/Jayne Insane deck, Gareth Willcock and his Monarch Fire deck and Mitch Haggman with a Dragons/Purist build.

As the first three rounds were all decided in under the allotted time, the final was allowed to run 90 minutes.

With Gareth's deck not playing particularly well, despite having won two of the three rounds, Randal made a play for the win after 45 minutes only to be thwarted at the last gasp by both opponents.

However, with both opponents tapped out, Mitch took the opportunity on the next turn to take his final site for the win.

So, congratulations to Mitch Haggman, our 2010 Queensland State Champion. What makes his win particularly gratifying for us all (apart from the fact that he's a naturally cool guy), is that Mitch came back to the game in 2008 after spotting Shadowfist on the event list at the first GenCon Oz. Despite rocking nothing but his old Ltd/Std and Netherworld 1 cards and doing pretty well in his first game back, he's built up enough of a collection to create his tournament winning deck this year.

Congrats also to Randal, who vowed after last year's event he was no longer going to be anyone's site monkey and backed it up this year with an incredibly impressive showing.

GenCon Oz have confirmed they'll make another attempt at running the event next year, so hopefully we'll be back then to resume national hostilities with the Sydney crew. With any luck the newly forming New Zealand playgroup may be able to send over a representative or two as well.

As always, this event couldn't have been run without the tireless efforts of Brad Daniels to promote and nurture this game. Thanks also to the IKG guys for helping us put the event together and supplying prize support.

(This report generously contributed by the folks down under who wear "stubbies shorts, beers in one hand, shrimps on the BBQ in the other while [riding] kangaroos." Many thanks, Leonard!)



# QUEENSLAND NEW HEROES STATE CHAMPIONSHIP DECK

By Randal Wales

Kamikaze Cosmonauts x2

Suicide Squad x4

Rebel Without a Cause x5

Dr Quentin Rubberbottom x2

Fire Woman x5

Andy Di x2

Cyborg Mermaid x2

Jayne Insane x2

Thingshot x2

Explosive Motorcycle x3

Single Action Devolver x2



Isothermal Zodiac x4

Turbo Boost x2

Potlatch x2

Safety Third x2

Out of the Barrel x2

Auspicious Thermite x4



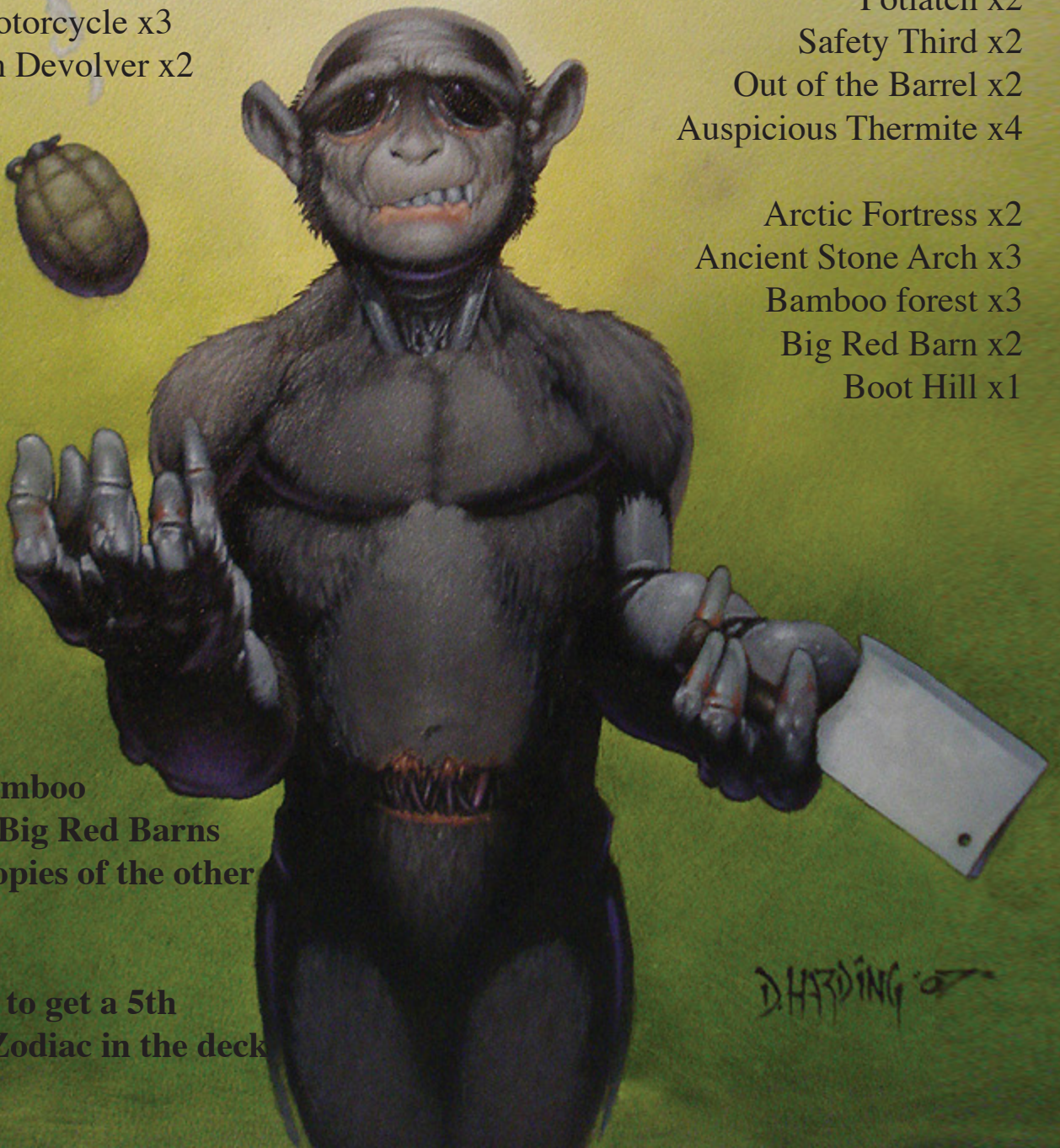
Arctic Fortress x2

Ancient Stone Arch x3

Bamboo forest x3

Big Red Barn x2

Boot Hill x1



## Notes

**\*Replace Bamboo Forests and Big Red Barns with more copies of the other FSS.**

**\*Find a way to get a 5th Isothermal Zodiac in the deck**

DHARDING



# QUEENSLAND NEW HEROES STATE CHAMPIONSHIP DECK

Version 3.1, by Brad Daniels

Mars Colonist x 3  
Street Sensei x 2  
Street Racers  
Street Sweepers  
Triad Punks x 2  
Corporate Hacker  
Mars Program Executive x 2  
Tattooed Man  
Rei Okamoto  
Salaryman  
Noriko Watson  
Echo and Silence  
Nihilist  
Devendra Chalal  
Jessica Ng  
Hiroshima Kata  
Street Doc

Solar Flare x 2  
Blade palm (alt art)  
Data mining x 3  
The Price of Progress x 2  
Catching Bullets  
Reprogramming  
Data Theft  
Underworld Contract  
Inconvenient Debt

Mountain Sanctuary  
Hydroponic Garden  
Bamboo Forest x 2  
Endless Corridor  
Ancient Stone Arch  
Kinoshita House of Pan-  
cakes  
Bamboo Forest  
Mirrored Lake  
The Great Wall x 2  
Boot Hill

Hot Zone  
Cybermod Parlor x 2

Hyper Alloy Blade  
Synchronic Beam Emitter  
Fingertip Razors x 3  
Awesome Presence x 2  
Bandolier of Throwing  
Knives x 2  
Hyper Alloy Blade  
Platinum Upgrade

Overall, it's a non-specialized deck, but is pretty strong in all areas, and can cope with most situations. In various games cards like platinum upgrade have done real damage, while data mining is just magic for power gen in the mid to late game. I won a game with the super-goodness of Echo and Silence with a Hyper Alloy blade played during the attack - she ate the 2 hitters defending and diced up the site behind them for good measure. I look forward to bringing this to future new heroes games!



# QUEENSLAND, AUSTRALIA STATE CHAMPIONSHIP DECK

*This is Going to Hurt You More Than it Hurts Me*, by Mitch Haggman

2x Friends of the Dragon

2x Redeemed Gunman

3x Everyday Hero

2x Chinese Doctor

3x Gambler

1x Jack Donovan

1x Suang Xa

1x Dirk Wisely's Gambit

3x Fighting Spirit

1x Final Brawl

1x Flying Kick

1x Just a Scratch

1x Liquored Up

5x Now You've Made us Mad

1x That Which Does Not Kill Me

2x Morphic Spirit

3x Symphonic Disciples

2x True Believers

5x Children of the Sharp

Knives

5x Fermat's Last Stand

2x Delay the Inevitable

2x Yippee-Yi-Yo-Kiii-  
YAAAAH!

1x Forgotten Temple

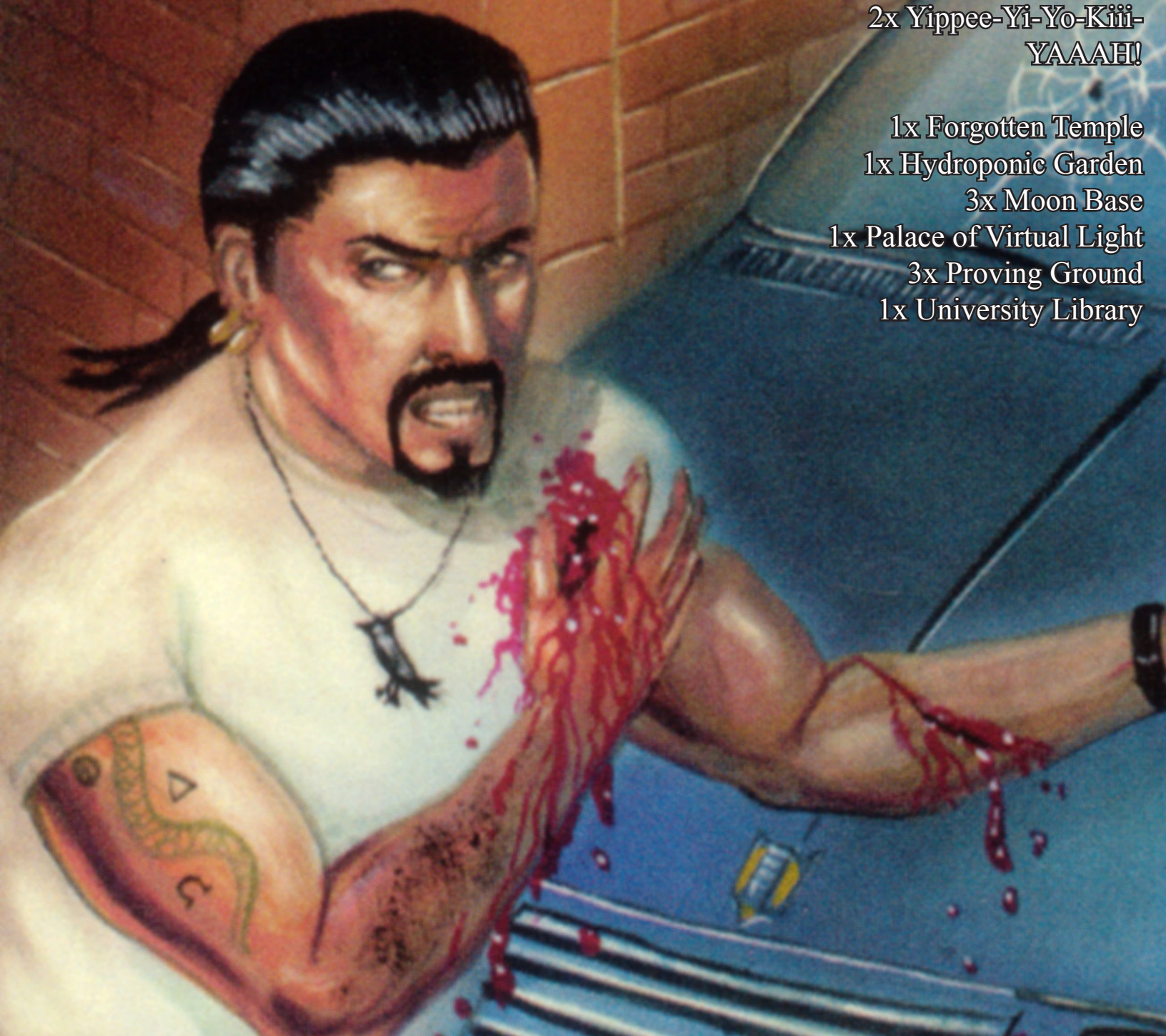
1x Hydroponic Garden

3x Moon Base

1x Palace of Virtual Light

3x Proving Ground

1x University Library





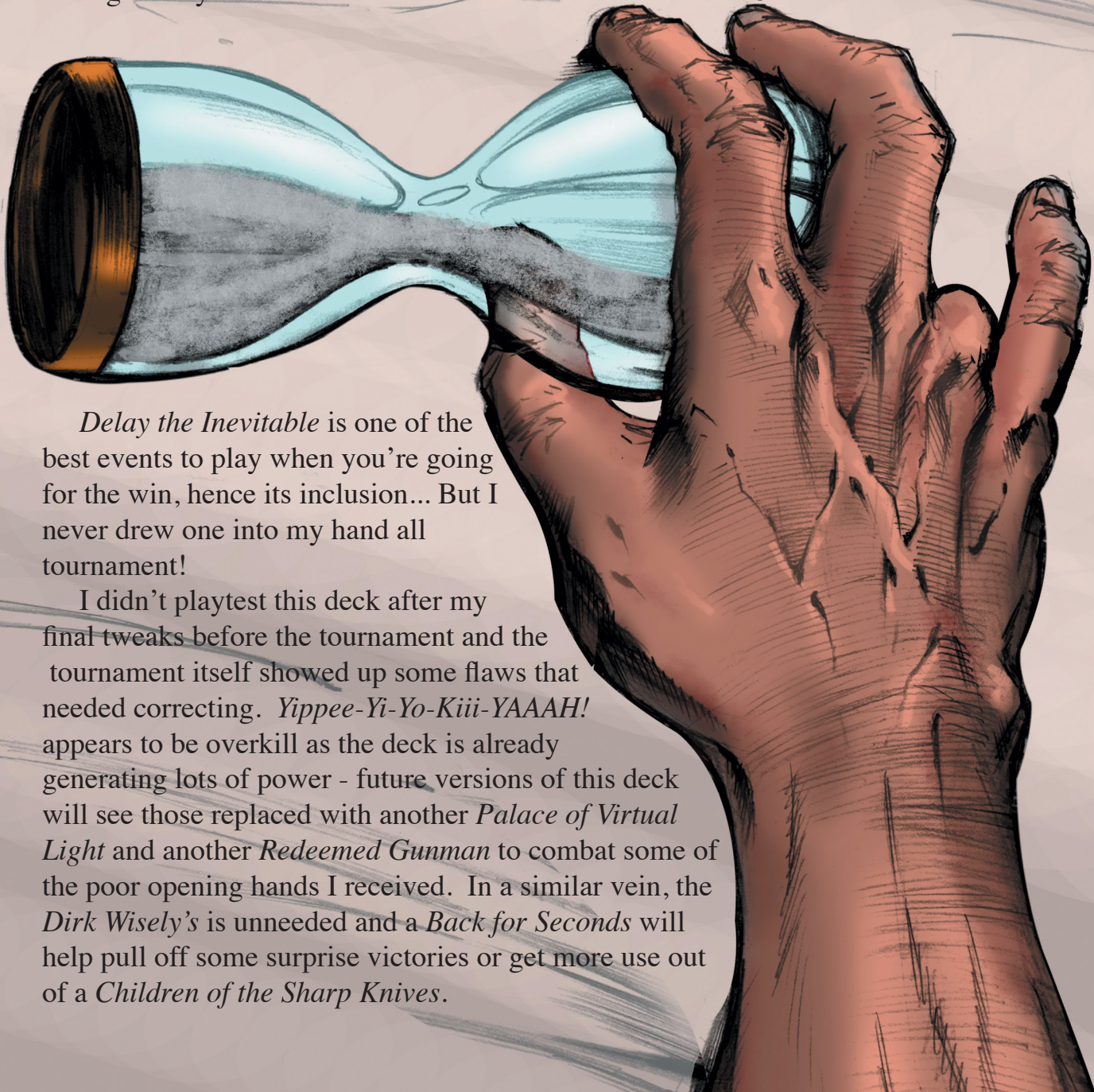
# QUEENSLAND, AUSTRALIA STATE CHAMPIONSHIP DECK

## *This is Going to Hurt You More Than it Hurts Me, Deck Write-Up*

This deck is built around the *Fermat's Last Stand* / *Now You've Made Us Mad* combo. It can generate a LOT of power through that combo. All of the non-foundation characters in the deck play to that combo, either inflicting damage on themselves or healing the characters I've damaged myself - barring Jack Donovan who is simply there because the deck can generate enough power to reliably play him more than once if need be, clearing up room in the deck for other cards.

The toolbox of single copies of Dragon events is in the deck to fuel the *Fighting Spirits*, in order to put *Now You've Made Us Mad* back into my hand. Once everyone else at the table had seen that trick, I tended to receive a wonderful chorus of groans whenever a *Fighting Spirit* was played again.

The FSS are fairly generic. There's a neat trick with the *Moon Base* where I use it to deal damage to my own characters to boost a *Now You've Made Us Mad*.



*Delay the Inevitable* is one of the best events to play when you're going for the win, hence its inclusion... But I never drew one into my hand all tournament!

I didn't playtest this deck after my final tweaks before the tournament and the tournament itself showed up some flaws that needed correcting. *Yippee-Yi-Yo-Kiii-YAAA!* appears to be overkill as the deck is already generating lots of power - future versions of this deck will see those replaced with another *Palace of Virtual Light* and another *Redeemed Gunman* to combat some of the poor opening hands I received. In a similar vein, the *Dirk Wisely's* is unneeded and a *Back for Seconds* will help pull off some surprise victories or get more use out of a *Children of the Sharp Knives*.



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# CASTING CALL: THE EATERS OF THE LOTUS



Xin Ji Yang

Devon Aoki knows her way around ruthless swordplay as *Sin City's* Miho. She's got the deadly good looks, the sharp mental cunning and the 100 yard stare to trick everyone along the way. If she can't pull off the Underworld Queen, no one can.



The Alabaster King

Michael Clarke Duncan typically plays the unusually tender big guy, but after seeing him as Kingpin in *Daredevil* and an antagonistic gorilla in the *Planet of the Apes* remake, we're confident he can pull off evil demon lord.



Gao Zhang

Admittedly, we could easily be accused of phoning this one in, what with picking Tang Guo Qiang as Zhu Ge Liang from *Romance of the Three*, but there's no denying the totally applicable headgear doesn't do the look justice as the former Center of the Lotus.



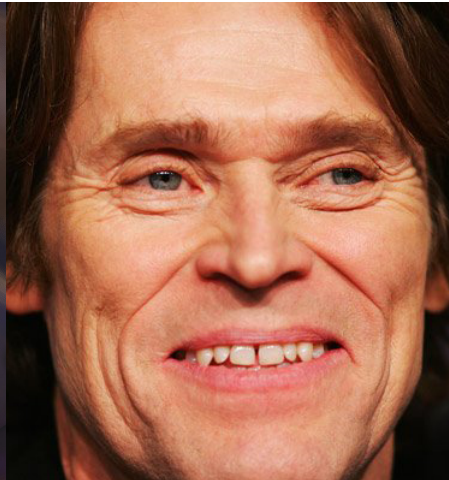
## CASTING CALL: THE EATERS OF THE LOTUS



Xin Kai Sheng

The late father of the new Underworld queen has arguably one of the worst illustrations for a unique character, given how difficult it is to see his face. Despite this, what we can see looks so much like *Kung Fu Hustle's* Wah Yuen that he was the perfect choice for a post-wedding beheading.

Hopping Vampire



Fans of *Shadow of the Vampire* know that Willem Defoe is no stranger to the pale, deathly look. For that and so many other reasons, we think he's the creepiest and most fitting actor for the bouncing blood-suckers that won't stay down.

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

Contact us at [icediadem@yahoo.com](mailto:icediadem@yahoo.com)

*Inner Kingdom Games, Inc. is  
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