



Kiii-YAAAH!

THE JOURNAL OF THE SHADOWFIST SECRET WAR SOCIETY

NETHERWORLD 2: Back Through the Portals!



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THE UNSPOKEN NAME



Notes from the Desk of the Lodge Chairperson

Golden Comeback, Chapter One

Z-Man Games will be at / have representation at the following conventions (those marked with a "Z" will be attended by Zev personally):

MAY 18-20
Motor City Comic Con Novi, MI
www.motorcitycon.com **Z**

MAY 25-28
Dreamation East Rutherford, NJ
www.dexposure.com **Z**

MAY 25-28
Kublacon Oakland, CA
www.kublacon.com

JULY 5-8
Origins Columbus, OH
www.wizards.com **Z**

AUGUST 2-5
Gencon Milwaukee, WI
www.wizards.com **Z**

AUGUST 30 - SEPT 2
Gencon UK London, UK **Z**

OCTOBER 18-21
Essen Essen, Germany **Z**

If you think Z-Man Games should have representation at a convention not listed here, please email Paul Gerardi at butt-kicking@shadowfist.com. At the least we'll try to send a Silver Band member or two to the show.

WELCOME TO THE FIRST ISSUE of Kiiiiii-Yaaah!, the Secret War Society newsletter! I really want to thank all the people who helped bring Shadowfist back. It was truly the Shadowfist community who helped make this dream come alive and I could not have done it without you all.

Many people ask me how in the world I got the rights to bring this game back. Funny thing is, getting the rights was the easiest step: actually getting the game out was the hard part. But first, let me give you the backstory of my motivation for staging Shadowfist's Golden Comeback. You can skip this part if you've heard it or don't care and read on. We've got articles on killer decks, card strategies, Power for Promos goodies, checklists, tournament ranking information, etc.

I've been playing Fist since Origins '95. My friends and I got hooked immediately upon seeing this game. I was taught by Rob Heinsoo and had a blast. After winning the Gencon '95 Australian tournament, I became a playtester for Shadowfist and also ran many events. And life was good.

Then I saw the decline of support for Shadowfist, and things got worse each month. Soon after Flashpoint arrived, late 1996, Shadowfist was declared dead.

But I still played. I go to a lot of conventions. My friends do too. We did volunteer work for other companies, but after hours we always whipped out our Shadowfist decks and played. It was at these sessions that I discovered the viability of reviving Shadowfist. You see, every time we would play, people would come by, slap their foreheads and say, "If I knew Shadowfist was going to be played, I would have brought my deck!"

This got me thinking about the possibility of bringing the game back. Now, every time we would see people at a convention that obviously loved the game, I would talk about bringing it back. The answer to this was always, "I'd like to help". Whether it was money, time, skills, etc., people were willing to help. This led me to seriously pursue the idea and at Gencon '98 I spoke with Robin Laws about it. He was a little against bringing back a dead game, but he was willing to let me if I got permission from Jose, who still owned the rights.

And the rest, as they say, is history. Well, there's a lot more to it and perhaps I'll finish the story in another issue. But for now, keep the Shadowfist dream alive!

*Zev Sblasinger, President
Z-Man Games, Inc.*





The Evolution of the Thunder Lance

Designer Notes from *Netherworld 2: The process of creating, playtesting and finalizing a card*

by Julian Lighton

ONE OF THE DESIGN GOALS for *Netherworld 2: Back Through the Portals* was to beef up the Monarch faction. We thought the addition of a cool weapon would work towards that goal. Hence, the Thunder Lance was born.

The Thunder Lance started as a name to go with Huan Ken's medieval fetish. Ambush is the obvious ability to give a lance, as its length lets you strike before your enemy can hurt you. (What's that? Guns? Shush.) Of course, Ambush is a very nasty ability to be able to drop by surprise – not to mention that this is the faction of Spirit Pole – so a limitation was required. Attacking alone seemed like a good match; you're hard to stop with characters, but you're extremely vulnerable to other denial. My devious little mind also constructed it so that other players could turn it off by joining your attack, which can give them an interesting little dilemma.

And so, I quickly sketched out a first draft of the idea:

Thunder Lance

State

Cost: ⚡1

Weapon. Subject Character has Ambush and +3 damage while attacking if no other Characters are attacking.



Needless to say, this first draft never got into playtest; the designers took a stab at it and before it was submitted to the gentle mercies of the playtesters, the damage bonus was reduced to a more sensible 1.

The Lance's big problem was revealed fairly quickly in playtest. It had the potential to be very strong in two-player games, where there was nobody to turn it off.

To attempt to weaken it in dueling, we next removed the damage bonus entirely. When that proved inadequate, the cost was raised to 2 power, and the +1 damage restored to compensate.

That achieved the goal. It was no longer a problem card in dueling. This was because it stank on ice (or perhaps on thunder.)

We now had the task of making it good again. The first thing we did was to make it always somewhat useful; no matter what, you'd have the damage bonus.

Still, it wasn't enough. We couldn't really go back down to a cost of 1; even if we increased the resource requirements that would be pretty brutal. The only way to go was up. Another point of damage, along with another resource condition to slow it down a bit more, and we have decent card. It's not as good as it was, but it's playable, and unlikely to be overwhelming. So we end up with:

Thunder Lance

State

Cost: ⚡2

Weapon. Subject Character inflicts +2 damage. While subject is the only attacking Character, it gains Ambush.





NETHERWORLD RETURN

Netherworld 2 Accumulated Rulings

HERE ARE THE CARD RULINGS, coming out of playtesting so far, for the Netherworld 2 card set. You can always cruise by the website (www.shadowfist.com) for the most recent FAQ and rulings.

Arcanorat If you declare an attack with one Arcanorat, it goes home immediately, before other players can join. However, the game won't check for a lack of attackers until everybody has had a chance to join.

Art of War If you forget to predict, you were automatically wrong.

Atourina Baktiari You must damage either all characters or none; you can't pick and choose.

Big Red Button All damage comes from Big Red Button, not from the **Tech** cards it's smoking. The damage is all from one source, so it can all be redirected in one shot.

Blood Fields 1) If you use Blood Fields to copy something, you have to wait for the copy effect to resolve before you use it. So, you couldn't cancel a Whirlpool of Blood unless you'd already copied it earlier in the turn. 2) If Blood Fields is copying a Feng Shui Site, cards that affect Feng Shui Sites (such as Whirlpool of Blood) still won't affect it.

Blue Senshi Chamber You can't turn Blue Senshi Chamber both to change the designator and to make somebody uninterceptable at the same time.

Bounty If you manage to smoke somebody during combat by some means other than directly due to combat damage, (Nine Cuts for instance.) you do get the Power. However, it has to be the Character's ability that does it. Death Touch wouldn't work.

Brain Fire 1) All the new targets must be different from the originals. If there are not enough new targets available, you can't play Brain Fire. 2) Brain Fire does target the new targets. If you have a Brain Fire of your own, you can Brain Fire the Brain Fire (Even choosing the Event's original targets.)

Conversion Drone 1) The "it" refers to the Character smoked by Conversion Drone, not to the Drone itself. 2) If the Drone is smoked as well, the Character it smoked still returns.

3) The returned Characters do not return to their normal state even if the Drone is not in play. 4) The returned Characters retain their title, subtitle, and limitations, so do, for instance, cause Uniqueness auctions.

Cutting Loose Ends Each player may choose a different player's smoked pile from which to toast cards.

Darkness Falls 1) Yes, this can get awkward when characters have damage or States on them. A die is a useful tool; roll once for each interceptor to assign them to an attacker; then organize the chains. 2) Characters that are not affected by Events may choose which Character they are intercepting normally.

DNA Mage If you manage to give him Butterfly Knight's ability, he may attack.

Dr. Ally Matthews 1) If a card (such as Green Senshi Chamber or Tangram Alley) places a limit on X, the limit still applies. 2) If an ability (such as Green Senshi Chamber's) has a cost of X, she does not affect the amount paid, only the amount the ability actually works with. So, you could turn her to add two to the Green Senshi Chamber's X, then turn the Chamber, inflicting zero damage on it, and give somebody Toughness: 2.

Duodenum of Yang Luo Once the Duodenum is attacking, it doesn't care about the status of the Sites at the location. If you declare an attack at an unrevealed Site, it's too late to reveal it.

Expendable Unit Expendable Unit can not be used to absorb a Final Brawl; it would be redirecting damage to the card the damage was being inflicted on in the first place, which is not allowed.

Feeding the Fires 1) You may not save the extra pseudo-power you get from this. If you use a counter to play a 1-cost card, the other point of "power" you could have had is wasted. 2) You can't play two cards simultaneously and split the "power", either.

Fire Acolytes If two acolytes die simultaneously, they both go off, because each fulfills the condition for the other.

Fist of Shadow There must be an Edge in play to use his ability; you may not sacrifice him for one Power without a target.

Furious George Butterfly Knights may join Furious George if they're attacking without turning.

Going Out in Style This card is played during combat, overriding the general rule that prevents you from using effects during combat. This, in turn, allows effects to be used that say that they are played in response to Events, such as Confucian Stability.

Gorilla Fighter The cost reduction remains even after the Gorilla Fighter is played, making the card easier to affect with cards such as Tranquil Persuader and Die!!!

Hall of Portals 1) If you use Hall of Portals within your own Site structure, the characters moving back and forth do not pass through the intervening columns. 2) If you use Hall of Portals on an opponent's Site, you may still only change location to that Site for the purpose of intercepting an attack there.

Helix Scrambler The character need not be damaged by the Scrambler for its rules text to be blanked.

Ice Pagoda Don't forget that, when you attack, none of your attackers are going to be at the location of your Ice Pagoda.

Je Pai Yes, that "even if it is now turned" part is redundant. Not everybody knows the rules as well as you do. :)

Jeroen Becker It is a Dutch name and is pronounced much like "Veroon".

King of the Fire Pagoda You get only one point of damage per attack, no matter how many attackers you declared.

King of the Thunder Pagoda If somebody redirects his damage, the 3 damage effect is triggered when the damage-redirection effect resolves, not when it's generated, or when the damage is actually redirected by the signpost.

Lusignan's Tower 1) The discard is not a requirement to be met in order to play an Event; it's a punishment. 2) If they have no cards left, nothing happens to them and the Event resolves normally. 3) They may play more Events in response to the discard, before it resolves. 4) The card to be discarded is not determined until the effect resolves, so they can't wait to see what they're losing, and then play it.

Lusignan the Fool 1) You may draw a card even if your hand is full. 2) If you have a Supercomputer going, you may still draw an extra card. 3) The Events your opponents play are not considered to be toasted for purposes of other game effects.

Maze of Stairs A Character that will inflict no damage (due to Operation Killdeer, damage redirection, or the like) continues attacking unless it fails to overcome an interceptor. It will enter combat with the Maze, allowing another attacker to damage it.

Molotov Cocktail Party 1) The damage to the other Site is not combat damage. 2) If a Gnarled Marauder uses this card, it will inflict 5 combat damage on each Site. Then, Molotov Cocktail Party's effect will trigger, inflicting another 5 damage on each. You would only get to seize or burn the site if either of them had five body or less to start with.

Mr. Red 1) The coin is flipped after combat has begun; it's too late to play effects once you know who he's backstabbing. 2) If, through whatever twisted means, more than one Character with Mr. Red's ability enters combat with a Site, apply the simultaneous play rule: Generate his triggered effects going clockwise around the table from the player whose turn it is, then resolve in reverse order. The final one to resolve that got Heads gets to seize the Site.

Netherworld Portal You must choose which, if any, Character gets the bonus when you declare the attack.

Obsidian Mountain The "Obsidian Mountain" in quotation marks refers to any card with that title, so playing more than one Obsidian Mountain won't lead to the Chain Reaction of Sudden and Complete Site Annihilation.

Ominous Swamp You don't pay the power if the Swamp is not revealed.

Once and Future Champion The +1 Fighting lasts until he leaves play.

Orange Senshi Chamber The -1 cost for Orange Characters is mandatory and cumulative with other cost reductions, unlike other price breaks.

Phlogiston Mine 1) Because the choice is immediate, you may reveal the Mine in response to an Event, choose the appropriate resource, and gain a point of power. 2) Phlogiston is a substance or principle that many early chemists theorized was involved in the process of combustion.

Prisoner of the Monarchs This card will remove an interceptor. Even if the interceptor's controller pays off immediately, the Character has already been removed.

Queen of the Ice Pagoda States already on cards you control remain.

Red Don 1) The "rules text related to an ability" includes preconditions, costs to use, effects, the duration, etc. It does not include other turning abilities on the same card (such as the Man With No Name) or any other rules text. So, if he copied a Swiss Banker, he would not be smoked if you had no power. 2) Abilities that happen when a Character turns to attack may not be copied; turning a card must be part of the cost to generate the effect. 3) If a card turns some other card to generate its effect, (Biomass Reprocessing Center) Red Don may copy that ability. 4) Because he gains the rules text immediately, instead of having to let it resolve, (like Blood Fields does) it would be possible to use him to Whirlpool a Whirlpool. 5) If he copies a State with a turning ability that affects the State's subject, he cannot use the ability, as he has no subject. 6) Abilities that would produce an illegal board position (such as Lily Pond) do nothing if he uses them.

Red Senshi Chamber If a Character is "not affected by Superleap" it may intercept a character with Superleap while turned. The Superleaper has not lost the ability, (it wouldn't lose the bonus from Twin Thunder Kick) it just isn't finding it all that useful right now.

Smart Gun 1) You may pick and choose which Characters get hit; it's not all or nothing. 2) You don't pick a designator; any Character that shares any designator with the guy you fought may be damaged. A card that shares more than one designator can still only be damaged once. (So, if you fought a Student of the Shark (Pledged Hood), you could damage The Pledged and a Kung Fu Student, but another Student of the Shark could only be hit once.)

Supercomputer Even if you would be drawing zero cards, you may still draw three instead.

That Which Does Not Kill Me... Like Going Out in Style, this may be played during combat.

The Bound The 1 point of damage happens before combat damage is inflicted. It does not count as combat damage itself.

The Burning King 1) If you're closest to victory, and manage to get him into play through some means where you don't choose the Character (such as In Your Face Again) you get to keep him. 2) If he's healed in response to the discard to take control of him, it doesn't matter; the effect only had to be legal at generation; it doesn't check again at resolution.

The Dis-Timed You only need to be ahead of one opponent.

The Prof She hasn't changed in how she works from the original version. The "that affect cards in play" clause was redundant, since cards not in play don't generally have active abilities.

The Prof's Gambit 1) This card does affect cards like CHAR that can't have their damage prevented. Like damage, it reduces their Fighting directly, so they end up not inflicting as much damage. 2) The first sentence could probably be better-worded. "Who is closer to victory than you" applies both to "being attacked by" and "attacking."

The Twisted Gardens Yes, Temple of the Angry Spirits inflicts +1 damage. At the moment, no other non-Character cards would, because they don't inflict any combat damage, so the damage bonus isn't helpful.

Thunder Pagoda Choose which effect you want when the Pagoda's effect resolves. The single-Character bonus does not change if the number of Thunder attackers does.





MARKED FOR DEATH

Killer Deck: *Der Grüne Punkt*

by Brian Van Camp

FENG SHUI SITES (15)

- | | |
|----------------|----------------------|
| 1 City Park | 1 Birdhouse Cafe |
| 3 City Square | 5 Rainforest Temple |
| 1 Fox Pass | 2 Whirlpool of Blood |
| 2 Turtle Beach | |

FOUNDATIONS (16)

- 5 Golden Candle Society
- 5 Instrument of the Hand
- 5 Plasma Trooper
- 1 Swordsman

UTILITY CHARACTERS/ HITTERS (15)

- | | |
|--------------|-------------------|
| 1 Shan Tsu | 2 Lui Man Wai* |
| 1 Sun Chen | 2 Shih Ho Kuai |
| 1 Quan Lo | 1 Hung Hei Kwon* |
| 2 Gardeners | 1 The Iron Monkey |
| 4 Vivisector | |

EVENTS (20)

- 2 Blood of the Valiant
- 4 Confucian Stability
- 3 Rigorous Discipline
- 2 Robust Feng Shui
- 2 Wind on the Mountain
- 2 Blade Palm
- 2 Heat of Battle
- 3 Iron and Silk

SITES / STATES / EDGES (9)

- 2 The Fox Outfoxed
- 1 Blue Senshi Chamber*
- 1 Green Senshi Chamber
- 1 Orange Senshi Chamber
- 1 Yellow Senshi Chamber
- 3 White Senshi Chamber

(75 Cards: for Multi-player games)

* new cards from Netherworld 2

DER GRÜNE PUNKT is German for 'The Green Point' – Europe's 'recycling' symbol. The theme of this deck is to re-use, re-duce and re-cycle: effects, cards, damage, you name it. I should add re-direct to this list as well.

SITES

The Feng Shui Sites and Senshi Chambers do most of the work for you with this deck. If on turn 2, you have a White Senshi Chamber hiding behind either a Rainforest Temple, or City Square, you are well on your way to a good performance. Make sure that your Senshi Chambers are in the second row and protected. The damage movement and redirection in the deck makes it very difficult for opponents to take your sites.

If an attack on a Site is bound to succeed, dump all of the damage you can from other Sites onto it, and then redirect as much damage as you can onto it to make sure it smokes before your opponent gets it. The Senshi Chambers are in the deck to take a beating. The White Senshi Chamber can be played into a Front Row if you must. Opponents rarely seize the White when you still have two or three others in play.

CHARACTERS

There are nine Unique Characters in the deck, but they are all important. With the hitters it isn't the size that matters, but the ability.

PLASMA TROOPERS are there not only to provide Architect resources, but also so you can **RIGOROUS DISCIPLINE** their ability onto other characters.

VIVISECTORS are good for playing characters and then recycling them to play more characters. It can be effectively used as Power Generation.

OTHER

BLADE PALM is very good offensively, but usually better in a defensive role for failing attacks.

HEAT OF BATTLE is best in dueling games. If your opponent is aggressive, do not play a Site on your first turn (especially if you go first), and just drop a small Character. Most people will take the bait and kill him. Heat of Battle is a great first-turn boost.

SHORTCOMINGS

ALTERNATIVE POWER GENERATION is occasionally a problem. When I tinker with the deck I always add a few Violet Meditations, but they never make the final cut.

SPEED DECKS if *very* fast are occasionally a problem. This deck takes some time to go on the offensive, but can usually frustrate most attacks until then.

POSSIBLE CARD SWAPS

TRANQUIL PERSUADER is great with Vivisectors, but expensive to use.

You can use this deck idea in a duel by dropping down to 60 cards. Remove: City Park, 1 City Square, 1 Whirlpool, 1 Instrument of the Hand, 1 Plasma Trooper, Swordsman, 1 Shih Ho Kuai, Sun Chen, Gardener, 1 Confucian, Iron and Silk, Orange Senshi Chamber. Replace the 2 Fox Outfoxed with Fortune of the Turtle.





OPERATION KILLDEER

Top 10 Mistakes in Shadowfist Play, pt. 1 of 3

by Max "Doc Coyote" Hufnagel

THERE ARE FEW ABSOLUTES IN SHADOWFIST. The best deck, card, or play depends on where, when, and against whom it's used. The worst card in your deck may turn out to be the one that wins you the game. A sure-fire technique might lose it for you.

Although there are few absolutes in the game, this doesn't mean every strategy is equally good. In general circumstances, some plays and techniques are better, some simply worse. The following are the most common mistakes I've noticed in my years of playing.

10. Keeping Your Initial Hand Quick quiz: You're playing a basic Architect deck. Your first draw contains one Arcanotechnician (of two in your deck), two Neutron Bombs (of three), one Nerve Gas (of three), one Imprison (of three), and one Sergeant Blightman (out of ten hitters). Because it's the first turn, with no Power generation, you can discard as many of these as you like. Which ones do you keep?

Answer: Trick question – keep nothing.

Yes, you'll dump some of the best cards in your deck. Guess what? At this point in the game, all that's important is that your opening hand contains zero Feng Shui Sites and zero foundation Characters. You have plenty of good resource cards in your deck – but until you draw and play a Foundation Character they're all useless. And if the cards you draw next don't include at least one Feng Shui Site, you're in Trouble.

If you don't have a Feng Shui Site to play on your first or second turn, you'll be behind on building your site structure – and behind on Power generation. If you don't play a Feng Shui Site by turn 3-4, you'll be playing the rest of the game at a severe disadvantage. You'll need superior strategic ability or outstanding diplomatic skills just to hold your own. While cards like Pocket Demon and Scrounging can ease the pain of slow site development, they are usually better used to recover from mid-game Power problems (like losing a Site or two.)

Note that in a duel, this mistake is even worse – missing even a single turn's development can easily result in a game loss.

9. Holding Good Cards This mistake is similar to #10 – you should consider #9 as the general case of which #10 is a specific instance. I treat this as a separate error because many people who have absolutely no problem throwing away a mediocre starting hand still find it difficult to dump a Thing with a 1000 Tongues or Neutron Bomb in the early game.

It's not uncommon to draw a strong, expensive card early, long before you have the Power or resources to use it. Similarly, players often draw a card with high opportunity cost (like Bite of the Jellyfish or Claw of the Dragon) when a chance to use it soon is unlikely.

Generally speaking, if you likely won't use a card in the next 2-3 turns, you should toss it – it's just clogging up your hand. While you build Power / resources / opportunity to use that card, your opponents are discarding what they can't use, drawing and playing cards they can, and smacking you around NOW. By the time you can play your killer card (if ever), it's often too little too late.

Note that this advice applies to all cards, even Character removal (Die!!!, Nerve Gas) and denial (Confucian Stability, Brain Fire). In a duel, it is sometimes important to hang on to these even if an opportunity to use them seems a long way off. But in multiplayer, avoid holding on too long to any card. In fact in some playgroups consistently hoarding denial or Character removal is especially bad, as your opponents can force you to use such cards to their advantage. Don't be someone else's stopper!

8. Missing the Obvious This common error can take many forms:

- One of your big hitters gets Nerve Gassed. Later, you realize your unrevealed front-row Site was a Festival Circle.
- You Shadowy Mentor an opponent's Thing with a 1000 Tongues, ignoring the puny Fighting 2 Character he brought out last turn. Too bad the puny guy was Wu Ta-Hsi.

- You're about to lose a site to a Kun Kan, so your Arcanotechnician grabs a Nerve Gas from your smoked pile. 4 Underworld Trackers in opponents' smoked piles pop out with nasty grins.

To avoid these mistakes you have to keep track of what's on the table. Unfortunately, that's usually easier than it sounds. Multiplayer games get complicated, each player with a dozen cards in play plus a packed smoked pile. Add in the players themselves, who (in my experience) are usually a bunch of good-natured wise-crackers who incessantly throw around advice (some good, some bad), and friendly harassment to and at everyone present, and it's easy lose track of things. The solution seems paradoxical, but isn't:

1. Pay attention.
2. Ignore what's going on.

Pay close attention to table situation – the cards in play and in smoked piles, how much Power people have and, just as important, how much Power they'll have on their turn. If someone has played a card that you don't know by heart, take the time to read and absorb it. It's usually worth the effort.

Ignore everything else. Don't let your opponents distract you. Have fun and banter with them as you wish, but keep focussed on the game. In general, it is best to ignore their suggestions. Regardless of how good their advice may seem, realize that in the long run you need to rely on your own assessment of the game state – there's only one winner in a Shadowfist game, and no one wants that to be you except you.





REGISTRY OF THE DAMNED

Card Checklist: Netherworld 2 to Throne War

NETHERWORLD 2

COMMON

Arcanorat
Back For Seconds
Blood and Thunder
Brain Fire
Butterfly Knight
Claws of Darkness
Cloud Walking
Darkness Warriors
DNA Mage
Dallas Rocket
Expendable Unit
Fire Acolytes
Fire Sled
Fire Warriors
Fist of Shadow
Gorilla Encampment
Hall of Portals
Ice Commandos
Ice Healer
Ice Shield
Ice Warriors
Imprisoned
In Your Face Again
Inauspicious Reburial
Junkyard Crawler
Low-Rent Cyborg
Mark of Fire
Maze of Doors
Midnight Whisperer
Netherworld Portal
Netherworld Return
Ninja Interior Decorators
Obsidian Mountain
Ominous Swamp
Palm of Darkness
Playing Both Ends
Portal Jockey
Prisoner of the Monarchs
Ravenous Devourer
Ring of Gates
Skin and Darkness Ravagers
Swiss Banker
That Which Does Not Kill Me...
The Displaced
The Dis-Timed
Thunder Initiate
Thunder Knights
Thunder Lance
Thunder Squire
Waterfall Sanctuary

UNCOMMON

Adrenaline Junkie
Arcanotechnician
Art of War
Avenging Fire
Avenging Thunder
Big Red Switch
Bite of the Jellyfish
Blood Fields

Blue Senshi Chamber
Bounty
Conversion Drone
Cutting Loose Ends
Darkness Falls
Entropy is Your Friend
Fanaticism
Feeding the Fires
Fire Constructs
Fusion Rifle
Going Out in Style
Gorilla Fighter
Green Senshi Chamber
Helix Scrambler
Military Comandant
Molotov Cocktail Party
Monkey Boy
Monkey House
Orange Senshi Chamber
Phlogiston Mine
Proving Ground
Pulling Strings
Purist Sorcerer
Red Senshi Chamber
Scroll of Incantation
Smart Gun
Spirit Pole
Storm Riders
Sunless Sea Ruins
Supercomputer
Swarm of Teeth
Tangram Alley
The New Heroes
The Prof's Gambit
The Twisted Gardens
Thunder Champion
Thunder on Thunder
Thunder Valkyries
Violet Senshi Chamber
White Senshi Chamber
Wind on the Mountain
Yellow Senshi Chamber

RARE

Atourina Baktiari
Biomass Reprocessing Center
Chiu Fa
Colonel Griffith
Colonel Richtmeyer
Darkness Pagoda
Dr. Ally Matthews
Dr. Curtis Boatman
Duodenum of Yuang Lo
Fire Pagoda
Furious George
General Fung
Genocide Lounge
Golden Gunman
Hiro Asataka
Hung Hei Kwon
Ice Pagoda
Je Pai
Jeroen Becker
King of the Fire Pagoda

King of the Thunder Pagoda
Lucius Centares
Lui Man Wai
Lusignan the Fool
Lusignan's Automaton
Lusignan's Tower
Man With No Name
Mr. Red
Once and Future Champion
Paradox Beast
Queen of the Darkness Pagoda
Queen of the Ice Pagoda
Raven Li
Red Don
Simon Draskovic
Suong Xa
Temple of Boundless Meditation
The Baron
The Bound
The Burning King
The Hub
The Prof
The Strangled Scream
Thunder Pagoda
Wu Ming Yi

PROMO

Nine Cuts
The Duodenum of Yang Luo
The Eastern King
The Junkyard

YR OF THE DRAGON

FIXED RARITY

Abominable Lab
Abysmal Absorber
Amulet of the Turtle
Arcanowave Reinforcer
Birdhouse Cafe
Blade Palm
Blessed Orchard
Blood of the Valiant
Blue Monk
Bronze Sentinel
Bull Market
Buro Godhammer
Cave Network
CDCA Scientist
CHAR
City Park
City Square
Claw of the Dragon
Confucian Stability
Covert Operation
Curio Shop
Dangerous Experiment
Dirk Wisely's Gambit
Discerning Fire
Draco

Eunuch Underling
Evil Twin
Explosives
Family Estate
Festival Circle
Field of Tentacles
Final Brawl
Floating Restaurant
Four Burning Fists
Fox Pass
Friends of the Dragon
Gambling House
Gardener
Glimpse of the Abyss
Golden Candle Society
Golden Comeback
Hacker
Hands Without Shadow
Helix Chewer
Helix Rethread
Homo Omega
House on the Hill
Inexorable Corruption
Infernal Temple
Inner Sanctum
Iron and Silk
Jade Valley
Jagged Cliffs
Jane Q. Public
Kinoshita House
Kun Kan
Kung Fu Student
Little Jim
Maverick Cop
Mole Network
Nerve Gas
Netherworld Vet
Neutron Bomb
Nine Dragon Temple
Operation Killdeer
Paper Trail
Perpetual Motion Machine
Plasma Trooper
Pocket Demon
Prototype X
PubOrd Officer
Pump-Action Shotgun
Rat Fink
Red Monk
Redeemed Gunman
Righteous Fist
Rigorous Discipline
Robot Arm
Sacred Heart Hospital
Sam Mallory
Satellite Intelligence
Secret Headquarters
Shadowfist
Shadowy Mentor
Shan Tsu
Shaolin Sanctuary
Shattering Fire
Shield of Pure Soul
Sinister Priest
Sting of the Scorpion

Stone Garden
Student of the Bear
Student of the Shark
Suicide Mission
Surprise, Surprise
Test Subjects
The Hungry
The Iron Monkey
The Pledged
Thing with a 1000 Tongues
Ting Ting
Tortured Memories
Tricia Kwok
Turtle Beach
Vassals of the Lotus
Violet Meditation
Vivisector
Walking Corpses
White Disciple
Wong Fei Hong

THRONE WAR

COMMON

Black Flag Rebels
Competitive Intelligence
Darkness Priestess
Discerning Fire
Eagle Mountain
Earth Poisoner
Elite Guards
Farseeing Rice Grains
Festival of Giants
Final Sacrifice
Flying Sleeves
Flying Sword Stance
Grizzly Pass
Hsiung-nu Mercenaries
Inauspicious Return
Just Another Consumer
Möbius Gardens
Palace Guards
Peasant Uprising
Petroglyphs
Pocket Demon
Puzzle Garden
Resistance Squad
Righteous Protector
Scrounging
Shattering Fire
Smiling Heaven Lake
Uterior Motives
Violet Meditation
Whirlpool of Blood

UNCOMMON

Apes of Wrath
Bandit Chief
Bandit Hideout
Blade of Darkness
Blue Monk
Cave of a Thousand Banners

Darkness Adept
Desolate Ridge Die!!!
Eater of Fortune
Evil Twin
For China!
Infernal Pact
Napalm Addict
Obsidian Eye
Payback Time
Rebel Camp
Sinister Accusations
Sword of the Dragon King
Temple of the Angry Spirits
The Blue Cardinal's Guards
The Dragon Throne
Time Bandits
Twin Thunder Kick
Two Hundred Knives of Pain
Underworld Tracker
Wandering Teacher
Weird Science
Who Wants Some?
Who's the Monkey Now?

RARE

Andrea Van de Graaf
Ba-BOOM!
Demon Emperor
Dr. Celeste Carter
Dr. John Haynes
Gao Zhang
Hall of Brilliance
Imperial Palace
Jui Szu
Kar Fai
Leung Mui
Mad Monk
Oliver Chen
Seven Evils
Shi Zi Hui
The Emperor
The Monkey Who Would Be King
Titanium Johnson
True Son of Heaven
Xin Kai Sheng

PROMO

Once and Future Champion
Open a Can of Whupass
White Ninja



REGISTRY OF THE DAMNED

Card Checklist: Flashpoint to Limited

FLASHPOINT

COMMON

Alchemist's Lair
Birdhouse Cafe
Blood of the Valiant
Bloody Horde
Both Guns Blazing
Buro GodHammer
BuroMil Elite
BuroMil Grunt
BuroMil Ninja
Carnival of Carnage
Cheap Punks
Chimpanzer
City Park
Claw of Fury
Claw of the Dragon
Comrades in Arms
Crèche of the New Flesh
Curio Shop
Dallas Rocket
Dirk Wisely's Gambit
Drunken Stance
Encephalon Screamer
Ex-Commando
Fighting Spirit
Fire Sled
Flying Windmill Kick
Fortuitous Chi
Gonzo Journalist
Hacker
Heart of the Rainforest
Hidden Sanctuary
Homemade Tank
Hover Tank
In Your Face Again
Jane Q. Public
Just Another Consumer
Killing Ground
Kung Fu Student
Lodge Politics
Monkeywrenching
Mountain Warrior
Napalm Sunrise
Night Market
Naked
Old Hermit's Gambit
Orange Meditation
Peacock Summit
Plasma Trooper
Pod Trooper
Portal Jockey
Pump-Action Shotgun
Rainforest Grove
Rainforest Temple
Redeemed Gunman
Righteous Fist
Rocket Scientist
Sampan Village
Shaolin Surprise
Slo Mo Vengeance
Smart Missile
Sniper Nest
Stolen Police Car
Student of the Shark
Stunt Man
Ting Ting's Gambit
Too Much Monkey
Business
Trust Me, I've Got a Plan
Turtle Island
Vile Prodigy
Who's the Big Man Now?!

UNCOMMON

Anomaly Spirit
Arcanoseed
Arcanostriker

Arcanotank
Arcanoworms
Art of War
Bad Colonel
Bzzzzzt!

CAT Tactics
Coffee-Stained Cop
Cop on Vacation
Cyclone of Knives
Dark's Soft Whisper
Destroyer
Disinformation Packet
Doomsday Device
Drop Troopers
Forty-Story Inferno
Gibbering Horror
Glimpse of the Abyss
Gorilla Fighter
Grease Monkey
Hosed
Invincible Chi
Just a Rat
Laughter of the Wind
Leatherback
Let's Book!
MegaTank
Memory Reprocessing
Mirror Dancer
Open Season
Paradox Cube
Portal in Tower Square
Purist
Purist Sorcerer
Rain of Fury
Rainforest River
Red Monk
Registry of the Damned
Resistance is Futile
Satellite Intelligence
Scorched Earth
Scrappy Kid
Spawn of the New Flesh
Spirit Pole
Supercomputer
Tank Warfare
The Home Front
The Underground
Thunder Champion
Total War
Underworld Presence
Virtuous Hood
Wandering Monk
We Know Where You Live
Wing of the Crane
Year of the Rat

RARE

Arcanotower 2056
Arcanotower Now
Colonel Griffith
Dunwa Saleem
Genghis X
Joey Paz
Johnny Badhair
Kar Fai's Crib
Little Jim
Melissa Aguelera
Mr. Big
Rhys Engel
Sam Mallory
Shan Tsu
Silver Jet
Xiaoyang Yun

PROMO

White Ninja

NETHERWORLD

COMMON

Brain Fire
Brain Sucker
Bronze Sentinel
Butterfly Knight
Chi Sucker
Chimp Shack
Dark Traveler
Darkness Priestess
Death-O-Rama
Demolitions Expert
Discerning Fire
Doomed Lackey
Festival Circle
Field of Tentacles
Fire Warriors
Flying Kick
Fortress of Shadow
Foul Hatchling
Garden of Bronze
Grenade Posse
Heat of Battle
House of Mirrors
Ice Falcons
Ice Healer
Ice Tiger
Kiii-YAAAH!
Mad Bomber
Mark of Fire
Netherworld Vet
New Manifesto
Perpetual Motion Machine
Pinball Hall
Pocket Demon
Resistance Squad
Ring of Gates
Rust Garden
Soul Diver
Storm of the Just
Surprise, Surprise
The Displaced
The Faceless
The Losers
Thunder Squire
Tunnel Ganger
Undercover Agent
Violet Meditation
Wall of a Thousand Eyes
Whirlpool of Blood

UNCOMMON

Abysmal Absorber
Abysmal Deceiver
Abysmal Prince
Agony Grenade
Ancestral Sanctuary
Avenging Thunder
Biomass Reprocessing
Center
Blade Freak
Burn, Baby, Burn!
Capture Squad
CHAR
Claws of Darkness
Desire Manipulator
Enchanted Sword
Entropy Is Your Friend
Fire Assassin
Fire Martyr
Flying Bladder
Flying Crescent
Gearhead
Ghost Assassin
Gunrunner
Ice Courtier
Ice Diadem
IKTV Rebroadcast Link
Monkey House

Necromantic Conspiracy
Netherworld Return
Operation Green Strike
Repulsor Beams
Shield of Pure Soul
Shields of Darkness
Sibling Rivalry
Soul of the Dragon
Sucker Rounds
The Fox Outfoxed
Tick... Tick... Tick...
Triumvirate Dealmaker
Violet Monk
Yellow Monk

RARE

Bao Chou
Blanket of Darkness
Counterfeit Heart
Darkness Pagoda
Death Shadow
Elevator to the
Netherworld
Eugene Fo
Fire and Darkness Pavilion
Fire Pagoda
Furious George
Gnarled Attuner
Gorilla Warfare
Green Senshi Chamber
Guiyu Zui
Ice Pagoda
Ice Shards
Jamal Hopkins
Jason X
Jimmy Wai
Jueding Bao-Fude
King of the Fire Pagoda
Locksley Station
Lord Shi
Marisol
Molten Heart
Orange Senshi Chamber
Orange Tank
Queen of the Darkness
Pagoda
Rah Rah Rasputine
Red/Glare Chapel
Reverend Red/Glare
Serena Ku
Sergeant Blightman
Shinobu Yashida
Sung Hi
Tanbi Guiawu
The Golden Gunman
The Prof
Thunder Pagoda
Thunder Sword
Ting Ting
White Senshi Chamber
Wu Ta-Hsi
Xiu Xie Jiang
Yellow Senshi Chamber
Ze Botelho

LIMITED/STANDARD

VERY COMMON

Ancestral Tomb
Ancient Temple
Auspicious Termites
Average Joe
Blessed Orchard
Cave Network
Eunuch Underling
Everyday Hero
Family Home
Family Restaurant

Friends of the Dragon
Golden Candle Society
Grove of Willows
Hallowed Earth
Inner Sanctum
Instrument of the Hand
Jagged Cliffs
Lily Pond
Liquidators
Marsh
Mooks
Mountain Retreat
PubOrd Officer
PubOrd Squad
Ring Fighter
Sacred Ground
Shadowy Horror
Shaolin Monk
Sinister Priest
Stone Garden
Student of the Bear
Swat Team
Swordsmen
Test Subjects
The Pledged
Thorns of the Lotus
Vassals of the Lotus

COMMON

Abominable Lab
Abominable Wave
Abysmal Horror
Alchemist's Lair
Alpha Beast
Ancient Grove
Armored in Life
Back for Seconds
Beneficial Realignment
Booby Trap
Buro Assassin
Cabinet Minister
Chinese Doctor
Code Red
Confucian Stability
Covert Operation
Dance of the Centipede
Dawn of the Righteous
Deathtrap
DNA Mage
Dragon Fighter
Dump Warrior
Edge Warrior
Expendable Unit
Faked Death
Family Estate
Final Brawl
Gadgeteer
Gardener
Golden Comeback
Gruff Lieutenant
Hands Without Shadow
Havoc Suit
Healing Earth
Helix Chewer
Helix Rethread
Hill of the Turtle
Hopping Vampires
House on the Hill
Ice Warriors
Illusory Bridge
Imprisoned
Inauspicious Reburial
Inexorable Corruption
Infernal Temple
Iron and Silk
Killing Rain
Last Outpost
Marked For Death
Midnight Whisperer
Mole Network

Motorcycle
Mysterious Return
Natural Order
Nerve Gas
Netherworld Passageway
Operation Killdeer
Orbital Laser Strike
PubOrd Raid
PubOrd Sniper
Really Big Gun
Realpolitik
Righteous One
Rigorous Discipline
Secret Laboratory
Security
Shadow Creeper
Shadowy Mentor
Shaolin Sanctuary
Shaolin Warrior
Shattering Fire
Speed Boat
Sports Car
Superior Technology
Swiss Banker
Sword of Biting
The Demon Within
Thunder Knights
Tortured Memories
Trade Center
Training Sequence
Victory for the Underdog
Walking Corpses
Whirlwind Strike
White Disciple

UNCOMMON

\$10,000 Man
Abysmal Spirit
Alabaster Javelin
Amulet of the Turtle
Arcanotechnician
Arcanowave Pulse
Arcanowave Reinforcer
Arcanowave Researcher
Array of Stunts
Attack Helicopter
Bag Full of Guns
Big Bruiser
Bite of the Jellyfish
Blade Palm
Brain Eater
Buro Official
Cellular Reinvigoration
Chains of Bone
Charmed Life
Chromosome Screamer
Church Official
Claw of the Tiger
Combat Aircar
Confucian Sage
Contract of the Fox
Cry of the Forgotten
Ancestor
Curtain of Fullness
Difficulty at the Beginning
Dim Mak
Disintegrator Ray
Dragon Adept
Explosives
Fire in the Lake
Fist of the Bear
Flood on the Mountain
Fortune of the Turtle
Fusion Rifle
Fusion Tank
Gnarled Horror
Gnarled Marauder
Green Monk
Grenade Launcher
Heroic Conversion
Hostile Takeover

Imperial Guard
Infernal Plague
Into the Light
Kun Kan
Larcenous Mist
Masked Avenger
Maverick Cop
Might of the Elephant
Military Commandant
Monkey King
Monster Hunter
Muckraking Journalist
Mutoid
Mysterious Stranger
Neutron Bomb
Now You've Made Us Mad
Old Hermit
One Hundred Names
Onslaught of the Turtle
Orange Monk
Paper Trail
Poison Needles
Police State
Political Lock
Progressive Chi
Progress of the Mouse
Proving Ground
Tortured Memories
Return to the Center
Robot Arm
Robust Feng Shui
Salvage
Satellite Surveillance
Scroll of Incantation
Seed of the New Flesh
Shaolin Master
Shattering Jade
Shifting Tao
Silver Band
Soul of the Shark
Sphere of Defilement
State of Emergency
Sting of the Scorpion
Subterfuge
Super Soldier
The General
The Hungry
The Rackets
The Reconstructed
Throwing Star
Thunder on the Mountain
Thunder on Thunder
Tomb of the Beast
Tooth of the Snake
Undercover
Undercover Cop
Vampiric Touch
Veiling of the Light
Vivisector
Walker of the Purple
Twilight
Wind Across Heaven
Wind on the Mountain

RARE

Abysmal Daughter
Adrienne Hart
Assassins in Love
Banish
Baptism of Fire
Battlechimp Potemkin
Big Brother Tsiem
Brain Bug EQ3200
Bull Market
Capoeira Master
Chin Ken
City Square
Dangerous Experiment
Death Touch
Desdemona Deathangel
Dr. April Mucosa

Draco
Dragon Mountain
Drug Lab
Elderly Monk
Evil Twin
Feast of Souls
Fists of Legend
Floating Fortress
Flying Guillotine
Fong Sai Yuk
Fox Pass
Gao Zhang
Ghostly Seducer
Homo Omega
I Ching
Iala Mane
Imperial Boon
Jack Donovan
Johann Bonengel
Johnny Tso
Jueding Shelun
Kan Li
Kar Fai
King of the Thunder
Pagoda
Kinoshita House
Last Stand
Luis Camacho
Mad Dog McCroun
Mother of Corruption
Mourning Tree
Mr. X
Nine Cuts
Nirmal Yadav
Old Master
Oscar Balbuena
Phillipe Benoit
Police Station
Power of the Great
Probability Manipulator
Prototype X
Quai Li
Queen Lo
Queen of the Ice Pagoda
Redeemed Assassin
Roar of the Beast
Sacred Heart Hospital
Safehouse
Seal of the Wheel
Secret Headquarters
Shadowfist
Shamanistic Lieutenant
Shell of the Tortoise
Shifting Loyalties
Shih Ho Kuai
Silver Fist
Snake Man
Soul Maze
Spirit Frenzy
Strike Force
Suicide Mission
Sun Chen
Tactical Team
Tatsuya Yanai
The Crucible
The Hanging Coffins
The Red Lantern Tavern
The Unspoken Name
Theft of Fortune
Thing With a 1000
Tongues
Tomb Spirit
Tranquil Persuader
Turtle Beach
Ultimate Mastery
Vladimir Kovalov
Water Sword
Web of the Spider
White Ninja
Wong Fei Hong
Zheng Yi Quan



TRAINING SEQUENCE

Secret War Society Ranking and How It Works

ONE OF THE BIG REASONS for joining up with the Secret War Society is to gain rank in your chosen faction through tournament play. Here's a quick summary of how it works. You get 1 rank point for playing in any sanctioned tournament, with additional points determined by your win/loss record in that tournament. Full details on earning rank points are on the Z-Man website (www.shadowfist.com).

THE PATHS

Each name on the facing page corresponds to a rank. There are 8 ranks per path. You start out as a Mook when you first join the

Society, but when you enter your first tournament, you gain 1 point and start your way on your chosen path. The rest of the point spread breaks down as follows:

Level / Pts	Level / Pts
2 / 20	6 / 225
3 / 45	7 / 375
4 / 90	8 / 600
5 / 150	

Upon achieving certain ranks you get rewarded:

- LEVEL 4:** common uncut sheet
- LEVEL 6:** uncommon uncut sheet
- LEVEL 8:** rare uncut sheet

Also:

LEVEL 6: alternate art Com. card

LEVEL 7: alternate art Unc. card

LEVEL 8: alternate art Rare card

There is a special 9th level rank conferred upon reaching 1000 points. When that happens you retire as a Grandmaster of that path and you may choose to start a new path. You will also help design your own card and get your face in the art!

DETACH FORM HERE

Secret Warrior Feedback Survey

YOUR WISH IS OUR COMMAND. Secret War Society members like you will drive the next Critical Shift in this newsletter's evolution, so speak up and let us know what you want to see!

Please copy or clip this half sheet, fill the survey out as completely as possible, and send it to us at **Z-Man Games, PO Box 98, Eastchester, NY 10709-0098**. If there's something you really want to see in future issues that we haven't thought of yet, make a note. We'll do our best to honor your suggestions in future issues of Kiinn-YAAH!

NAME:

RANK:

SERIAL NO.

(from your SWS member card):

Please rate your interest in seeing the following topics covered in future issues of the newsletter. A 1 implies, "No Interest - Uggghh," while a 5 means, "I would gnaw off a limb if necessary for this information." So choose carefully.

- General Strategy: 1 2 3 4 5
- Deck Listings: 1 2 3 4 5
- Development Notes: 1 2 3 4 5
- Recent Rulings: 1 2 3 4 5
- Card Lists: 1 2 3 4 5
- Z-Man Events: 1 2 3 4 5
- Killer Combos: 1 2 3 4 5
- Card Analysis: 1 2 3 4 5
- Backstory Fiction: 1 2 3 4 5
- Tournament Reports: 1 2 3 4 5
- Feng Shui Crossover: 1 2 3 4 5
- Other:



Paths of the Secret Warrior

EACH FACTION'S PATH AND RANK TITLES

ARCHITECTS		ASCENDED		GUIDING HAND	
THE BURO	CDCA CREATION	LODGE	PLEGDED	MARTIAL ARTIST	MONK
BuroMil Grunt	Foul Hatchling	Just a Rat	The Pledged/ Loyal Initiate	Kung Fu Student	Shaolin Monk
BuroMil Ninja	Test Subject	Might of the Elephant	Mercenary	Instrument of the Hand	Violet Monk
Buro Assassin	Alpha Beast	Soul of the Shark	Liquidator	Shaolin Warrior	Yellow Monk
Buro Official	Chi Sucker	Tooth of the Snake	Gruff Lieutenant	Righteous Fist	Red Monk
BuroMil Elite	Brain Eater	Sting of the Scorpion	Bad Colonel	Righteous Protector	Blue Monk
Supersoldier	Mutoid	Fist of the Bear	Military Commandant	Old Master	Green Monk
BuroMil Mastermind	CHAR	Web of the Spider	Commando	Shaolin Master	Orange Monk
Buropresident	HomoOmega / Desdemona Deathangel	Lodge Chairperson	Adrienne Hart/ Shinobu Yashida	Wong Fei Hong/ Leung Mui	The Perfect Master

LOTUS		JAMMERS		DRAGONS	
DEMON	IMPERIAL	CONSUMER	MONKEY	HERO	MARTIAL ARTIST
Vile Prodigy	Doomed Lackey	Just Another Consumer	Monkey Boy	Scrappy Kid	Friends of the Dragon
Eater of Fortune	Imperial Guard	Dump Warrior	Chimpanzer	Everyday Hero	Ring Fighter
Gnarled Marauder	Elite Guard	Portal Jockey	Ape of Wrath	Average Joe	Dragon Fighter
200 Knives of Pain	Sinister Priest	Gearhead	Flying Monkey	Jane Q. Public	Dragon Adept
Abysmal Prince	Earth Poisoner	Rocket Scientist	Gorilla Fighter	Masked Avenger	Fu Fighter
Kun Kan	White Disciple	Adrenaline Junkie	Orango Tank	Maverick Cop	Capoeira Master
Destroyer	Walker of the Purple Twilight	Napalm Addict	Gorilla Guerilla	Big Bruiser	Karate Cop
The Burning King/ Mother of Corruption	Center of the Lotus	Titanium Johnson/ Major Hottie	BattleChimp Potemkin	Jack Donovan/ Tricia Kwok	Kar Fai / Ting Ting

FOUR MONARCHS			
ICE PAGODA	THUNDER PAGODA	DARKNESS PAGODA	FIRE PAGODA
Ice Healer	Thunder Squire	Darkness Priestess	Fire Acolyte
Ice Warrior	Thunder Knight	Darkness Warrior	Fire Warrior
Ice Sorceress	Thunder Initiate	Darkness Sorceress	Fire Sorcerer
Ice Courtier	Thunder Valkyrie	Darkness Adept	Fire Martyr
Ice Falcon	Butterfly Knight	Skin and Darkness Ravager	Fire Assassin
Ice Tiger	Thunder Champion	Blade of Darkness	Fire Construct
Ice Commando	Storm Rider	Darkness General	Fire Mastermind
Queen of the Ice Pagoda	King of the Thunder Pagoda	Queen of the Darkness Pagoda	King of the Fire Pagoda



SCROUNGING

The Power for Promos Program



Did you notice the Year of the Dragon and Throne War packaging has numbers in the diamonds that look like the Power Generation stats from Feng Shui Sites? Well, they are, sort of. Each starter package or booster wrapper has a number printed on it; that's the amount of "Powe" that wrapper is worth. You can spend this Power at our website in the "Power for Promos" program, getting nifty promo stuff (while supplies last, of course).

Each Throne War booster is worth 2 Power (clip the **2** in the diamond on the back of the wrapper) and each Year of the Dragon starter is worth 5 Power (clip the **5** in the diamond on the box flap). Send your Power along with a self-addressed, stamped envelope (for players outside the U.S., please send the appropriate number of International Reply Coupons for airmail) and anything you'd like to protect your item to:

**Power for Promos,
Z-Man Games, Inc., PO Box 98,
Eastchester, NY 10709**



The stuff we offer for redemption will change over time. We'll keep a current list on our website (shadowfist.com/buy) and we'll update the list in this FAQ whenever we update the FAQ. At the moment, you can get a White Ninja promo card, an Open a Can of Whupass promo card, or the nifty faction-specific power counters made by Flying Tricycle.

DETACH FORM HERE



White Ninja
90 Power for general public.
80 Power for SWS members.

Quantity: _____

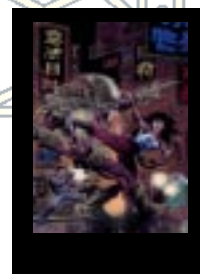
Power Points: _____



Open a Can of Whupass
90 Power for general public.
80 Power for SWS members.
70 Power for SWS registered Dragons.

Quantity: _____

Power Points: _____

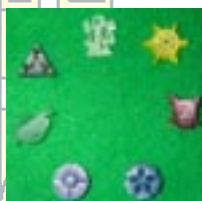


Equal Opportunity Butt-kicking T-Shirt (L or XL, Blk only)
350 Power for general public.
250 Power for SWS members.

Qty/Size: _____

Power Points: _____

The cool guys at Flying Tricycle have made plastic tokens in the shape and color of the faction symbols to be used for damage, Power, etc. They come in packages of 25 tokens of a single faction. Secret War Society members may redeem their Power for unlimited bags, but non-SWS members are limited to one bag per faction. Our supplies are limited, but if you want more, you can buy them direct from **Flying Tricycle**. Please specify quantity AND faction (3xASC, 1xDRA, 2xJAM, etc.)



Faction tokens, per bag of 25, single faction
100 Power for general public.
80 Power for SWS members.
70 Power for tokens of your registered faction (i.e. 70/bag of ASC tokens for Ascended members)

Quantity: _____

Power Points: _____

Name _____

Address _____

Phone# _____

SWS Member? No Yes/Faction _____

Total Power Points Enclosed _____

All items are subject to availability. Allow 2-6 weeks for delivery.