



Kiii-YAAAH!

THE JOURNAL OF THE SHADOWFIST SECRET WAR SOCIETY

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SHAOLIN SHOWDOWN!



THE UNSPOKEN NAME

Notes from the Desk of the Lodge Chairperson

Year of the Snake



PUZZLE GARDEN

Test your mental skills on these card-play conundrums

by Ryan Keane



PUZZLE 1

First Turn Genghis X

You're in a two-player game and your opponent goes first, playing a Feng Shui site and a DNA Mage. What cards do you need to draw to play Genghis X on your first turn, assuming your opponent has no way to stop your plans?

PUZZLE 2

First Turn Eastern King and Sam Mallory

Again you're in a two-player game and your opponent goes first, playing a Feng Shui site. What cards do you need to draw to play both Sam Mallory and The Eastern King, all in your first turn, assuming your opponent has no way to stop your plans?

Answers appear on page 8.

WOW, IT'S BEEN OVER A YEAR since we released Year of the Dragon and Throne War. Since then we did Netherworld 2 and Shaolin Showdown. All in all we added around 300 new cards to the Shadowfist mix. And I'm proud of most of them. 😊

I appreciate all those sticking with us through a fast-paced production schedule; you'll be happy to note that we have slowed down in order to give you more time to assimilate the new cards and deck types.

So, what do we have to look forward to on the horizon? Well, work will begin on the next expansion, Dark Future. This is where we give the Architects a boost and premiere the first new faction to enter the world of Shadowfist since its beginnings: the Purists!

The Purists won't be like your magic-slinging, demon summoning, squeaky-voiced eunuchs of the Lotus: nope, their abilities will manipulate the cards and the metagame of Shadowfist. They look beyond the sorcery to see how and why it works. Almost like alchemists. We like to call them Scientific Sorcerers.

Dark Future is scheduled for a March release, and then we plan a fun set for an Origins premiere (early July). In fact, we plan to have a couple of funky tournaments for Origins to push that set – you'll see what we mean in the next few months.

In the meantime, we need to get the word of Shadowfist out to the retailers. Many still don't even know about the game. If you feel you have the time and the inclination to teach others, please join the Silver Band (send email to silverband@shadowfist.com.) We provide promo cards, prize support and even a chance to make some money.

Well, enough for now; go enjoy this second issue of Kiii-Yaaah!

*Zev Shlasinger
Silver Band Member for Life
Z-Man Games, Inc.*





PRIME TIME GORE

Fan Fiction by Dave Altz



IT'S TWENTY MINUTES PAST MIDNIGHT, HONG KONG TIME.

Lisa Chang stands on the back seat of the Harley, using Corporal Shaw's back for balance. A readout in the lower right hand of the screen, below the time/date stamp, shows their speed at 120MPH. Shaw is driving the bike with his left hand and firing an Uzi with his right. Lisa Chang makes simultaneous whipping motions with both hands, and shurikens shatter the faceplates in the helmets of two pursuers.

A helmeted motorcycle-driving thug twists his wrist, sending his bike rocketing toward the duo. He levels an Ingram –

He takes a burst full in the chest from Shaw's Uzi. The man flies backward to disappear in the rush of traffic. The bike continues forward for a good twenty seconds, then abruptly turns and crashes to the pavement with a screech and a shower of sparks. One of the faceless pursuers hits it between two cars. His front tire catches and stops, and the hapless mook is vaulted into the night sky.

Shaw weaves the Harley through nighttime Hong Kong traffic. The last of the pursuing motorcyclists is left behind in the mass of moving humanity.

The camera pulls up, up, and up again. Readouts flash across the screen, digesting traffic patterns and trajectories. The camera rushes forward to focus on a gang of punks lounging about a long black limousine. A large building behind them is adorned with a sign proclaiming it to be the Chen Tsin Trading Consortium in Cantonese.

The second screen flickers to life. Corporal Shaw, grizzled and determined,

pushing a Harley beyond the speed limits thought possible for such a machine, speeds to the Chen Tsin building. Lisa Chang has dropped behind him to sit on the seat, but doesn't hold on with her hands. Her green silks are curiously unruffled by the rushing wind. Her shining black hair is bound up high.

The Chen Tsin building comes into view. Lisa Chang hits Shaw on the shoulder and points. He nods and moves the Harley down an exit ramp.

Camera 1 shows one of the toughs cocking his head to the side at the sound of the Harley's engine. More mooks look up and around as the sound gets louder.

Both cameras show the same scene from different angles. Corporal Shaw guns the engine, and the Harley flies off the exit ramp. Lisa Chang vaults off, beginning somersaults. Shaw and the motorcycle part ways.

Camera 1 is focused on Shaw. Camera 2 is focused on Lisa Chang.

Shaw lets his leap trajectory take him higher than the motorcycle. The Harley crashes into the front windshield of the limo as Shaw slides along the roof, Uzi in each hand. Thugs on either side of the limo absorb 9mm death, jerking to a bloody mess before they even pull their own guns.

Before Lisa Chang hits the ground she kicks her feet in opposite directions, caving in the skulls of two mooks to the right of the limo. She snaps her feet together before they hit the pavement and the sword is out. It flashes faster than the film speed can compensate for, and the head of the closest mook flips forward to land on the hood with a splat.

The remaining thugs draw guns.

Shaw continues his slide on the roof, still shooting as he drops to the trunk. Return fire shatters passenger windows on both sides of the vehicle, and Shaw disappears over the edge of the trunk.

Camera 2 loses resolution on Lisa Chang. Her image becomes a blur of shining silks and flashing sword. In one eye-wrenching scene she flits amongst six frantic thugs, cutting them all with varying degrees of gore. One man manages to get a shot off – into the air – as he falls to the ground, clutching his intestines.

Shaw appears from behind the limo, riddling the last few thugs with bullets.

The door to the limo opens. An unnaturally tall white-haired Chinese man steps out, having somehow avoided the gunfire that peppered the limo.

"Very entertaining," his voice is high and scratchy. A ball of green flame appears above each long-nailed hand. "Too bad that now you die!"

To Be Continued Next Issue



MARKED FOR DEATH

Killer Decks: 2001 Tournament Winners

ORIGINS 2001 Dueling
by Andrew Sackett

My Award-Winning Deck (38 cards)

When I arrived at the hotel in Columbus, Ohio I still didn't know what deck I would play in the Shadowfist pre-constructed tournaments. The night before Who's the Big Man Now I went to my room and threw together the deck I would play in all the pre-constructed events out of cards I had on me. My award-winning deck, as I like to call it now, is made up of:

FOUNDATIONS

4 Friends of the Dragon 3 Hacker

HITTERS

1 Dr. John Haynes 1 Wu Ming Yi

1 Ting Ting

(This was Real Ting Ting, not the fake Year of the Dragon Ting Ting.)

I believe this to be an important fact.)

EVENTS / SITES

1 The Prof's Gambit 1 Kiii-YAAA!
3 Dirk Wisely's Gambit 2 Golden Comeback
4 Final Brawl 3 Booby Trap
3 Carnival of Carnage 1 House on the Hill

FENG SHUI SITES

3 Jagged Cliffs
3 Temple of the Angry Spirits
2 Whirlpool of Blood
2 Kinoshita House (of pancakes)

Andrew took this same deck to victory in the Both Guns Blazing speed tournament, winning Most Wins in that event.

ORIGINS 2001

DUELING TOURNAMENT REPORT
by Andrew Sackett, 2001 Winner

In Who's the Big Man Now my deck only lost once, to Steven Wampler. Mr. Wampler and I came to Origins with the same group of people; Team Ithaca as I like to call us because we all came from Ithaca, NY. Steve was playing a Hand-Dragon deck. Steve and I were kicking butt all through the tournament; before the final Steve had zero losses and I had one. When Zev checked the record after the last qualifying round he told me that I had driven 500 miles to play my friend in the final.

The final wasn't very exciting because I bombed Steve back to the stone age before he was able to make anything resembling a bid for victory. If you ask Steve why I won he will tell you, "It is because Andrew got Dr. John Haynes out at just the right time". Apparently Steve would have Iron and Silked his only defender, stopping any character, that is any character who couldn't Stealth by.

If you ask me what won the game I would say, it was Real Ting Ting. I believe that once you get Netherworld Ting Ting into play your opponents might as well concede. This is not the case with the fake, cartoon, Year of the Dragon Ting Ting. However, in Steve's defense Real Ting Ting did come out after Dr. John Haynes and the good Doctor did Stealth by Steve's only guy to take a Feng Shui Site. In my defense, though, I didn't win until after Real Ting Ting came into play.

Though I won with the Real Ting Ting and Dr. John Haynes in play I almost lost. I was a card or two away from decking and I had enough cards in my hand to choose between decking and not. I thought I was going to win that turn and I also thought it would be funny to deck and win the game

in the same turn. Luckily I decided against decking because I didn't win that turn. On the next turn I washed over Steve's guys with the blinding purity of Real Ting Ting and the assistance of Dr. John Haynes to take a Feng Shui Site and win. If you go to the Shadowfist Web Site you can see me tearfully accept the Who's the Big Man Now trophy.

I also played this deck in Both Guns Blazing, taking the prize for the most wins. Mr. Wampler took most number of games played. Someone not from team Ithaca took the prize for best ratio of wins to losses but Steve and I were the only members of Team Ithaca in this tournament, so it wouldn't have been nice of us to win all three prizes.

The person who got the best wins to losses ratio only lost once and that was to me; though he did beat me the first time we played. I would have lost our second game if he had had another turn. I took one of his sites with a damaged Ting Ting and 2 bobos and then I was one site away from winning. I knew that he would be able to do something nasty to me if I let him have another turn because he was going to generate a lot of power and he had cheap guys with large fighting (He was playing a Grey-Silver deck with Spawns of the New Flesh). I had at least 3 power in my pool and a Final Brawl, Carnival of Carnage and Golden Comeback in my hand.

I realized that because Ting Ting was damaged I could play Final Brawl and Carnival of Carnage to kill Ting Ting and then she could have a Golden Comeback and take another Feng Shui Site. I did this and it caused me to win.

GENCON 2001 Multiplayer
by Steve Valladolid

Black Hand (65 cards)

FOUNDATIONS

- | | |
|--------------------------|-------------------|
| 5 Golden Candle Society | 5 Sinister Priest |
| 1 Instrument of the Hand | 3 Earth Poisoner |
| 1 Righteous Fist | |
| 1 Righteous Protector | |

HITTERS

- | | |
|------------------|----------------------|
| 2 Blue Monk | 1 Eater of Fortune |
| 1 Fist of Shadow | 3 Underworld Tracker |
| 1 Leung Mui | 2 Evil Twin |
| 2 Iron Monkey | 2 Mad Monk |
| 1 Sun Chen | |

EVENTS / SITES / EDGES

- | | |
|-------------------------|-----------------------|
| 2 Iron and Silk | 1 Flying Sleeves |
| 1 Rigorous Discipline | 2 Inauspicious Return |
| 3 Confucian Stability | 2 Tortured Memories |
| 2 Robust Feng Shui | 3 Pocket Demon |
| 1 Violet Meditation | |
| 1 Green Sensei Chamber | |
| 1 Yellow Sensei Chamber | |
| 2 Shield of Pure Soul | |

FENG SHUI SITES

- | | |
|-------------------------------|-----------------|
| 2 Whirlpool of Blood | 2 Mobius Garden |
| 1 Gambling House | 2 City Park |
| 2 Festival Circle | 1 Fox Pass |
| 1 Nine Dragon Temple | 1 City Square |
| 1 Temple of the Angry Spirits | |

Play defensively to start, using cheap events. Try to accumulate power and discourage attacks against you with TORTURED MEMORIES, AUSPICIOUS RETURN and the defensive sites. ROBUST FENG SHUI redirects damage from your sites to one you plan to attack next. TORTURED MEMORIES is used defensively in the early game and offensively later. Pay a lot of attention to the power curve – this deck always wants to have cards in play.

Steve battled his way to the top honors in multiplayer for the second year in a row with this deck – his summary of that earthshaking tournament follows at right.

GENCON 2001
MULTIPLAYER TOURNAMENT REPORT
by Steve Valladolid, 2001 Winner

The con was very cool. I am once again the World Champion or as it is called now, “Big Bruiser”. The tournament featured 4 rounds of 3 player before cutting to the final 4. I ended up playing Black Hand and it was good. Robust Feng Shui was a beast, redirecting damage from my site to the site I was gunning for. As a side note, I rarely saw my Pocket Demons/Violet Meds during the main part of the tournament but they kept me in the game during the finals.

Round 1: played vs a Monkey See variant and a mono Dragon. I Twinned a Monkey Boy, killed the original and then proceeded to draw a bunch of cards off of all the Battlegrounds. Dragon guy stalled out and I won with a superleaper (Sun Chen, I think.)

Round 2: This table had Josh Kronengold (also a finalist last year) and a guy I’d never met. I won despite being attacked by both players every round (Robust Feng Shui is a beautiful thing.) I found it particularly amusing that Josh was giving me play tips while I was kicking their butts.

Round 3: This was the best game I played all weekend. I was playing against 2 very good players that also made the finals this year. One guy played ultra aggressive Dragon and the other had good stuff mono Architect. The game went back and forth, all players going for winning attacks and failing. Something like 12 sites were BFV/BFP as well as smoked with City Square. My coolest tech was revealing a Temple of the Angry Spirits while another player’s Temple was under attack, winning the resulting auction and failing the attack. I outlasted everyone to win.

Round 4: I got matched up with Jan Malina and Max Hufnagel, two former playgroup buddies from San Francisco. Jan was the only other 3-0 still around and played Lotus/Monarch, with Barons that

seemed to come out for 2 or free every time. His Brain Fires really screwed my deck. Max was 2-1 (placed 2nd in round 1), playing some super defensive Hand/Lotus deck that I couldn’t get through. The deck used defensive sites (Temple, Puzzle G, Hartwell) backed by Shifting Tao/Death Traps, denial and Returned Gardeners. Jan decided that he couldn’t attack Max for fear of wasting an Ice Queen beating on a Puzzle Garden so he came for me almost every turn. I couldn’t hold them both off and Jan won with Max in second with 4 sites in play. I thought this was going to put me out of the finals but I had so many points from the first 3 rounds that I still made the cut. Max barely missed the cut; Jan advanced with me.

Finals: Me, Jan, Dragon Guy (John?), Arch guy (Dana). Back and forth with all playing extremely cautiously. Jan points me out as the threat but I convince the rest that he is the real enemy. We hold off Dragon guy as he tries to bust out. Jan and I get Dana to use all his denial against Dragon guy while stockpiling our own. I make a stupid error and waste 3 power Twinning Jan’s Ice Queen when he already has his own Twin of it, forcing an auction that I lose. Bad but it doesn’t cost me the game because my board is still decent. Jan goes for it and I manage to stop him. I win with just enough fighting (yay, GCS!) to take my last 2 sites and am crowned victorious.

Had lots of fun. Hope to see you all there next year.





MARKED FOR DEATH

Killer Decks: 2001 Tournament Winners, cont'd

GENCON 2001 Dueling by Jan Malina

Cheese Dip (51 cards)

FOUNDATIONS

4 Student of the Bear 5 The Pledged

UTILITIES

2 Cabinet Minister

HITTERS

3 Oliver Chen 2 Adrienne Hart
3 Eastern King 3 Shadowy Mentor

EVENTS / SITES

4 Family Estate 4 Bull Market
4 Operation Killdeer 3 Lodge Politics
5 Covert Operation

FENG SHUI SITES

2 Sacred Heart Hospital 2 City Park
4 Whirlpool of Blood
3 Temple of the Angry Spirits

Try it out and see what you think.

Note that even with all the power cards and strong faction support in the recent sets, good old-fashioned Ascended Speed with some modernization can definitely still bring the pain in dueling. For this year at least, the Animals stay way out in front.

ORIGINS 2001 Multiplayer by Yuit Sum Vong

Tea for Two (71 cards)

FOUNDATIONS

5 Redeemed Gunman 5 Hacker
2 Gonzo Journalist

UTILITIES

1 Hiro Asataka 3 Jane Q. Public
5 Scrappy Kid 1 The Prof

HITTERS

1 Jason X 1 Silver Fist
1 Suong Xa 1 The Golden Gunman
3 Ting Ting 1 White Ninja

EVENTS/SITES/STATES

1 Assassins in Love 1 Ting Ting's Gambit
3 Back for Seconds 1 House on the Hill
5 Dirk Wisely's Gambit 5 Bandit Hideout
2 Flying Kick 1 Rebel Camp
3 Golden Comeback 2 Fusion Rifle
4 Satellite Intelligence

FENG SHUI SITES

1 City Park 1 Ring of Gates
1 Fox Pass 1 Stone Garden
1 City Square 2 Turtle Beach
1 Festival Circle 1 Sacred Heart Hospital
1 Kinoshita House 1 Waterfall Sanctuary
2 Proving Ground

This deck's core combo of SCRAPPY KID + DIRK WISELY'S GAMBIT + BANDIT HIDEOUT generates great gobs of power which are then spent on the many fine Independent hitters the deck contains. TING TING is foremost amongst these but bear in mind that the SCRAPPY KID is Independent too – a crowd of kids playing with FUSION RIFLES can be annoying.

If you lose BANDIT HIDEOUTS, as you will, the REDEEMED GUNMEN are good at retaking them. GONZO JOURNALISTS make up the balance of foundations – useful for getting extra cards in hand to spend all that power.

Apropos current discussions about the cookie-cutter nature of mono-Dragon decks, note that the deck does not contain any FINAL BRAWL as you don't want to fight in front of the children. Instead, heavy use is made of SATELLITE INTELLIGENCE. And also we have the little-used card, ASSASSINS IN LOVE. This has always been good for taking control of the WHITE NINJA but is even better now that there is a BOUNTY to attract Assassin decks.

GENCONUK 2001 Multiplayer by Steve Badmaps

Mo' Bankers Mo' Problems (83 cards)

FOUNDATIONS

1 x Jade Wheel Society 5 x Shaolin Student
3 x Student of the Bear 2 x Wandering Monk
1 x The Pledged 2 x Righteous Protector
2 x Student of the Shark

UTILITIES

4 x Swiss Bankers

HITTERS

3 x Yen Fan 5 x Wandering Teachers
1 x Adrienne Hart 1 x Shan Tsu
2 x Rachel McShane 2 x Sun Chen
1 x Fong Sai Yuk (SS)

EVENTS/SITES/STATES/EDGES

3 x Bite of Jellyfish 4 x Rigorous Discipline
3 x Operation Killdeer 3 x Into The Light
3 x Realpolitik 3 x Confucian Stability
3 x Faked Death 2 x Shield of Pure Soul
5 x Family Estate
2 x Shadowy Mentor

FENG SHUI SITES

3 x Wall of 1000 Eyes 5 x Cave Network
1 x Desolate Ridge 5 x City Park
1 x Mobius Gardens 1 x Jade Valley
1 x Waterfall Sanctuary

I built the deck around one key combo - sharing SWISS BANKER's ability around with RIGOROUS DISCIPLINE, giving myself a cheap way to kill large thugs. This also works with the WANDERING MONK. Key events and characters can be recycled with INTO THE LIGHT and FAKED DEATH. REALPOLITIK cancels SHADOWY MENTORS.

WALL OF 1000 EYES was particularly good at discouraging attacks from WHITE NINJA. Also, a lot of my Feng Shui were played behind Non-Feng Shui Sites, so her ability wasn't so much use against me. Another of my favourite combos was using the FAMILY ESTATE to get YEN FAN out. A 3 for 6 superleaper is a good power/fighting ratio and helped me keep one power back to finance the bankers.

The deck is so named because of its main combo, but also because my successful winning attack was made with the Swiss Bankers joining in and getting through all the denial to finally take the site for the win!"



GENCON UK 2001

MULTIPLAYER TOURNAMENT REPORT

by Andrew Davidson

The players in the final of the UK Championship were, in play order, John Davis, Steve Bailey, Michael Rogers, and Dave Martin. Most were long-standing veterans of the Finchley tournaments, but Steve Bailey, a comparative newcomer, came on strong. In the following notes, site coordinates may appear as (col,row), e.g. (1,2) means 1st column, 2nd row.

(NOTE: Due to space considerations, we've consolidated the original report, presenting highlights of the grueling, marathon slugfest. For a more complete account of the action in all its brutal glory, investigate the Shadowfist UK mail archive (<http://groups.yahoo.com/group/shadowfist-uk>)

TURN 1. John played a FSS and a Sinister Priest. Steve played a FSS and The Pledged who killed the Priest. Michael played a FSS and a Hacker. Dave played a FSS and a Golden Candle Society. John revealed a Proving Ground at the end of Dave's turn.

TURN 2. John played another FSS behind the first. The PG made some Walking Corpses who attacked Steve's FSS. This was a Cave Network but John cancelled this with a Whirlpool. The Cave Network took 4 damage. Steve played a Family Estate which made a Student of the Bear. Michael played his second FSS behind his first. Dave played a Shaolin Sanctuary behind his FSS.

TURN 3. John played a Bandit Hideout to start his second column. His PG made more Walking Corpses who joined the first in attacking Steve's Cave Network. Michael revealed Fox Pass (1,2); John cancelled it. The Hacker, GCS and Student intercepted and killed one Walking Corpses. The other Corpses burnt the Cave for power and gained 1 power from the Bandit Hideout. Steve played two Shaolin Students, and a FSS behind the Family Estate now in his front row. Michael played a Hacker. Dave started a second column with another FSS. He also played The Pledged.

(SYNOPSIS: John dominated the early game but during the next few rounds the other players started asserting themselves. Michael's deck created a blizzard of recursive denial with Confucian Stabilities and Imprisoned brought back with Arcanotechnician and Into the Light. Dave played a

Violet Senshi Chamber in Turn 7 to copy the Arcanotech and recycle key cards of his own. By turn 9, all 4 players were generating substantial power and fielding sizeable armies of hitters each turn, with a number of Shadowy Mentors moving named characters around the board. Hand superleapers, the White Ninja, and the usual big tournament sticks (Ting Ting, White Ninja, Adrienne Hart) predominated.

By turn 15 players were making winning bids whenever possible, as the time limit approached and the ball was about to close down. Here are the last few knuckle-busting rounds in detail:

TURN 13. I returned to find Steve launching another massive assault for the win on John's Whirlpool. This was a case of déjà vu as Dave again used Suicide Mission to blow up the Whirlpool. John destroyed Dave's Violet Senshi Chamber in response. Michael didn't do much more than draw power this turn. Dave Shaolin Surprised a Mentor onto Yen Fan, who attacked a site. Steve Op Killdeered but Dave Confucianed. Yen Fan did 5 damage to a City Square; John's White Disciple finished it off to preclude a followup attack. Dave used Shaolin Surprise again to move the Mentor to Shan Tsu who took the Bandit Hideout, exposing the FSS behind the Hideout. Dave used Shaolin Surprise (again!) to reassert control of Yen Fan and attack for the win. Steve aborted Dave's bid with Op Killdeer.

TURN 14. John played a Pocket Demon on Steve to generate 7 power; then played an Evil Twin of White Ninja to attack the Abominable Lab. Shan Tsu intercepted but was subverted by Tortured Memories. Steve's Desolate Ridge shot the Mad Monk who turned to heal. John seized Abominable Lab, exposing Desolate Ridge to an attack by Kan Li and Tortured Shan Tsu. Dave gave a weakened Sun Chen Iron & Silk and blocked Shan Tsu. Steve's other interceptor, a Swiss Banker, did some damage to Kan Li and the Ridge took 2 damage.

Steve skipped power generation for a new hand. He then played Adrienne Hart, a Righteous Protector and a Wandering Teacher, attacking John's FSS (the only one open). Along with them went Shan Tsu, injured Sun Chen, a Student of the Shark, two Swiss Bankers and Yen Fan. Michael and Dave and John intercepted some of these in a small way – Yen Fan died. Dave Op Killdeered to neutralise Shan Tsu and Adrienne Hart must have been taken care of

in a similar way because insufficient damage was done to the site, a City Park that healed at the end of the turn.

Michael drew 2 power (3 total) and played a FSS to start a second column again.

Dave played a FSS, Xiaoyang Yun, The Iron Monkey and a Mentor on Shan Tsu. The Iron Monkey and Shan Tsu attacked Michael's new FSS for the win, with Xiaoyang Yun suppressing many possible stopper events. But Michael displayed sangfroid as he revealed the site - a Puzzle Garden, which took only 6 damage from the two characters.

TURN 15. John played another Thing with a 1000 Tongues, attacking Puzzle Garden for the win. Steve or Dave stopped this with Op Killdeer. Steve made the final assault on Puzzle Garden with Wandering Monk, Student of the Shark, Yen Fan, Adrienne Hart and a mentored Shan Tsu. Ting Ting intercepted Wandering Monk and Xiaoyang Yun intercepted Student of the Shark, but that wasn't enough – Steve won. This was only just in time as the hall was closing and we were the only event left in the entire place – phew!

The game took 2 hours 45 minutes. John got off to a fast start with his Walking Corpses and always had an army of strong characters. Michael took over as the leader in the middle game and would probably have won the game if it had timed-out, with two sites burnt for victory. Dave had winning chances too but his main role in the game was as spoiler, using his strong denial to stop other players winning. Steve was strongest at the end because of his large site structure which let him play many powerful characters. He made repeated strong winning attacks and so his victory was well-deserved when one of them managed to break through the others' defenses.

There were still plenty of players left – they'd been playing consolation games for promo cards. They gave Steve a good round of applause and their congratulations. We then had to pack up and make a hasty exit.



OPERATION KILLDEER

Top 10 Mistakes in Shadowfist Play, pt. 2 of 3

by Max "Doc Coyote" Hufnagel

LAST ISSUE, WE STARTED A LIST of the 10 most common mistakes in Shadowfist play. That article discussed in depth the sins of Holding onto Cards Too Long and Overlooking the Obvious (i.e., Wake Up, You're Dead!).

Here are the next couple of mistakes to watch out for if you want to take your game to the next level.

7. Playing from First Place I have a fast, powerful deck that likes to bust out early with Sergeant Blightman or CHAR, burning its first Site while everyone else is building up resources. Later it uses Dragon hitters, recursion, and a more control-based style. Even ganged up against it's a threat: a mere 2 Power = a Golden Comeback = Ting Ting's out of my smoked pile, onto the board, and kicking butt. It's a good deck, not subtle at all, but pretty good. Not surprisingly, it seldom wins in multiplayer.

It is an obviously strong deck. So obvious, in fact, that people can't ignore it – so they don't. From the start, they see it as a threat, and do whatever they can to keep it down. No one ever drops their guard against it. Every turn, they watch to make sure it can't win; whenever possible they save up some kind of denial to stop its next winning bid.

I bring this up to illustrate a point: If people think you're winning, they'll hammer you. Better players tend to play from 2nd place – where they are perceived as less of a threat, and often win the game by surprise. It takes careful planning to grab 2 Feng Shui Sites in one turn, but it's the kind of planning that often leads to victory.

Dueling is simpler; because there's no diplomacy possible, and your opponent has only you to attack, there is never a reason to play from 2nd place in a duel unless you've built some Lose to Win specialty deck.

6. Protecting Your Sites Simply put, protecting a site is a mistake when you lose more than you would if you had let the attack go through unopposed. In dueling this rarely happens, because the shift in strength resulting from losing a site is much greater than the cost (in Power, cards, Characters, etc.) of trying to keep it. In a duel, when your opponent tries to take one of your sites you should almost always try to stop him.

In multiplayer, things aren't so simple. It

isn't always possible to protect your sites from everyone. Sometimes, protecting yourself from one player uses most of your and/or the attacker's resources (cards, Power, Characters), leaving you both hurt and vulnerable to the next player.

It's important to remember to look at the big picture. If someone can win the game by playing a Feng Shui Site then taking one of yours, don't let him – even if stopping him means letting someone else take your Site without a fight. Don't let the immediate and smaller threat of the loss of a Site blind you to the larger threat of losing the game.

5. Overextending It's true that it is impossible to win a game of Shadowfist without playing any cards. It's also true that some people make the mistake of under-committing their resources. It's more usual, though, to see people err in the opposite direction. There are a number of common ways people overextend, all worth noting.

Playing a site you cannot protect. It's surprising how often this happens. While it might simply be Very Bad Play, it's usually a less blatant mistake.

Often, the error is in miscalculating how much damage an opponent can get through to your site – overlooking the +1 from an Entropy Is Your Friend, or forgetting about the point a Yellow Senshi Chamber can redirect. Sometimes, the error is in ignoring what cards an opponent might reasonably use against you. While you probably don't have to worry about Operation Green Strike too often, if you're facing someone with a bunch of Tech resources in their pool you shouldn't be too surprised to see Orbital Laser Strike.

And once in a while, the error lies in thinking other people will make the best choices. Just because another person is in the lead and their site is a better target doesn't mean yours won't be chosen. Just because someone taking your site will practically give them the game doesn't mean anyone will do a thing to stop them. Just because you can see the best play doesn't mean other people can, and some people don't or won't listen to advice, no matter how good.

Matching Designators. Before you play a card that shares a designator with another card in play, carefully consider the effects of cards like Discerning Fire and Smart Gun. Playing a Student of the Bear for free with your Family

Estate is usually a good deal, but doing so when you have a big Pledged hitter on the board and one of your opponents has Magic resources and 2 Power available is just asking to be spanked.

Looking like a threat. This ties in with Mistake #7 and, like that one, does not apply to dueling.

If you look like a big threat, other players will treat you like one – instead of focusing on building up their own positions or attacking someone else, they'll be taking you down.

There are two really good ways to look like a big threat. One is to build up a 'dangerous' amount of Characters, i.e. significantly more Fighting than anyone else. If you only have Li Sen-Hao on the board, and everyone else has 6 or so worth of Fighting, no one is likely to single you out. Play another hitter though, and you've upset the balance of power. Be ready for a pummeling.

The other way to look dangerous is to be one site away from winning. Someone who is one Site away from victory can't be trusted or allied with – except, of course, against someone else who's one Site away from winning. It's almost always better to stay two Feng Shui Sites away from victory until you're actually ready to go for the win.

Letting your opponent back into the game. This applies almost exclusively to dueling. Basically, if you are winning, and if your opponent has any kind of comeback potential based on his Sites getting burned, don't burn his Sites. It sounds simple, and it is. Even so, I've seen experienced players, dominating in a duel, choose to burn their opponent's Site – and then instantly regret that choice when something like Avenging Thunder (or worse, Avenging Fire) gets dropped on them, often costing them the game.



ARRAY OF STUNTS

Killer Combos from Shaolin Showdown

By David Eber



BY NOW you've probably gotten hold of Shaolin Showdown, and are just beginning to come up with ways to use the cards. Here are a few suggestions for combos that you might want to try out.

THE HANGING COFFINS and PATH OF THE CLEVER FOX

The problem with Path of the Clever Fox is that the characters you play it on are usually the first to be intercepted and smoked. The Hanging Coffins lets you attack, steal power, and then back out of the battle. The Guiding Hand can also pull this off with The General. For a different approach, you might want to try this with Rat Fink or Just a Rat, which punish opponents who try to intercept them.

FLYING SWORD STANCE, TSUNG JIN, MASTER BLACKSMITH, and JIANG XUSHEN

The core of this combo involves recycling the Flying Sword Stance onto Tsung Jin with the Master Blacksmith, allowing him to nullify an interceptor. This alone is a pretty good combo, but if you add Jiang Xushen in, you get the added bonus of dealing damage every time you replay the Flying Sword Stance as well. Note that Chen Sho Kung works just as well as Tsung Jin, but his high resource requirement makes him tougher to play in dual-faction decks.

PEASANT LEADER, MASTER BLACKSMITH, and THUNDER SWORD

The Thunder Sword is one of the cheapest ways to quickly boost up the Peasant Leader's Fighting, allowing him to steal bigger and better characters. The Master Blacksmith is here so you can ignore the out-of-faction resource requirement, and to recycle the Thunder Sword as well.

SUNLESS SEA RUINS and JADE WHEEL SOCIETY

The Sunless Sea Ruins are great at boosting up your hand size, but if the site gets revealed too early, it can cause your hand to clog. The Jade Wheel Society lets you get rid of unwanted cards, and thus is great at breaking up logjams. Add Order of the Wheel, Orange Senshi Chamber, and Tong Su Yin, and you've got the foundation of a deck.

DRAGON DOJO, STUDENT OF THE DRAGON/STUDENT OF THE BEAR, BULL MARKET, and KIII-YAAAAH!

Use the power from Bull Market to play Students at the location of the Dragon Dojo, which will let you draw more cards. Ideally, some of those cards will be more Students and Bull Markets, thus creating a self-perpetuating cycle of card drawing and power generation. And since you're giving everyone else so much power, you may as well take some of it back with Kiii-YAAAAH!

VIVISECTOR and FENG KAN

Sacrifice a few of your characters to your Vivisector. Now that you have fewer characters than your opponents, play Feng Kan at reduced cost using the power you just gained. Granted, you won't want to use this combo if you've already got strong characters in play, but if you have a bunch of DNA Mages and Sinister Priests sitting around, it's a great way to generate some quick power and drop out a 5 Fighting demon for cheap.

SHI ZI HUI, MANCHU SOLDIERS, and INAUSPICIOUS RETURN

The combo of Shi Zi Hui and Inauspicious Return already works nicely to begin with. Add in Manchu Soldiers, and now you're getting 6 fighting for one power. If you don't have Shi Zi Hui in play, Sinister Accusations works almost as well. Add in a handful of the new Manchu cards and you've got yourself a deck. By the way, the Manchu Soldiers love the Bad Colonel too.





SUPERIOR KUNG-FU

Strategies for Cracking a Turtle's Shell

by Julian Lighton

YOU ALL KNOW A TURTLE. Somebody who bogs the game down with a highly defensive deck, turning what should have been a fast-paced demonstration of your Superior Kung Fu into hours of torture.

Turtles can be beaten. It's not even that hard, but it requires planning and the right attitude. You don't necessarily need to modify your deck, just your approach to victory.

DON'T LET A TURTLE PLAY HIS OWN GAME

This is an important part of beating any deck, but matters more for a turtle. Turtle decks are slow, and need to build their position; prevented from doing so, they can't dominate. If they rely on specific cards, kill those specific cards, even if you're not about to go for the win. Unless that card is the main thing keeping another player from winning in the immediate future, it's in your best interest to kill it. The turtle will come up with something else in a few turns, but now you only have to punch through one obstacle, not two.

Usually, turtles rely heavily on non-Feng Shui Sites, both for extra power and to hide their Feng Shui behind. Attack those sites. Other players aren't going to care, and the turtle is forced to expend denial on a non-winning attack, or let you get the site, which not only weakens him but gives you more power to play with. If the turtle has a Shield of Pure Soul that you don't wish to trigger, just smoke the site. You didn't plan on needing that site; s/he did.

KEEP ATTACKING

Often, when a player is known to have good denial cards in hand, everybody stops attacking. The denial is stopping attacks without even being used. If you keep attacking, the denial gets used up, which encourages other players to attack, soon draining the table of denial. Yes, it's possible that this will end up giving another player the win, but if nobody attacks, what were your odds of winning anyway? Just don't overcommit your resources to the initial attack; you want to start the ball rolling, not empty out the pool of denial. Don't hesitate to use up your own denial cards once you've got other people to start trying for the win. You want to be drawing cards that will help you go for it when your next turn comes around. Lastly, if necessary, you can

MODIFY YOUR DECK

If you're in a very turtle-heavy environment, you might want to modify your deck a bit. In addition to the obvious anti-denial cards like Whirlpool of Blood, Festival Circle, and Charmed Life, there are other things to consider. Ring of Gates and Underworld Tracker both work well against turtles who love recycling their denial, and are more generally useful too.

Pack some Edge removal if you can. Turtles play a lot more Edges than is typical. One good Thunder on Thunder will ruin their day, but a well-placed Realpolitik or Eater of Fortune can do almost as much good.

Cancel their Sites. Whirlpool is good, but often the rest of the table will be able to out-Whirlpool you when you try to win. Try some of the cards that cancel Sites when they attack. Fire Sled is great for this, as it also protects you from many Sites that you aren't attacking. The new Fong Sai Yuk and Path of the Lurking Rat also work well here, as they allow you to cancel denial Sites that are hiding from your righteous fury in the back row. Red Senshi Chamber, while it doesn't cancel Sites, does allow you to attack the crunchy sites, instead of the Puzzle Garden they're hiding behind.



SCOURGING

The Power for Promos Program



Did you notice that Shadowfist starter and booster packaging has numbers in diamonds that look like the Power Generation stat from Feng Shui Sites? Well, they are, sort of.

Each starter box or booster wrapper is worth an amount of Power Points. You can trade them in at our website (see the Power for Promos program) for nifty promo stuff, while supplies last. Each booster is worth 2 Power (clip the 2 in

the diamond on the back of the wrapper) and each starter is worth 5 (clip the 5 on the box flap). Send your Power along with a self-addressed, stamped envelope (for players outside the US, 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 online (at www.shadowfist.com/buy) and we'll update the list in the FAQ whenever we update the FAQ.



White Ninja

90 PPts for general public.
80 PPts for SWS members.

Quantity: _____
Power Pts: _____



Nine Cuts

90 PPts for general public.
80 PPts for SWS members.

Quantity: _____
Power Pts: _____



The Junkyard

90 PPts for general public.
80 PPts for SWS members.

Quantity: _____
Power Pts: _____



Elephant Gun

90 PPts for general public.
80 PPts for SWS members.

Quantity: _____
Power Pts: _____



Once and Future Champion

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Four Monarchs SWS members.

Quantity: _____
Power Pts: _____



Open a Can of Whupass

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Dragon SWS members.

Quantity: _____
Power Pts: _____



The Eastern King

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Ascended SWS members.

Quantity: _____
Power Pts: _____



Primus

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Purist SWS members.

Quantity: _____
Power Pts: _____



Time To Kick Ass!

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Dragon SWS members.

Quantity: _____
Power Pts: _____



Dragon Boat Festival

90 PPts for general public.
80 PPts for SWS members.
70 PPts for registered Guiding Hand SWS members.

Quantity: _____
Power Pts: _____

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.