

# THE INNER KINGDOM UPDATE

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What's next for Shadowfist!

# What's next for SHADOWFIST?

“Combat in Kowloon” Stand-Alone Game

“Total War” Best-of set

The cover image will be used in “Combat in Kowloon” as a Syndicate Character. Either Free-Runner or Corporate Yojimbo, in order to free up the unique characters for use as player likeness images. See page 5 for more details.

# Combat in Kowloon

## The Details:

Combat in Kowloon will be a stand-alone game featuring four preconstructed starter decks. The factions will be Dragons, Eaters of the Lotus, Guiding Hand and Jammers.

This stand-alone game will be augmented by a two-deck expansion featuring the Four Monarchs and the Syndicate.

Combat in Kowloon is the first in a two-step process to streamline Shadowfist by eliminating the four outdated and thematically irrelevant factions: Architects, Ascended, Purists and Seven Masters.

Reducing the game to six factions will ultimately enhance draft play, enable easier buy-in for new players and allow a better focus in storyline and theme for the remaining factions.

The six decks for this stand-alone game have been designed and briefly tested. Soon, these deck lists will be released to the playtest group for further evaluation.

# Combat in Kowloon

The six Combat in Kowloon decks are composed of key playtest cards of the previously designed expansion set of the same name.

The decks are further composed of existing Shadowfist cards that best fill out the themes and goals of the respective decks.

These decks are well-designed, tight and far stronger than their Year of the Dragon and 10,000 Bullets counterparts.

Rather than featuring the vast expanses of a given faction's designators and themes, these decks will include a focused and specific concept to strengthen the deck.

Dragons:

Vehicle deck

Guiding Hand:

Kung Fu/Martial Artist

Eaters of the Lotus:

Undead deck

Jammers:

Uber-tech state deck

Four Monarchs:

Fire deck

Syndicate: Influence deck

# Combat in Kowloon

Combat in Kowloon will be funded through the on-line fund raising program *KICK-STARTER*. Part of Kickstarter's fund-raising system involves rewards for contributors. Below is the tentative list of rewards for various levels of donations.

- \$10 Two small buttons, copy of "Real Deal" promo card
- \$30 \$10 level plus one promo for each of the six factions
- \$50 \$30 level plus T-shirt
- \$50 One Copy of "Combat in Kowloon"
- \$80 \$30 level plus copy of "Combat in Kowloon"
- \$100 \$80 level plus one copy of "Zombie Dash" board game
- \$125 \$30 level plus two copies of "Combat in Kowloon"
- \$150 Three copies of "Combat in Kowloon"
- \$200 \$80 level plus lifetime membership in Legion of Supporters
- \$300 \$80 level plus likeness in card image for unique CiK character
- \$500 Design a new card to be printed in your likeness, you will be involved in every step of the design process with final approval of the card before going to print, plus \$80 level
- \$750 Paid trip to Gencon to compete in World Championship and Exclusive invitational. Includes hotel, airfare, con pass, free entry into all SHADOWFIST tournaments, plus \$80 level (CONUS only)
- \$1,000 \$300 level plus T-shirt, second copy of "Combat in Kowloon," one copy of "Zombie Dash," one copy of every promo ever printed, messenger bag, mug, can of whupass, monkey cards, one booster box each of Empire of Evil, Critical Shift, Shurikens and Six-Guns, Seven Masters and Netherworld 2 => all signed and delivered to your home by IKG, for a full day of playing IKG games (CONUS only)

# Total War

1. “Total War” will be a 350-card base set, printed as 60-card randomized starter decks and 12-card randomized boosters following the example from limited/standard.
2. The set will be composed of 45 cards each of the 6 factions, plus 80 non-aligned (15 for each talent, 29 FSS, 6 true neutral)
3. The set will include 100 rare cards, 100 uncommon cards, 100 common cards and 50 very common cards.
4. The 50 very common cards will include six resource characters for each faction and 14 very common Feng Shui Site.
5. “Total War” will be almost completely composed of reprints, focusing on the best cards of out of print sets to include Shaolin Showdown, Boom Chaka Laka, Red Wedding and Two-Fisted Tales.
6. Each of the six factions will feature their respective faction leaders, key hitters, powerful ramp characters and utility character favorites. Each faction will also include a balance of alternate power generation, flavor-focused events and a renewal of the factions’ primary storyline themes.
7. It will not be financially possible to release “Total War” at the same time as “Combat in Kowloon,” but Inner Kingdom Games is committed to releasing the base set as soon as possible, following the release of CiK.

The timeline for the release of Combat in Kowloon is still extremely tentative, but if we work quickly and efficiently, it could conceivably be ready by the end of the year.

Unlike the ransom reprint for Seven Masters, Inner Kingdom Games is not authorized to supplement the funds raised with existing company or personal finances. According to Kickstarter, we must establish a monetary goal. If that goal is not met in the time allotted, Kickstarter immediately returns the pledged funds to the donators and the project is dropped.

For this to work, we'll need support from the players, game stores and distributors.

This announcement, in addition to giving players a preview of what's to come, also serves to invite feedback on how best to engage the community with the Kickstarter site to quickly raise the necessary funds. We also welcome your feedback on finally releasing the first preconstructed starter deck set in almost a decade.

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.

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