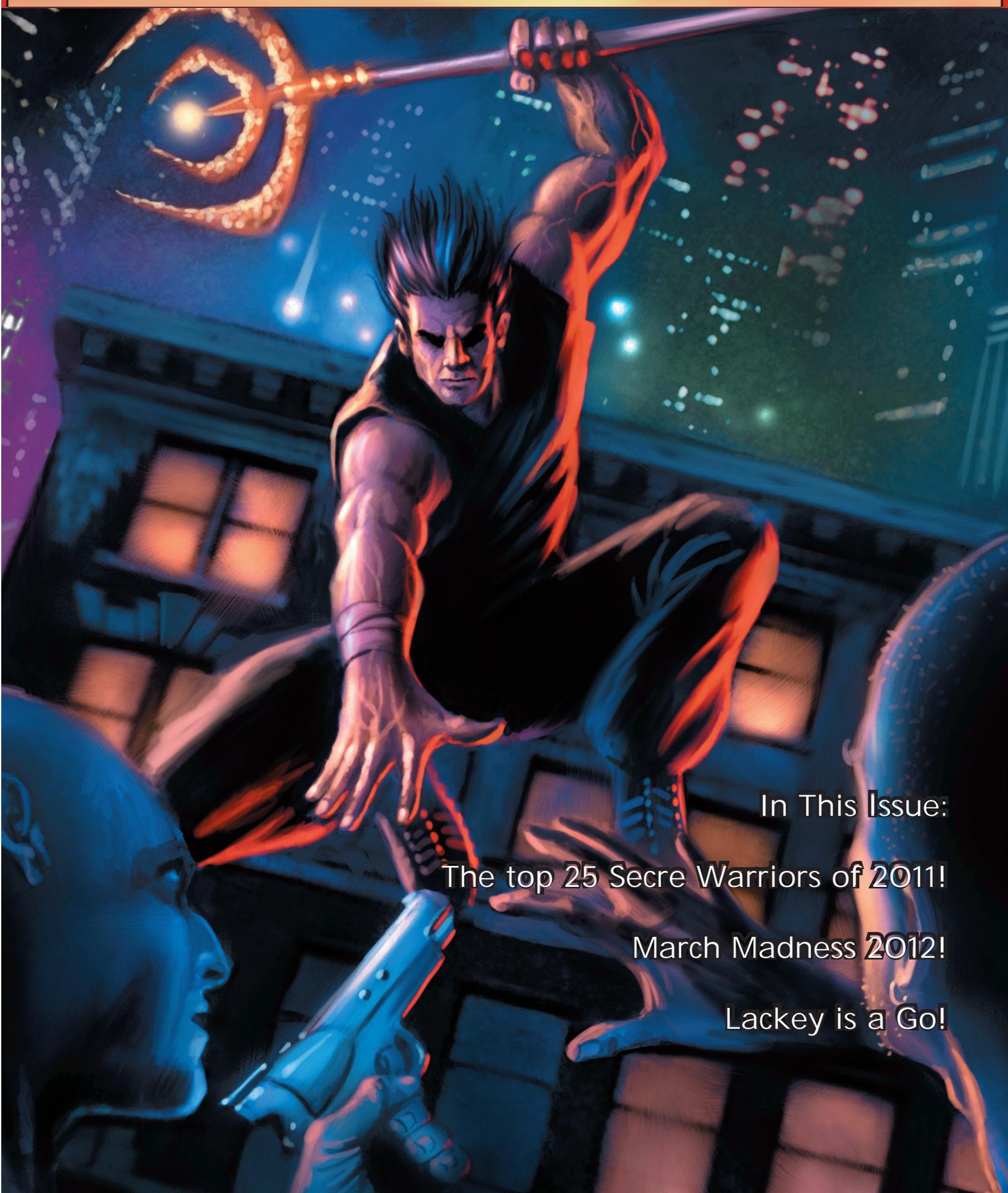


# THE INNER KINGDOM UPDATE

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In This Issue:

The top 25 Secret Warriors of 2011!

March Madness 2012!

Lackey is a Go!

# Top 25 Secret Warriors of 2011

Clayton Threadgill	Ascended	Lodge	239
John Merrill	Four Monarchs	Fire	193
Daniel Griego	Four Monarchs	Ice	191
Shane Snavley	Guiding Hand	Monk	164
Joshua Kronengold	Dragons	Martial Artist	133
Josh Doyle	Architects	Buro	131
Gena Cochran	Guiding Hand	Monk	127
Nathan Jarrell	Dragons	Hero	108
Bruce Neiger	Four Monarchs	Fire	105
Peter Trudell	Jammers	Monkey	96
Chris Maner	Eaters of the Lotus	Imperial	96
Matt Wolff	Four Monarchs	Fire	89
Christian Greene	Ascended	Lodge	84
Paul Tanton	Purists	Those Who Are	81
Greg Scherzo	Architects	Buro	80
Julian Lighton	Eaters of the Lotus	Demon	80
Greg Zimmerman	Dragons	Hero	74
Daniel Hernandez	Dragons	Martial Artist	68
James St. Andre	Purists	Those Who Know	64
Braz King	Guiding Hand	Martial Artist	62
Lico Aquino	Ascended	Pledged	61
Peter Shah	Architects	Buro	59
Mead Cheek	Purists	Those Who Are	59
Mike Montemayor	Dragons	Hero	58
Jonathan Kurylczuk	Jammers	Consumer	57

# GREAT TEXAS SHOWDOWN TOURNAMENT REPORT BY DANIEL GRIEGO

January 14 brought out the Lone Star State's finest in the third annual Great Texas Showdown. For the second year in a row, the event took place in Austin, to better accommodate the most concentrated playgroup in the state. Competitors came from Austin, Cedar Park, San Antonio and Houston.

We decided together that the event should be four rounds of swiss with no finals round, high points to take the title. After more than five hours of tournament play, Edward Gonzalez of San Antonio came out victor!

With 12 players total for the event, each round featured three four-player games lasting 80 minutes each. Amazingly, not a single game throughout the entire tournament timed out!

Following Ed in the lead was another anomalous happening: a three-way tie for third place. Christian Greene from Austin, Craig Gaddis from Houston and Daniel Griego from Austin all came in with the exact same final score.

The third somewhat unexpected occurrence at the Showdown was a disturbing concentration of Ascended and Dragon decks. Literally every single game in every round of the tournament featured either an Ascended or Dragon deck, with Dragons making up almost half of the overall player pool. No one was safe from Final Brawls in Texas.

The feature tournament was followed by a one-round draft experiment to test the viability of Seven Masters in Whirlpool of Blood. The six players hardcore enough to stick around late drafted two packs each of Seven Masters, Dark Future, Throne War and Netherworld 2.

The final composition of decks had a profound emphasis on the Lotus (with concentrations in two of the four sets), followed by the Jammers (modest weight in two of the sets).

The focused-set trial failed to deliver any Seven Masters decks from the draft, which may mean future endeavors need a greater percentage of 7M packs or that it simply doesn't work at all.

If any other playgroups have conducted a similar experiment, we'd love to hear about your results.

Texas players have taken to viewing the Great Texas Showdown as a sort of precursor to the state championship, held annually at the ChimaeraCon gaming convention in San Antonio.

These two tournaments represent the only time the Austin and San Antonio playgroups meet up and force the players to go beyond their comfort zones of familiar foes and expected meta-games.

Many thanks to everyone who came out!



# Great Texas Showdown 2012 Winning Decklist

by Edward Gonzalez

2 Golden Candle Society

5 Willow Warriors

2 Purist Aspirant

5 True Believer

2 Jia Bayou

2 One-Eye Chan

5 Morse Code Poet

2 Yellow Senshi Chamber

2 White Senshi Chamber

2 Orange Senshi Chamber

2 Green Senshi Chamber

10 The Great Wall

2 Mountain Monastery

2 Paradox Garden

2 Shield of Pure Soul

2 Strength of the Land

2 Resistance in Numbers

2 Confucian Stability

2 The Orange Principle

2 Echo Distortion

2 Entropy Tap

4 Wind on the Mountain

2 Willow Bends

2 Yippee-Yi-Yo-Kii-Yaah!

2 Into the Light

6/04/2012



# SHADOWFIST ON LACKEY IS A GO!

<http://www.shadowfist.com/node/3508>

Visit the above URL to download the official lackey plugin and start playing on-line!

*Also check out the LackeyCCG page under the Community heading to get a step by step guide on setting up your Lackey account.*



# Tortured by March Madness II

## A Shadowfist Contest by Willow Palecek

Do you have Tortured Memories of last year's March Madness? Tortured by March Madness is back, this time with 64 non-unique characters of note, new and old, ready to kick butt and take names. Vote for your favorites, and try to predict who will come out on top!

### HOW TO ENTER

To get started, download a copy of the blank Tournament Grid from <http://www.shadowfist.com/community/download>. For each set of two characters, pick your favorite and write it in the next column. For example, in box number 1, you'll write either Big Bruiser, or Flambards. In box number 2, you'll write either Char, or Red Master. In box 33, you'll write one of the two names you wrote in either box 1 or 2.

Take those names and input them into the Entry Form, also at <http://www.shadowfist.com/community/download>, and email that to Daniel Griego at [icediadem@yahoo.com](mailto:icediadem@yahoo.com), along with your name and address.

All entry forms must be received by February 29th.

### HOW TO VOTE

Every five days during the Month of March, a new pole will be posted to the shadowfist yahoo group ([shadowfist\\_forum@yahoogroups.com](mailto:shadowfist_forum@yahoogroups.com)) by Inner Kingdom Games. Each poll will have a choice between two characters. Any registered member of the Shadowfist mailing list is eligible to vote in these polls. After round one, the characters who won will go on to compete in round two, and so on.

In the event of a tie between two characters at the time the poll closes, whichever character first reached the tied number of votes will be considered the winner.

Round 1: March 1-5

Round 2: March 6-10

Round 3: March 11-15

Round 4: March 16-20

Round 5: March 21-25

Round 6: March 26-30

### SCORING

You will earn points for each correct guess on your Entry Form. Points earned increase each round:

First round: 2 points per correct guess.

Second round: 3 points per correct guess.

Third round: 5 points per correct guess.

Fourth round: 8 points per correct guess.

Fifth round: 13 points per correct guess.

Final round: 21 points per correct guess.

The maximum possible points that can be earned is 211.

### PRIZES

Prizes will be awarded to top five scorers, and will include a combination of booster packs, promos and whatever other goodies we decide to throw in!



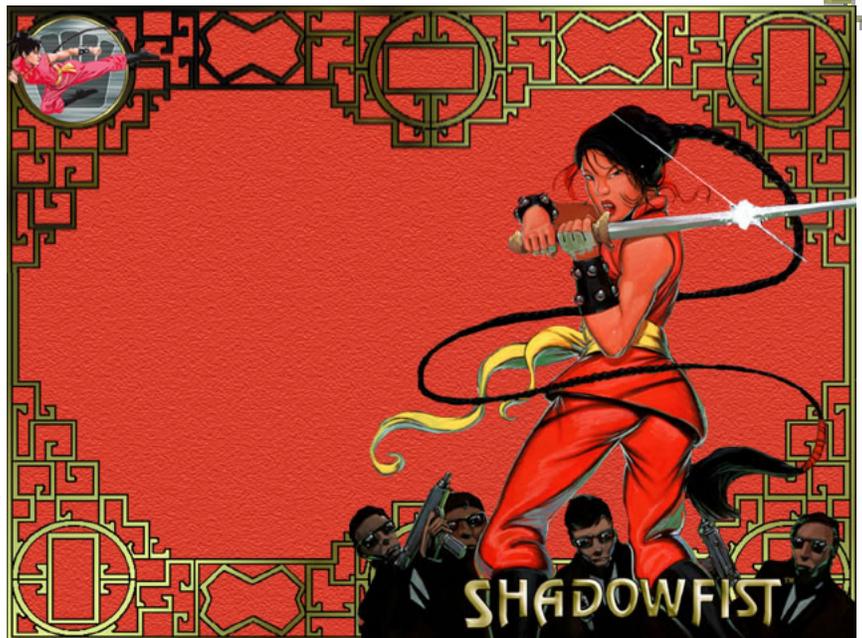
Inner Kingdom Games is proud to feature the classic Z-Man-era Shadowfist Wallpapers that can turn your workstation into a butt-kicking display of uncompromising awesomeness!

Download these great freebies at <http://www.shadowfist.com/node/3525> in 640, 1024 and 1280 resolutions.

Do you have a favorite Shadowfist character you'd like to see as a wallpaper? Is your computer so out of this world insane that 1280 pixels just doesn't cut it anymore? Send feedback to Daniel at [icediadem@yahoo.com](mailto:icediadem@yahoo.com) and he'll work toward adding new Wallpapers to the availability list!

Also, check out the old faction flash trailers, back in the mix to entertain and titilate you. Available for viewing at <http://www.shadowfist.com/node/3517>

Happy viewing, all!



## Editors note on the Seven Masters Reprint!

Several errors have already been found on the new Seven Masters release:

1. “Secret Pact” has a lowercase “t” in front of its title that should not be there.
2. “Is that all you got?” is printed on a State background, rather than an Event background.
3. “We Need Bigger Guns!” is printed on an Event background, rather than a State background.
4. Some packs open with the rare in the front, rather than as the last card.
5. “200 Guys with Hatchets and Ladders” is missing the last 2 words of its text: “Character’s cost.”

Thank you for reading this month’s issue of The Inner Kingdom Update. Contact us at [icediadem@yahoo.com](mailto:icediadem@yahoo.com) with feedback and suggestions on how to better service the Shadowfist community.

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