



Kiii-YAAAH!

THE JOURNAL OF THE SHADOWFIST SECRET WAR SOCIETY

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EIGHT FACTIONS.

34 ALL-NEW CARDS.



ARRAY OF STUNTS

Boom Chaka Laka Quick Decks

By David Eber



A Quick Note to All SWS Members

This issue of Kiii-YAAAH is being distributed electronically as a PDF in order to conserve mailing costs at this time. We've chosen this option for several reasons, the most compelling of which is that, with no new promos to distribute at this time we wanted to conserve mailing costs for a special Summer Con issue we'll send out in August with the next batch of Red Wedding promos. We promise it'll be worth the wait, and that we'll be putting the money saved this time around into even better promo loot to reward your loyalty.

In the meantime, thanks for your patience while we put this issue together and worked out the best way to get it out to you. See you at the summer cons!

BOOM CHAKA LAKA, the latest and funkiest expansion for the Shadowfist CCG, takes the secret war to the strangest and grooviest place yet - The 70's. Here are three deck ideas based around cards from the set to get you dancin' to the music. No jive.

ON THE ROAD AGAIN

Faction: Dragons

Key Cards: Maverick Trucker, Jack Hades, Big Ass Car, Big Rig
Vehicle states get a huge boost in BCL, opening up a variety of different Vehicle-based deck designs. A straight Dragon deck is probably the simplest place to begin. You can play both the Big Ass Car and the Big Rig on the Maverick Trucker for free, and of course Jack Hades is a natural for this kind of deck. That's just the start though. From there, you have a lot of options. Throw either vehicle on a Scrappy Kid, send him in on a suicide run, and then blow it up with Life In the Fast Lane. Or try the same combo, but replace LitFL with Heavy Machine Gun, and shred your opponent's characters while your Kids go home untouched. Or play the Car or Rig on the Trucker for free, then sacrifice it to the Chop Shop to get power, and then recycle it for free with the Master Mechanic. Out of Sight!

CRIME PAYS

Faction: Lotus

Key Cards: Chin's Criminal Network, Vassals of Chin, Zodiac Lounge, The Big Boss
Hoods also get a nice size boost in BCL, giving players new options for Hood decks. This variant recycles cheap hoods repeatedly, and uses cards that work

best when you have lots of hoods in play. Use Inauspicious Return to recycle your Vassals of the Lotus. Then play Chin's Criminal Network for power, and send them in to attack with the Vassals of Chin so he gets pumped up. Make sure they're all in front of the Zodiac Lounge first, so that they all do extra damage. Play the Dragon Throne so you can get your hoods out cheaply. In combination with the Big Boss, this lets you recycle your Vassals for free. Use Big Daddy Voodoo for even more cheap hoods, and finish up with Claws for some hard hitting Muscle. Solid.

DOIN' TIME

Factions: Monarchs, Purists

Key Cards: Time Keeps on Slipping, Earth, Wind, and Fire
Time Keeps on Slipping can potentially net you a ton of power, but it also leaves you pretty much vulnerable for a turn. The idea behind this deck is to load up on defense and denial, so that you can hold out until you can play TkoS, and so that you can survive the turn you play it. Start with lots of high body sites and multiple copies of Portal Nexus. Not only will that boost up your sites, but it'll also let you move damaged ones out of harm's way. Snowblind and Entropy Sphere are your main defensive weapons. The latter, of course, hurts your own sites. That's what the Earth, Wind, and Fire is for. It's expensive, but it'll heal all your cards and take out a big hitter. Get out as many sites as you can, and use these cards to defend yourself. Then play TkoS, rake in the power, and start dropping out the Kings and Queens on your next turn. Can you dig it?





PRIME TIME GORE, Part 2

Fan Fiction by Dave Altz

For Part 1 of Corporal Shaw's and Lisa Chang's adventure, check out Kii-YAAAH #2.

SHAW OPENS UP WITH BOTH UZIS.

The bullets hit with a muffled thumping noise and clatter to the pavement. He frowns.

Lisa Chang takes to the air. She is ten feet above the sorcerer's head when one of the green fireballs expands and engulfs her. She screams in a volume and pitch that the audio pickups are unable to compensate for, and crashes to the hood of the limo.

Shaw tries to dodge the fireball coming his way, but it turns in flight to catch him anyway. He is engulfed, but his clothing and hair don't burn.

The sorcerer laughs maniacally. "Feel the pain of the Soul Fire, fools!" he pipes. "It burns the spirit away, but leaves your flesh untouched! You will writhe in exquisite pain, then your souls will burn away, and your meat bodies will serve me forever! Heehelahhhaha!"

Lisa Chang falls off the car, shuddering and sobbing. She is barely visible under the green crackling fire. The audio gets fuzzy trying to replicate the high-pitched laughter of the sorcerer. Behind him, Shaw staggers to his feet.

The sorcerer gloats over Lisa Chang. "Is the pain not excruciating, little one? Can you feel your spirit being burned away?! Can you—eh?"

Shaw extends a flaming hand and grabs the eunuch's collar. "Impossible!" Long-nailed hands scrabble at Shaw's iron grip. The grim warrior pulls the struggling sorcerer down to his eye level. He growls very low, "You got nothin" on BuroMil Implant Training, non-man."

The eunuch releases the grip on Shaw's wrist and tries clawing his face. Shaw drives a boot into the sorcerer's solar plexus. The non-man collapses like a wet noodle, making mewling noises.

The flames flicker. The screaming from Lisa Chang abruptly stops. Shaw kicks the

sorcerer face-up, head hitting the pavement with an audible whack. He plants a knee in the chest and begins pummeling the sorcerer with a flaming fist—crack!

The mewling ceases. A hissing sound is audible.

Crack. Shaw's knuckles are bloody.

The flames are guttering.

Crack.

Crack. The eunuch's skin darkens, taking on a visible sheen.

Crack. The blood on Shaw's hand is darker, almost black. He doesn't notice.

Crack. The hissing sound is audible now. Shaw seems oblivious.

Crack. The face changes shape, more so than one would expect from being pummeled. The flames are gone.

Crack. The white hair disappears. Claws sprout from the fingers. The body is two feet longer than it was when it stepped from the limousine.

Shaw finally notes a change. He pauses, bloody fist pulled back.

"Ssssss haahh," the snake-thing hisses. "Now you see the true face of your death, human! Now you see—"

Crack! Shaw resumes pummeling with renewed vigor. Crack! Crack! Crack, crack, crack crack-crack-crack—

"Shaw." Lisa Chang is standing, naked sword in hand, free of green flame. "You're just pissing it off. You have to take its head."

"Working on it!" Crack.

The snake-thing digs claws into the arm holding its throat. Crack! Shaw continues his assault.

Lisa Chang's image goes fuzzy on camera 2 for a moment. There is a zz-shing-shing noise, and her sword comes back into focus with gore on it. The scaled arms spout fountains of blood at the shoulders and fall away, twitching. The snake-thing hiss-screams in agony.

Crack! Shaw hits its face one last time and jumps away. Chang's katana sings again, and the snake head rolls onto the pavement, leaving a trail of ichor.

Shaw shakes his hand absently, and rubs demon blood off onto his pants. They both survey the carnage for a moment, and then Lisa Chang looks directly into camera 2. "Shaw, camera!" Her arm becomes a blur on screen, and camera 2 turns into gray snow. Camera 1 catches the gunflash of Shaw's Godhammer before it, too, goes dead.

Unmoving until now, Raven Li snaps both monitors off with two precise finger jabs. "Out," she commands. Both black-suited technicians scurry from the Control Center. She pulls a slim phone out of her skintight leathers and presses a stud.

"They're done," she says, putting the phone to her ear. A faint green light from the LCD display washes her right cheekbone. "We have..." she looks down to a readout, "secondary confirmation of the site going up."

A fine black eyebrow raises. "No, they're both still alive. Very much so."

A small smile. "Well, I expected that. They're much more effective than you give them credit for."

The voice on the phone becomes faintly audible. Her look turns incredulous. "Why in the world—? No, they're excellent tools. Easily manipulated."

The voice is audible a second time. She doesn't wait for it to finish. "Randall, you moron, we shouldn't be using our own resources when the opposition gives us such fine tools."

Her eyes wander the Center as she listens. After a good sixty seconds, her lips compress into a thin line. "Randall. Don't make me go over your head on this." Short pause. "Yes, it's just like that. Think of another solution."

She shuts the phone off and makes it vanish into her suit. "Idiot," she mutters. "You can break my toys when I'm done with them."

MARKED FOR DEATH

Killer Deck: Patty Hearst's Nightmare

by Brian Bankler



Deck Recipe:

LOTUS (15)

- 5x Sinister Priests
- 1x Destroyer
- 5x Inauspicious Return
- 2x Flying Guillotine
- 2x Tortured Memories

JAMMER (39)

- 5x Resistance Squad
- 3x Punks
- 4x Portal Jockey
- 5x Simian Liberation Army
- 1x Ba-boom
- 1x Titanium Johnson
- 2x Jack of All Trades
- 2x Buffalo Soldiers
- 5x Battle-Matic
- 3x Death-o-Rama
- 2x Who's the Monkey Now?
- 3x Close Call
- 2x Payback Time
- Jury-Rigged Dynamo

FENG SHUI (16)

- 1x Temple of the Angry Spirits
- 1x Gambling House
- 1x Disco
- 4x Nine Dragon Temple
- 2x Roller Rinks
- 3x Rainforest Temple
- 2x Whirlpool of Blood
- 2x Hall of Portals



PATTY HEARST'S NIGHTMARE

Patty Hearst's Nightmare uses and abuses with Simian Liberation Armies, which do four damage on the turn they enter (or return to) play. Early on, ditch everything for getting a single lotus and two jammer resources (one of which should have tech), and then the deck plays itself.

Inauspicious Returning the Armies bring a shocking 12 damage into play for a single power. Burn for victory, since you can't hope to defend for long. You could return three Armies to defend, but that's probably only worth while if you can smoke a large character in the process, which will net you a bonus two power. As the game goes on, the battle-o-matics will enable you to take a (slightly weakened) site with a Portal Jockey. The Flying Guillotines are there to add extra damage when you smoke a character, as well as pumping up the battle-o-matics. Additionally, you can sacrifice a Guillotine to a Jack of All Trades and fetch a Battle-Matic or the Jury Rigged Dynamo. Close Calls deal with chump blockers, and Buffalo Soldiers handle any final brawls, which are a weakness of the deck (The soldiers also stop many other events). Who's the Monkey Now? and Tortured Memories provide that final bit of defense and offense.

The other hitters are flavored to taste. Putting more than three or four slows the deck down, however. The feng shui sites chiefly provide extra power, with the Rainforest Temple/Roller Rink combination allowing for even more recycling. The rest of the sites can be modified to suit your local group's style. Temple of the Angry Spirits provides defense, and doesn't hurt if seized, but don't play with Hartwell Iron works! Use Hall of Portals to intercept with any character you want to recycle on defense, with Death-o-Rama to go out in style. I've found that scrounging only provides minimal value, (since you should be burning for victory and can usually live with a single power or two). Payback Time (and Nine Dragon Temple, if you happen to be losing) allow for a quick comeback.

Once this deck has its basic resources, it cycles through hands (and the smoked pile) very quickly. About the only things to fear are Inauspicious Reburial (consider adding hackers) and the Curio Shop, which can shut this deck down instantly. In that case, pick on someone else until the Battle-o-Matics are pumped.

The Simian Liberation Army: making sure your opponents are the first against the wall when the revolution arrives!



SUPERIOR TECHNOLOGY

In-Depth Card Analysis: Superior Mastery

It's all about tempo

by Josh Kronengold

At first glance, Superior Mastery, a Dark Future uncommon, doesn't look like much. Why pay one power to be able to play States out of turn? Especially since the cards it would be most useful with (Heroic Conversion and Shadowy Mentor) are explicitly disallowed by its 'on cards you control' limitation (barring Shaolin Surprise trickery, which is another article entirely).

However, what makes this Edge game-changing is the ability it gives to play a State with surprise even on an opponent's turn, gaining one of the most valuable assets in Shadowfist: tempo. Used properly, this capability makes already strong States better...and even makes some previously unplayable States quite good.

A prime example of a strong State boosted by Superior Mastery is Fortune of the Turtle. By allowing you to hold a Fortune until there is an Event to be immune to, even on an opponent's turn, Superior Mastery nicely solves a standard Fortune of the Turtle dilemma: if you end your turn holding one, you never know whether to play it, in which case its only effect may be to draw out a removal event that zaps both your

Character and his new-minted Fortune, or to hold it and hope your character survives until your next turn, when you'll get another chance to slap down one of the best anti-event cards in the game.

Shadowfist, Hands Without Shadow, and Walk of a Hundred Steps produce similar tempo-changes for interception and character defense. Legacy of the Master can protect your States out of turn just as other States protect your Characters. There are many out-of-faction/unaligned States in this category, everything from Sub-Machine Gun to MegaTank, that also provide great out-of-turn tempo effects.

However, in some ways the States that change most with Superior Mastery are some of the true coasters of Shadowfist – dedicated defense States like Whirlwind Strike. In normal play these are far worse than other States because they have to be telegraphed – played on your turn but only useful out-of-turn. Since these States are on the board before an opponent declares attackers they can almost always be attacked around, their effect never going off unless an opponent makes a miscalculation.

But with Superior Mastery, cards like Whirlwind Strike, Death Touch, Netherworld Passageway, even Repulsor Beams can be game changing, as their first appearance has a significant, potentially game-winning, effect. And unlike Events with similar effects, these States persist, annoying opponents long after their primary impact.

Here's a simplified example. You've got a single big interceptor, and no obvious tricks, so an opponent swarms a site since your single character can't possibly stop their whole horde. One power later (for Whirlwind Strike plus the 0-cost staple Iron and Silk) – or three power if you need Death Touch or some other damage boost – and your character has just become a living Neutron Bomb...Superior Mastery style.





REGISTRY OF THE DAMNED

Card Checklists: 10,000 Bullets

NEW IN 10KB

Assault Squad
 Bird Sanctuary
 Bleys Fontaine
 Blood Reaver
 Bomb Factory
 Bulletproof Monk
 Captain Liu
 City Hospital
 Cognitive Spirit
 Derek Han
 Father of Chaos
 Fire Mystic
 Fireworks Factory
 Golden Mile
 Isomorphic Spirit
 Jaded Cop
 Kallisti
 Karate Cop
 Lord Hawksmoor
 Magog
 Mathemagician
 Pain Feedback
 Paradox Garden
 Poison Thorns
 Professional Killer
 Steven Wu
 Street Riot
 Sub-Machine Gun
 Temple
 of Celestial Mercy
 The Legacy
 Thunder Bishop
 Tommy Hsu
 Void Sorcerer
 Yellow Geomancer

REVISED IN 10KB

Bag Full of Guns
 Furious George
 Lord Shi
 Sports Car
 SWAT Team

ARCHITECT OF THE FLESH

1 Temple of Celestial Mercy (New)
 1 Nightclub (New)
 1 City Hospital (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 City Park
 1 Jade Valley
 1 Garden of Bronze
 1 Family Home
 1 Floating Restaurant
 1 Curio Shop
 1 Night Market
 1 Abominable Lab
 5 Test Subjects
 4 CDCA Scientist
 3 Assault Squad (New)
 3 Nerve Gas
 1 Neutron Bomb
 1 Dangerous Experiment
 3 Helix Rethread
 2 The Reconstructed
 3 Blood Reaver (New)
 2 CHAR
 1 Genghis X
 1 Magog (New)
 2 Vivisector
 3 Arcanotank
 1 Tank Warfare
 2 Buro Godhammer

ASCENDED

1 Golden Mile (New)
 1 Nightclub (New)
 1 City Hospital (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 City Park
 1 Jade Valley
 1 Garden of Bronze
 1 Family Home
 1 Stone Garden
 1 Curio Shop
 1 Birdhouse Cafe
 1 Family Estate
 4 SWAT Team (New)
 5 Student of the Bear
 3 Liquidators
 2 Shadowy Mentor
 2 Operation Killdeer
 1 Bull Market
 2 Mole Network
 2 Jaded Cop (New)
 1 Phillipe Benoit
 1 Captain Liu (New)
 1 Rachel McShane
 1 Bleys Fontaine (New)
 3 Gruff Lieutenant
 1 Pump-Action Shotgun
 2 Sub-Machine Gun (New)
 2 Security
 1 Suicide Mission
 1 Realpolitik
 1 Faked Death
 1 Sports Car (New)

DRAGONS

1 Temple of Celestial Mercy (New)
 1 Nightclub (New)
 1 Bird Sanctuary (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 Garden of Bronze
 1 City Park
 1 Jade Valley
 1 Gambling House
 2 Cave Network
 1 Festival Circle
 1 Kar Fai's Crib
 3 Hacker
 5 Redeemed Gunmen
 4 Everyday Hero
 2 Final Brawl
 2 Dirk Wiseley's Gambit
 2 "Now You've Made us Mad"
 1 Johnny Tso
 3 Karate Cop (New)
 2 Ex-Commando
 1 Tricia Kwok
 1 Steven Wu (New)
 1 Ting Ting
 2 Pump-Action Shotgun
 2 Sub-Machine Gun (New)
 2 Bag Full of Guns (New)
 2 Both Guns Blazing
 2 Golden Comeback

GUIDING HAND

1 Golden Mile (New)
 1 Nightclub (New)
 1 Bird Sanctuary (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 City Park
 1 Jade Valley
 1 Hidden Sanctuary
 1 Stone Garden
 1 Field of Tentacles
 1 Curio Shop
 1 Festival Circle
 1 Shaolin Sanctuary
 3 Kung Fu Student
 5 Golden Candle Society
 4 Instrument of the Hand
 1 Blade Palm
 2 Iron and Silk
 1 Hands Without Shadow
 3 Heat of Battle
 1 Shield of Pure Soul
 2 Blue Monk
 2 Bulletproof Monk (New)
 1 Shih Ho Kuai
 2 Virtuous Hood
 1 Iron Monkey
 1 Derek Han (New)
 2 Yellow Geomancer (New)
 2 Healing Earth
 2 Confucian Stability
 2 Flying Sword Stance

JAMMERS

2 Rust Garden
 1 City Square
 1 Nine Dragon Temple
 1 Jade Valley
 1 Gambling House
 1 Garden of Bronze
 1 Festival Circle
 1 Fireworks Factory (New)
 1 Nightclub (New)
 1 Bird Sanctuary (New)
 1 Birdhouse Cafe
 1 Bomb Factory (New)
 1 Drug Lab
 3 Edge Warrior
 4 Just Another Consumer
 5 Resistance Squad
 3 Professional Killer (New)
 2 Dallas Rocket
 1 Gorilla Fighter
 2 Napalm Addict
 1 Furious George (New)
 3 Scrounging
 1 Payback Time
 2 Close Call
 1 Who's the Monkey Now?
 2 Death-O-Rama
 2 Street Riot (New)
 2 Homemade Tank
 2 Explosives

EATERS OF THE LOTUS

1 Turtle Beach
 1 Nightclub (New)
 1 City Hospital (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 City Park
 1 Jade Valley
 1 Family Home
 1 Field of Tentacles
 1 Night Market
 1 Floating Restaurant
 1 Birdhouse Cafe
 1 Drug Lab
 5 Sinister Priest
 3 Vassals of the Lotus
 4 Claw of Fury
 2 Die!!!!
 2 Glimpse of the Abyss
 2 Pocket Demon
 1 Big Brother Tsien
 3 Poison Thorns (New)
 2 Walking Corpses
 1 Four Burning Fists
 1 Tommy Hsu (New)
 1 Kan Li
 2 White Disciple
 2 Tortured Memories
 2 Flying Sleeves
 1 Pump-Action Shotgun
 1 Sub-Machine Gun (New)
 1 Sports Car (New)
 1 Explosives

THE FOUR MONARCHS

1 Kinoshita House
 1 Nightclub (New)
 1 City Hospital (New)
 1 Garden of Bronze
 1 City Park
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 Gambling House
 2 Turtle Island
 1 Field of Tentacles
 1 Family Home
 4 Fire Acolytes
 4 Ice Healer
 4 Darkness Warriors
 1 Discerning fire
 3 Mark of Fire
 3 Pocket demon
 1 Avenging Thunder
 2 Butterfly Knight
 3 Fire Mystic (New)
 1 Lord Shi (New)
 1 Lord Hawksmoor (New)
 2 Blade of Darkness
 2 Thunder Bishop (New)
 1 Ice Diadem
 2 Claws of Darkness
 2 Brain Fire
 1 Thunder Sword
 1 The Legacy (New)

PURISTS

1 Fox Pass
 1 Nightclub (New)
 1 Bird Sanctuary (New)
 1 Nine Dragon Temple
 1 Fireworks Factory (New)
 1 City Park
 1 Garden of Bronze
 1 Gambling House
 2 Inner Sanctum
 1 Floating Restaurant
 1 Stone Garden
 1 Paradox Garden (New)
 5 Mathemagician (New)
 4 Arcane Scientist
 3 Purist Aspirant
 1 Discerning Fire
 3 Entropy Sphere
 2 Pocket Demon
 2 Entropy Tap
 2 Void Sorcerer
 3 Cognitive Spirit (New)
 1 Kallisti (New)
 1 Father of Chaos (New)
 2 Isomorphic Spirit (New)
 2 Alabaster Javelin
 2 Pain Feedback (New)
 1 Inoue Oram
 2 Amulet of the Turtle
 1 Quantum Sorcery



OPERATION KILLDEER

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

by Max "Doc Coyote" Hufnagel

LAST ISSUE, MAX CONTINUED HIS LIST of the 10 most common mistakes in Shadowfist play. Previous articles have looked at errors related to card flow, board position, positional play (i.e., Front Runner syndrome), and defending indefensible assets. This series concludes here with a look at a last four common play errors.

4. Ignoring the Local Metagame. There are few absolutes in Shadowfist. While we all have access to the same cards, play styles and strategies vary tremendously from region to region. Much of the game's richness derives from the vast number of card combinations and interactions, but one should not overlook the influence of the players on the game. A card combo, deck, or play technique which works well in New York might fail miserably in San Francisco, or San Antonio, or the U.K.

For example, in one group I know, hardly anyone ever Burns for Power. Playing an Ascended deck, I discard any Bite of the Jellyfish as soon as possible – it's pretty much a wasted draw. In another group, seeing someone Burn for Power is only a matter of time, and usually not a long time at that.

While the local metagame is something to consider strongly when designing decks, its influence on the way any particular deck plays should not be overlooked.

3. Ignoring the Strongest Player. If the game is in its very early stages, you should attack left. Doing so minimizes the chance you'll give a site to another player – if you attack left and only damage the target Site (as opposed to taking it) the player on your left has their turn to bolster their position. If you attacked someone else and failed, you've weakened them – making them a better target for the player on your left. While this is sometimes good strategy, in the early stages of the game it's definitely a sub-optimal move.

After the early game, the best move is usually to attack the player in the strongest position. (If you are in the strongest position, you should attack the second strongest.) Attacking the strongest position means weakening the person most likely able to make a bid for the win (besides you). If you manage to take a site from them, they're one step further away from winning; if you don't take the site, they're weakened but still able to defend themselves from other people trying for the win (people who aren't you). Attacking the strongest player might seem to be inviting the strongest retribution, but refraining from attacking the strongest player is giving the game away.

Remember: In multiplayer Shadowfist, there is no second place. If Player A is attacking Player B for the win, no one is going to try to hurt Player C – everyone is going to try to stop Player A. This much is obvious. Less obvious is the fact that winning is not typically the result of a single play; the actual final attack is usually simply the last in a series of plays spanning many turns. Keep someone from staying in a strong position and they won't be able to mount a big threat; allow someone to stay in a strong position unchallenged and see them crush all opposition when they eventually make their move.

2. Attacking the Weakest Player. Many people, even experienced Shadowfist players, commonly make this mistake. Many people, even experienced Shadowfist players, will probably disagree with my calling it a mistake at all. To be fair, in some regional metagames it is a common, accepted practice, and in an area where everyone else is doing it, it doesn't look particularly bad. In an open environment (at a major tournament, for example), though, the fact that this is a mistake becomes more apparent.

Now, obviously, if you're making a bid for the win, you'll try for the weakest, least protected Feng Shui Site on the board – regardless of who's controlling it. In most every other situation, though, the last person you should be attacking is the person in the weakest position.

One way to see why attacking the weakest player is a bad idea is to envision a group of players who regularly attack the person in the weakest position. What happens when such a group plays?

While the initial turns may proceed smoothly, as soon as one person is at a disadvantage (which could be as early as the first turn, if they fail to draw resource Characters or Feng Shui Sites) others start focusing their attacks on him. While everyone else is building up, this player is falling farther and farther behind – when two or three people keep attacking one of your sites, it's unlikely that you're going to be keeping that site for long.

Once a player has fallen far behind on Power generation, it's difficult to recover, even with comeback cards like Pocket Demon or Violet Meditation – and if the other players persist in attacking when he's down, it's highly unlikely that he'll ever be much more than an annoyance.

The weakest player is soon reduced to zero sites, at which point his only role is to repeatedly play Feng Shui Sites he can't defend for long. (Sure, he can thwart some attacks with cheap

removal cards or defensive Feng Shui Sites, but if everyone treats him as a target he won't be able to keep this up for long.) Eventually, someone takes one of his sites for the win.

Playing like this is a mistake for a number of reasons. Simply put, if you attack the weakest position, you make it weaker still. You've spent some of your resources putting another player in a position where they cannot defend themselves as well as anyone else. When someone makes a bid for the win, the player in the weakest position is likely to be the target. You spent Power and cards to take down someone already weaker than you are. Another player spent their Power and cards building up their forces. Who's the one more likely to be able to make a winning bid? And who's going to have to spend even more of their Power and card trying to stop the win, protecting the same guy they just made too weak to protect himself?

Although there is a strong strategic reason not to attack the weakest player, the biggest problem with this style of play is that it isn't any fun from either side – while being a victim gets old fast, so does being a bully.

1. Forgetting to Have Fun. Sounds silly, doesn't it? How could anyone playing Shadowfist forget to have fun? I've seen it happen, though, with beginners, World Champs, and everyone in between – and not just in tournament settings.

Maybe two people think a third is getting too powerful, so they both hit him hard – and the guy getting hit takes it personally. Or someone makes a poor play, allowing someone else to gain a strong advantage – and a third player gets upset because the first one has 'thrown away the game'. Or maybe someone just gets angry because their deck isn't working the way they want it to. You've probably seen people get like this, too, or maybe even been the person not having fun anymore. To them (or you) I have this to say:

Get over it.

It's hard to keep a good attitude when your deck fails you, or you think you're getting picked on, or you lose because of someone else's error. No one says you need to be happy because you aren't doing well – but if you're going to stay unhappy, there's no point in continuing to play. You're not getting paid for it; you're not getting graded on it. The whole point is playing is to have fun, so do it – get over your grump and go back to having fun playing Shadowfist with your friends.

And kick their butts.

SCROUNGING

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 PPs for general public.
80 PPs for SWS members.

Quantity: _____

Power Pts: _____



Nine Cuts

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

Quantity: _____

Power Pts: _____



The Junkyard

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

Quantity: _____

Power Pts: _____



Elephant Gun

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

Quantity: _____

Power Pts: _____



Che Gorilla

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

Quantity: _____

Power Pts: _____



Once and Future Champion

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

Quantity: _____

Power Pts: _____



Open a Can of Whupass

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

Quantity: _____

Power Pts: _____



The Eastern King

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

Quantity: _____

Power Pts: _____



Silver Jet

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

Quantity: _____

Power Pts: _____



Primus

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

Quantity: _____

Power Pts: _____



Time To Kick Ass!

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

Quantity: _____

Power Pts: _____



Dragon Boat Festival

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

Quantity: _____

Power Pts: _____



Yung Chang

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

Quantity: _____

Power Pts: _____

Name _____

Address _____

Phone# _____

SWS Member? No Yes/Faction _____

Total Power Points Enclosed _____

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