

**SHADOWFIST DYNAMIC CARD GAME
TOURNAMENT RULES AND PROVISIONS**

Version 3.0, March 2023



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Section 1 – Overview of Tournament Rules

1.0 Main References

- a) The main governing rulebook for all sanctioned events is the Comprehensive Shadowfist Rulebook which can be found at <https://shadowfist.com/comprehensive-rulebook/>
- b) The “Errata, Most Recent Printings, and Promos Without Text” document contains all official card-text changes to cards, which can be found at <https://shadowfist.com/errata-list/>
- c) Through the years many cards have been reprinted with slightly different text which has not constituted official errata. These cards should be considered "play as printed," but in the case of a rules dispute, the most recent printing should serve as a guideline to interpret the intent of the card. The Head Judge’s interpretation of all card texts and rulings is final.
- d) This document references the Head Judge as the main authority in Shadowfist tournaments (see section 2.4). It is understood that in some cases the Tournament Director (see section 2.1) will not be the same person as the Head Judge. In these cases, the rights, responsibilities, and privileges conferred to the Head Judge are also conferred to the Tournament Director. In the case of a dispute between the Head Judge and the Tournament Director, the Tournament Director’s decision shall be the final one.
- e) Address all issues and questions regarding this document to the Vetusta Games Team at vetustagames@gmail.com.

1.1 General Tournament Rules

- a) Wagering, betting, placing an ante, etc., on any outcome of any part of the tournament is prohibited.
- b) Players are allowed to take notes of their opponents’ decks and activities, so long as doing so doesn’t interfere with game play, especially the speed of play.
- c) Cheating is not tolerated. Cheating includes, but is not limited to, intentionally receiving outside assistance, looking at opponents’ card faces while shuffling or cutting their decks, collusion to alter the results of a game (also known as "king-making"), using marked cards or marked sleeves, drawing extra cards or manipulating which cards are drawn from your or an opponent’s deck, and misrepresenting or obscuring public information (e.g., power in your pool, number of cards in your hand).

Section 2 – Tournament Responsibilities

2.0 Responsibilities of All Participants: Equal Opportunity Butt-Kicking

- a) Shadowfist has always celebrated Equal Opportunity Butt-Kicking. It is the responsibility of all members of the Shadowfist community to make sanctioned Shadowfist events open and inclusive. Shadowfist does not tolerate harassment in any form.

b) Harassment includes offensive verbal comments related to gender, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, religion (or lack thereof), class, or gender identity & expression; sexual images in public spaces; deliberate intimidation; stalking; following; harassing photography or recording; inappropriate physical contact; and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

c) If you, as participant, feel harassed, you may inform the offender that you would like the harassing behavior to stop immediately. If you are not comfortable doing this, you may contact a Judge or the Tournament Director who will address the concern. Likewise, if you feel that someone else is being harassed, you may notify a Judge or Tournament Director who will address the concern.

d) If you, as a participant, are asked to stop behaving in a way that is interpreted as harassment, you are expected to stop immediately. Do not argue about the situation or try to convince somebody that your behavior is not harassment: just stop. If you disagree that your behavior is harassment, that is fine, but the behavior should stop anyway.

e) If anyone engages in harassing behavior, Judges and the Tournament Director may take action, in their sole discretion, that they deem appropriate. This includes warning the offender or expulsion of the offender from the tournament.

2.1 Tournament Director

a) The Tournament Director is ultimately responsible for all tournament operations. The Tournament Director's responsibilities include, but are not limited to:

i) Selecting the site for the event.

ii) Providing all materials to operate the event.

iii) Advertising the tournament format, type, start time, and duration sufficiently in advance of the event date.

b) For sanctioned tournaments, the Tournament Director must use an official format and type.

c) The Tournament Director is authorized to play in the event provided a multi-judge system (see 2.4(d)) is used.

2.2 Players

a) Players must follow the rules of Shadowfist, and the rules interpretations of the Judges and Tournament Director.

b) Players are expected to behave in a respectful and sportsmanlike manner at all times (see section 2.0).

c) Players are expected to take their turns in a timely fashion. It is understood that a reasonable amount of time is needed to think through strategy, choices, and engage in table-talk about choices you may make, but playing excessively slow or stalling for time is unacceptable. If the Head Judge determines that a player is playing excessively slow during the tournament, they may apply an appropriate penalty including advancing the turn to the next player, or penalizing the player with a loss of Game or Match points.

2.3 Spectators

- a) A spectator of a game is defined as any person other than a Judge or a Tournament Director who is not playing in that game.
- b) Spectators are not authorized to offer advice or commentary unless a rules question is asked.

2.4 Judges

- a) All sanctioned Shadowfist events require the physical presence of a Head Judge during play. The Head Judge and Tournament Director can be, but do not have to be, the same person. The Tournament Director will make known the identity of the Head Judge before the first round of play begins.
- b) The Head Judge is the main authority for sanctioned Shadowfist events. In the case of a dispute between the Head Judge and the Tournament Director, the Tournament Director's decision shall be the final one. The Tournament Director has the final authority on any rulings made during the tournament.
- c) The Head Judge is authorized to play in the event provided a multi-judge system (see 2.4(d)) is used.
- d) A Multi-Judge system may be used. Tournament Directors using this system must announce its use before the tournament begins and identify a Head Judge, second, third, fourth, and fifth judge. When using the Multi-Judge system, the Head Judge makes all rulings, except when a decision is needed in a game in which the Head Judge is seated as a player. In this case, the second judge makes the ruling, except in games in which both the Head and second judge are seated, and so on. In these cases, the rulings of judge making the ruling are final.
- e) If a player disagrees with a judge's decision, they are free to appeal the ruling to the Head Judge, who has the right to overrule other judges' decisions, and the Head Judge's decision is final (save for situations where the Head Judge is playing in a game where a ruling is being rendered).
- f) If a Judge uses more than one minute to make a ruling, they may extend the game time for a round appropriately. This extra time must be clearly communicated to all affected players.

Section 3 – Deck Construction

3.0 Deck Construction

- a) No more than 5 of any card of the same title (except for cards with **No Max**). Any player with more than 5 of a particular card is disqualified. If you suspect that an opponent is violating this rule, ask the Head Judge to check their deck before the round begins or after the round is over.
- b) There is no limit (minimum or maximum) on the total number of cards in a player's deck.

- c) Proxy cards are not authorized. Any opponent may request that you remove any cards from their sleeves to verify that they are not proxies.
- d) All cards are played according to the latest released errata or version, as appropriate. See 1.0(b) and 1.0(c).
- e) Players may not add or remove cards from their decks during the tournament unless specifically authorized by the Head Judge in advance. This includes, but is not limited to, sideboards, deck tweaking, and changing decks.
- f) Violations of any of the above rules can result in a warning, loss of Game or Match points, or disqualification from the tournament, at the discretion of the Head Judge.

3.1 Card Sleeves

- a) Plastic sleeves are permitted. If a player chooses to use card sleeves, all cards in the player's deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other markings, place the cards so that the holograms or markings are on the face of the cards. The backs of the sleeves used must be uniform and free of any markings which would allow a player to identify the card contained within the sleeve.
- b) The Head Judge or Tournament Director may require a player to remove the sleeves from a deck, should there be a concern that the sleeves are marked in any way.
- c) It is recognized that through the printing history of Shadowfist there have been slight variations in the print quality of cards. A player may be required by the Head Judge to sleeve their deck should there be a concern that the variations in print quality is being used to identify particular cards. In this case, the Head Judge shall provide the sleeves, should the player have none.
- d) If you suspect that an opponent is using sleeves, or the lack of sleeves, to mark cards, notify the Head Judge before the round begins or after the round is over.
- e) Violations of any of the above rules can result in a warning, loss of Game or Match points, or disqualification from the tournament, at the discretion of the Head Judge.

Section 4 – Play Rules

4.0 Prior To Play

- a) All official Shadowfist tournaments must have at least three players participating in the event.
- b) All players must select their tournament deck prior to sitting down at their assigned table for the first round of the event. Players are not authorized to change their deck selection after assembling for the first round.

c) Before each round of play, players must shuffle their decks to the point that it is sufficiently randomized (at least five times). Players then cut the deck of the opponent to their left. Any opponent may carefully shuffle a given player's deck at their option before play begins.

d) Players at each table decide who takes the first turn. This may be done with a die roll, card draw or any other random means agreed upon by all involved players. The Head Judge may make this determination for any or all tables at their discretion.

e) Use tokens or stones to keep track of power. Power tokens must be kept clearly visible where all players can see them. Using dice to count power (unless 1 die = 1 Power) is not permitted. For sanctioned *Shadowfist* tournaments, Arabic numeral counters are not authorized. This includes, but is not limited to, the rotating faction counters, the *Ting Ting* metal counter and playing cards.

f) Cards in the smoked pile must be placed face up and cards in the toasted pile must be placed face down. Any player may inspect any smoked or toasted pile at any time during play.

4.1 During Play

a) If a player plays a card with which another player is not familiar, any player may read that card before play continues.

b) Players must clearly announce actions that will affect their opponents, in order to give them a chance to react appropriately. For example, if your opponent has a *Paper Trail* in play, you must announce that you are discarding cards, and if so, how many. This rule does not apply to non-compulsive, optional game effects such as those of *Demon Whiskey* or *Fire Mystic*. Players are encouraged to announce all actions as they are being played: "I generate 3 power. I unturn my cards. I discard one card. I draw three. I turn my *Proving Ground* to play a character at reduced cost".

c) Players are free to converse among themselves during the game. This includes giving advice, making threats or swaying the table. However, no "real life" threats or bribes beyond the game are permitted.

d) Once a card is played and fully resolved, it cannot be taken back, unless no other player has done anything in response to that card. Once an attack is declared with all attackers and the first response (be it an effect or assigning interceptors) is declared, it cannot be rescinded.

e) If a player makes a misplay, such as playing a card without sufficient resources, they must retract it if it is noticed before the end of the turn. If it isn't noticed until a later turn, ignore it and continue play. At the Head Judge's discretion, if repeated misplays are made and cheating is suspected, the Head Judge can disqualify that player from the round or from the entire tournament.

f) Mandatory Actions: if a player forgets to make a mandatory action at the specified time (such as putting a damage counter on an *Inexorably Corrupted Site*, or flipping a coin for a *Homemade Tank*), apply the worst penalty for the owner of that card when the oversight is discovered. For example, the *Homemade Tank* would be toasted (no coin flip). The only exceptions are the following actions taken during the Establishing Shot: generating power, unturning cards, and drawing cards. These actions must be done, and if it's realized later in the turn that the player forgot to unturn a Site, for example, unturn that Site immediately. (Note: Discarding is not a mandatory action, so if a player forgets to discard before drawing cards, they skip this step)

4.2 Play To Win

- a) If a player makes a play purely for the advantage of another player at the table, such as throwing a game after already making the finals, the Head Judge may deduct points from that player's score (in a scored tournament) or give them an additional loss (in an elimination tournament). If the player must be warned a second time, the Head Judge may disqualify that player.
- b) No player may join in an attack for the win unless doing so would specifically prevent the player who declared the attack from winning, such as with *Robbing the Kong*.

Section 5 – Timed Games and Scoring Games & Matches

5.0 Time Limit

- a) Two-player game: 45 minutes.
- b) Three-player game: 60 minutes.
- c) Four-player game: 85 minutes.
- d) Five-player games are strongly discouraged in tournament play. If the Head Judge insists on running five-player games, they are timed at their discretion (110 minutes is suggested). Five-player games should be avoided if at all possible. In the event that a five-player game cannot be avoided, the Head Judge may consider instituting a “Burn For Hungry” rule at any five-player table. Under this rule any player who Burns for Victory also gains three power.
- e) After all prior-to-play procedures have been finished (i.e., random seating, deck shuffling), each player shall draw their opening hand and add one point of power to their pool. Once this has been completed, the timer shall be started.

5.1 Time Limit Provisions

- a) Timed games are only required if the tournament has more than one game running concurrently in a given round. If the tournament has so few players that there is only one game playing at a time, it is not necessary to time the games.
- b) The Head Judge will give a time warning 10 minutes before the expiration of time in a round. No other references to remaining time or round duration are authorized.
- c) If the tournament has a final round with a single table of players competing for the winning spot, the Head Judge does not need to time that game.
- d) Stalling. At the Head Judge’s discretion, players will be given a warning if they appear to be intentionally dragging out the game. If the player must be warned a second time, the Head Judge may deduct points from that player's score, at the Judge’s option. If the player must be warned a third time, the Head Judge may disqualify the player.

5.2 Match Points

- a) Winner: 4 match points.
- b) Winner, Time-Out: 2 match points.
- c) Tie, Time-Out: 1 match point each for the players tied for the lead.
- d) Loser: 0 match points.

5.3 Game Points

- a) Feng Shui Site (FSS) Seized: 4 game points.
- b) Feng Shui Site Burned for Victory: 3 game points.
- c) Feng Shui Site Played: 2 game points.
- d) Non-Feng Shui Site in BFV Pile: 2 game points.
- e) Cards that reduce FSS to win: 1 game point.
- f) Another Player's FSS controlled through card effects: 1 game point.
- g) Cards that increase FSS to win: -2 game points.

5.4 Game Wins Within Time Limit

- a) When a game ends before time has been called, proceed directly to awarding Match Points (MP) and Game Points (GP).
- b) In the unlikely event that two or more players fulfill victory conditions during the same Scene, they are both awarded a full victory (i.e., 4 MP).

5.5 Calling Time

When time is called use the following procedure:

- a) If no attack against a Site is in progress, the game ends immediately. Score all GP and record appropriately, and then proceed to step c) below.
- b) If an attack is in progress, the attack continues without restriction until the conclusion of the attack. If at the end of that attack, a player has fulfilled victory conditions, that player wins a full victory (i.e., 4 MP). If at the conclusion of the attack, no player has achieved victory conditions, the game is considered a time-out.
- c) If a single player is closer to fulfilling victory conditions than any other player, they are awarded "Winner Time-Out".
- d) If two (or more) players are equally close to fulfilling victory conditions, then GP will determine who is awarded a time-out win.

e) If two (or more) players are equally close to fulfilling victory conditions and have the same number of GP, then they are each awarded a “Tie, Time-Out”.

5.6 Non-Standard Game Endings

a) In a two-player game, if player B decks out, player A wins with 4 MP and their current GP.

b) When a player has to leave a game for any reason, that player is considered to have decked out.

c) A decked player leaves the game with only their Burned for Victory GP.

d) A decked player’s cards controlled by other players stay in play. This includes cards burned for victory.

e) If a player must leave the tournament area and take their cards with them, the remaining players may use counters or proxies to maintain cards controlled by the opponents of the leaving player.

5.7 Unconventional Wins

a) If the game ends by a means other than taking the last Site for the win (e.g. *Mount Erebus*, *Project Apocalypse*, or *Underworld Gateway*), take the following action:

i) This winning player is awarded four MP.

ii) All other players are awarded zero MP.

iii) Count and score the immediate game points. This means that a player with only 2 GP could win the game with *Project Apocalypse* against a player with 11 GP.

b) It is understood that pursuing an unconventional win does not contribute to “closeness to victory” during a timed-out win. For example, this means a player who controls two *Underworld Gateways* but has fewer Feng Shui Sites than all other players is still furthest away from victory.

Section 6 – Tournament Environments, Formats, and Types

6.0 Official Sanctioned Environments for Shadowfist Tournaments

a) *Classic / Open*. This format includes all Shadowfist cards printed.

b) *Modern*. This format limits the card pool for construction to only cards, including promos, printed during the Inner Kingdom Games (IKG) and Vetusta Games ownership of Shadowfist.

The promo cards allowed in Modern format are: Black Chantry, Blade Palm, City Hall (alternate art versions), Covadonga Sanctuary, Crazy Tim, General Red, Golden Mile, Gomorra The Doomed Town, Greatway Gang, Machine Warrior, Masked Man, Möbius

Portal, Monkey on the Lamb, Mountaineer, Nine Cuts, Once and Future Champion, Open a Can of Whupass, Prince of the Ice Pagoda, Princess Chu, Reinforcements, Shang Bojing, Stand Together, The Eastern King, The Golden Gunman, The Junkyard, The Real Deal, Wedding Gifts, White Ninja, Xin Ji Yang, Xiong “Wendy” Cheng, Yogi Becky, and Yung Chang.

c) Some players may be interested in limiting the card pool for construction to only cards printed in different eras of Shadowfist’s history. See Appendix IV for a list of these different play environments.

6.1 Officially Sanctioned Formats for Shadowfist Tournaments

a) *Final Brawl*. Multiplayer, constructed decks with no restrictions (still no more than five copies of each card except for No Max cards). This is the "standard" multiplayer format.

b) *Comrades in Arms*. Each deck must contain at least 23 cards that share a designator.

c) *Ritual of the Unnameable*. Every card in each deck must begin with one of three chosen letters. Ignore all punctuation and numbers not written as words. All cards beginning with articles such as “an” and “the” are considered to begin with the article’s starting letter.

d) *One Hundred Names*. All decks can only contain one copy of any given card. This includes foundation characters and Feng Shui Sites. No exceptions are permitted for No Max cards.

e) *Who’s the Big Man Now?* This is a two-player head-to-head format with no deck construction limitations besides the standard five-copy limit rule.

f) *Baptism of Fire*. Decks are constructed from sealed packs opened at the time of the tournament. Sufficient time will be allotted for deck construction. All players will use the same number and types of Shadowfist packs. Pods are authorized.

g) *Whirlpool of Blood*. Players are given the same number and types of sealed packs. Players then open one pack at a time and select a card to keep for their pool. After selecting their card, the players pass the remainder of the pack to the next player. Card selection continues until the pack is exhausted and the next pack is begun likewise.

6.2 Officially Sanctioned Types for Shadowfist Tournaments

a) *Swiss*. Players play in all rounds of the tournament until the end of the time block. The winner and subsequent places come from the rankings of match points, with game points breaking ties.

b) *Swiss + Final*. Players play in all preliminary rounds. The top players in order of match point accumulation advance to the final round, with game points breaking ties. The Tournament Director decides the number of players in the final round before the first round of play. A secondary table may play concurrently to decide the lower block places, but this is optional. Regardless of whether a secondary table plays or not, only the players of the top final round may place in the top ranks. The top ranks of the tournament are entirely decided by the final placement at the end of that game, with first place going to the winner and subsequent places decided by game points.

c) *Single Elimination*. Players are eliminated from the tournament after their first loss.

d) *Double Elimination*. Players are eliminated from the tournament after their second loss.

e) *Double Elimination + Final*. Players are eliminated from the tournament after their second loss until a number of players remain to make a final round, usually three or four players. The Tournament Director decides the number of players in the final round. A secondary table may play concurrently to decide the lower block places, but this is optional. Regardless of whether a secondary table plays or not, only the players of the top final round may place in the top ranks. The top ranks of the tournament are entirely decided by the final placement at the end of that game, with first place going to the winner and subsequent places decided by game points.

f) *Round Robin*. This tournament type functions much like Swiss, with the specific intention of having every player play every other player at least once during the tournament.

g) *Who Wants Some?* This tournament type runs throughout the duration of a convention or extended gaming period. Any player participating may, at any time, challenge any number of other players to qualifying games. The winner receives either a “Who Wants Some?” promo card or a recorded point for the event. At the end of the convention or scheduled block, the winner and following placements come from the totals of points or promos. The individual games played are not timed and may be of any format, so long as the players agree upon the format. Draft games are authorized for the “Who Wants Some?” event.

Section 7 – Drafting

7.0 Start of Draft

a) Each player purchases the exact same combination of packs. For example, players may use two *Critical Shift*, two *Shurikens & Six Guns*, and two *Dark Future*. These packs may be in any combination, so long as each opponent has the same (three CS, two S&SG, one DF, etc).

b) Players will draft with no fewer than six packs and no more than 10 packs. Six packs tend to be the standard whereas 10 packs are appropriate if drafting without pods or starter decks.

c) Draft tables should have from three to five players. This ensures each player sees a given pack at least twice but not more than four times.

7.1 Drafting

a) Each player selects one of their packs of the first set. All packs for each draft round will be of the same set for each player. For example, for round one, all players may draft from *Critical Shift* and in round two all players draft from *Dark Future*. They open the pack, select one card from the pack, then place the remaining cards from the pack in front of the player to their left.

b) Each player then selects one card from the cards passed to them and passes the remaining cards to the player to their left. Repeat until they have two cards of the pack in front of them. They select one of the remaining two and pass the last card to the left. This ends the first round of drafting.

- c) Round Two follows the same format as round one, but with a new set and a new direction. Passing to the right this time, they draft a new set of packs.
- d) Continue alternating directions for each new pack, until all cards have been drafted. If there are two packs of a given set, one pack must go to the right and the other to the left. This is to balance out what happens when counter-drafting meets two players drafting the same faction.

7.2 Pods

- a) Pods are a tool to aid draft decks by offering basic foundation characters and Feng Shui Sites to players. The specific and invariable purpose of pods is to augment the playability of a draft deck. They are not meant to be game-winners or the basis of a deck.
- b) Players are not required to use the pods.
- c) Players do not get to keep the pods at the end of the tournament.
- d) Pods are optional in draft events featuring starter decks from *Limited* or *Standard*, *Year of the Dragon*, or *10,000 Bullets* editions. The Tournament Director must make pods available for all draft events that use only booster packs.
- e) See Appendix III for sample pods.

Section 8 - Table Match-Ups

8.1 Usage of Annex I

- a) All sanctioned tournaments will use Annex I for proper seating arrangements.
- b) The tables are formatted such that the tournament director only needs to layout the first round of seatings and all future rounds will fall into place. Because of this, though, the players must already be seated in their first round table placements before their names are entered in the tournament form. This is best accomplished by randomly assigning round one table assignments as the first task and building the tournament form off those assignments.
- c) In the event the tournament has more than 18 players, the director will use a single chart twice or combinations of charts to complete the block of players. For example, in a tournament with 24 players, the director will use table A.3 twice, for two groups of 12 players.

8.2 Incompatible Number of Players

- a) In the event that the total number of players is not a number that corresponds to the charts in Annex A, the tournament director may, at their discretion, assign the extra player(s) to a table, resulting in an excess player count for that game. For example, in a tournament with three-player games, the director may designate one table as having four players if 13 players, rather than 12, compete.
- b) For any instance in which excess players are assigned to tables, director will organize the tournament according to the next higher level of total players. For example, in a tournament with 10 players, the director will use Table A.3 rather than Tables A.1 or A.2. The leftover

slots are assigned as “phantom players” and used as place keepers in all games for the event. This further ensures that different players will engage in three and four-player games, rather than a single player always playing one or the other.

8.3 Byes

- a) The tournament director may additionally option to use a bye system. Byes are used if a player is available to play but does not play in order to keep the table match-ups even.
- b) The tournament director will assign any byes for a round randomly.
- c) No player may receive more than one bye for a single tournament.
- d) Players receiving a bye are awarded four Match Points and zero Game Points.
- e) Players who arrive late to the tournament or who have to miss a round for any reason are not permitted to receive a bye for those rounds.
- f) Players may not volunteer to receive a bye.

APPENDIX I: Player Match-Ups

The following tables will aid in determining the opponents and tables for tournament players. They are designed to reduce excessive pairings between two players and to ensure as diverse an opponent spread as possible.

9 PLAYER ROUND ROBIN/SWISS, 3-PLAYER GAMES (Table 1)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	A	A
PLAYER 2	A	B	B	B
PLAYER 3	A	C	C	C
PLAYER 4	B	A	C	B
PLAYER 5	B	B	A	C
PLAYER 6	B	C	B	A
PLAYER 7	C	A	B	C
PLAYER 8	C	B	C	A
PLAYER 9	C	C	A	B

***EVERY PLAYER PLAYS EACH OPPONENT ONCE**

8 PLAYER SWISS, 4-PLAYER GAMES (Table 2)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	A	A
PLAYER 2	A	B	A	B
PLAYER 3	A	A	B	A
PLAYER 4	A	B	B	B
PLAYER 5	B	A	B	B
PLAYER 6	B	B	B	A
PLAYER 7	B	A	A	B

PLAYER 8	B	A	A	A
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***NO PLAYER PLAYS THE SAME OPPONENT MORE THAN TWICE**

12 PLAYER ROUND ROBIN/SWISS, 3 PLAYER GAMES (Table 3)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	A	A
PLAYER 2	A	B	B	B
PLAYER 3	A	C	C	C
PLAYER 4	B	B	A	C
PLAYER 5	B	C	B	A
PLAYER 6	B	D	D	D
PLAYER 7	C	C	A	D
PLAYER 8	C	D	C	C
PLAYER 9	C	A	D	B
PLAYER 10	D	D	B	B
PLAYER 11	D	A	C	D
PLAYER 12	D	B	D	A

***NO PLAYER PLAYS THE SAME OPPONENT MORE THAN ONCE**

***ALL PLAYERS PLAY EIGHT OF THE POSSIBLE ELEVEN OPPONENTS**

12 PLAYER SWISS, 4 PLAYER GAMES (Table 4)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	A	A
PLAYER 2	A	B	A	B
PLAYER 3	A	C	B	A
PLAYER 4	A	A	C	C
PLAYER 5	B	C	A	B

PLAYER 6	B	A	B	A
PLAYER 7	B	B	B	C
PLAYER 8	B	C	C	B
PLAYER 9	C	B	A	A
PLAYER 10	C	C	B	C
PLAYER 11	C	A	C	B
PLAYER 12	C	B	C	C

***NO PLAYER PLAYS THE SAME OPPONENT MORE THAN TWICE**

***THERE WILL BE OPPONENTS A GIVEN PLAYER WILL NEVER FACE**

15 PLAYER SWISS, 3 PLAYER GAMES (Table 5)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	D	A
PLAYER 2	A	E	E	D
PLAYER 3	A	D	A	E
PLAYER 4	B	B	E	A
PLAYER 5	B	A	A	B
PLAYER 6	B	E	B	E
PLAYER 7	C	C	A	A
PLAYER 8	C	B	B	B
PLAYER 9	C	A	C	C
PLAYER 10	D	D	B	D
PLAYER 11	D	C	C	B
PLAYER 12	D	B	D	C
PLAYER 13	E	E	C	D
PLAYER 14	E	D	D	E
PLAYER 15	E	C	E	C

***NO PLAYER PLAYS THE SAME OPPONENT MORE THAN ONCE**

16 PLAYERS SWISS, 4 PLAYER GAMES (Table 6)

PLAYER	ROUND 1 TABLE	ROUND 2 TABLE	ROUND 3 TABLE	ROUND 4 TABLE
PLAYER 1	A	A	A	A
PLAYER 2	A	B	B	B
PLAYER 3	A	C	C	C
PLAYER 4	A	D	D	D
PLAYER 5	B	A	C	D
PLAYER 6	B	B	D	A
PLAYER 7	B	C	A	B
PLAYER 8	B	D	B	C
PLAYER 9	C	A	D	D
PLAYER 10	C	B	A	C
PLAYER 11	C	C	B	A
PLAYER 12	C	D	C	B
PLAYER 13	D	A	B	A
PLAYER 14	D	B	C	D
PLAYER 15	D	C	D	C
PLAYER 16	D	D	A	B

***IF ONLY THE FIRST THREE ROUNDS ARE USED, NO PLAYER FACES A GIVEN OPPONENT MORE THAN ONCE**

APPENDIX II: Proving Ground Leagues

- a) A Proving Ground League is a 13-week tournament series for a given playgroup wherein players throw down for top honors as the community leader.
- b) Thirteen weeks of events are authorized for a given Proving Ground. If, for whatever reason, a playgroup must skip a week, then the group is authorized to push back the events to maintain the full 13 events.

- c) It is the organizer's responsibility to plan, organize, and execute each week of the Proving Ground. This includes securing the promos for prizes and keeping all players informed on upcoming formats, dates, and special instructions.
- d) As with normal tournaments, Proving Ground events must have at least three players per week to be official.
- e) While not a requirement, groups are encouraged to experiment with the various formats available for Shadowfist tournaments.
- f) The duration of each week's event is at the discretion of the Proving Ground organizer. Traditionally, each week is a separate tournament with as many rounds as available in the time allotted by the meeting members.
- g) The final week may be a finals week of the top players from the first 12 weeks, at the Proving Ground organizer's discretion.

APPENDIX III: Sample Pods

Note – these pods were created during the *Shadowfist Games* era and are reflective of the card pool at that time. Tournament Directors may make their own pods as they see fit.

- a) Typically, a single pod is:
 - i) 5 foundation characters of a single faction.
 - ii) 8 Feng Shui Sites.
- b) When using pods, players are provided with two character pods and one Feng Shui Site pod. The two character pods may be of the same faction or two different factions, but players may not split up a single pod.
- c) Treat the text of all pod characters as if they were blank. The costs, fightings and resource provisions are unchanged. Proxies may be marked to annotate which cards are considered blank.
- d) Pods will allow modest access to talents for the factions that use them. Pods will consist of the following character types:
 - i) Two 1-cost characters.
 - ii) Two 2-cost characters.
 - iii) One 3-cost character.
- e) Factions that use talents should only have two characters per pod that provide the talent.
- f) Pods are not available for The Seven Masters faction. The Syndicate faction is exempt from section (d) and (e).

The Architects of the Flesh

- (1) PubOrd Officer
- (2) Test Subjects
- (3) Alpha Beast
- (4) Beta Beast
- (5) PubOrd Squad

The Ascended

- (1) The Pledged
- (2) Student of the Bear
- (3) Student of the Shark
- (4) SWAT Team
- (5) Liquidators

The Dragons

- (1) Friends of the Dragon
- (2) Redeemed Gunman
- (3) Everyday Hero
- (4) Hacker
- (5) Ring Fighter

The Eaters of the Lotus

- (1) Vassals of the Lotus
- (2) Sinister Priest
- (3) Thorns of the Lotus
- (4) Eunuch Underling
- (5) Shadowy Horror

The Four Monarchs

- (1) Thunder Gladiator
- (2) Ice Healer
- (3) Fire Warriors
- (4) Soul Doctor
- (5) Ice Tiger

The Guiding Hand

- (1) Swordsman
- (2) Golden Candle Society
- (3) Righteous Fist
- (4) Instrument of the Hand
- (5) Shaolin Monk

The Jammers

- (1) Edge Warrior
- (2) Mad Scientist
- (3) Portal Jockey
- (4) Street Gang
- (5) Low Rent Cyborg

The Purists

- (1) Purist Aspirant
- (2) Purist Initiate
- (3) Morphic Spirit
- (4) Arcane Scientist

(5) Shadow Legion

The Syndicate

- (1) Mars Colonist
- (2) Triad Punks
- (3) Street Sweepers
- (4) Street Sensei
- (5) Street Sensei

Feng Shui Sites

- (1) Auspicious Termites
- (2) Blessed Orchid
- (3) City Park
- (4) Family Home
- (5) Grove of Willows
- (6) Inner Sanctum
- (7) Jagged Cliffs
- (8) Sacred Ground

APPENDIX IV: Play Environments Based on Era of Production

a) *Old Masters*. Decks may only contain cards from the sets Limited, Standard, Netherworld, and Flashpoint. White Ninja is the only promo permitted.

b) *Golden Comeback*. Decks may only contain cards printed by Z-Man Games. The pool is limited to the following sets: Year of the Dragon, Throne War, Netherworld II, Shaolin Showdown, Dark Future, Boom Chaka Laka, 10,000 Bullets, Red Wedding, Seven Masters vs. The Underworld, and Two-Fisted Tales of the Secret War; and the following promos: Che Gorilla, Dragon Boat Festival, Elephant Gun, Funky Monkey, Ho Chen, Katie Kincaid, Kunlun Clan Assault, Lateral Reincarnation, Li Mao, Nine Cuts, Once and Future Champion, Open A Can of Whupass, Primus, Public Enemy No. 1, Silver Band, Silver Jet, Sinister Research, Sting of the Scorpion, Sword of the Master, The Bazaar, The Eastern King, The Junkyard, Time To Kick Ass!, Tom Donovan, Wedding Gifts, White Ninja, and Yung Chang.

c) *The New Heroes*. Decks may only contain cards printed by Shadowfist Games. The pool is limited to the following sets: Shurikens and Six Guns, Critical Shift, and Empire of Evil; and the following promos: Ang Dao The Corrupt, Blade Palm, Dan Dammer Jammer Slammer, Demonic Alliance, Devil's Rope, Elephant Gun, Evil Brain In A Jar, Jessica Ng, KFC, Kinoshita House of Pancakes, Living Legend, Machine Warrior, Mars Colonist, Military Commandant, Noriko Watson, Open A Can of Whupass, Queen of the Ice Pagoda, Reascension Agenda, Sacred Heart Hospital, Scrounging, Shang Bojing, Shard of the Molten Heart, Swordbreaker Rao, The Gimp, The Mark of Evil, The Stasis Engine, and Xin Ji Yang.

d) *Unbroken Protectorship*. Decks may only contain cards printed by Inner Kingdom Games and Vetusta Games. The pool is limited to the following sets: Combat in Kowloon, Back For Seconds, Reloaded, Reinforcements, Revelations, Queen's Gambit, Knight's Passage, Endgame, and Year of the Goat; and the following promos: Black Chantry, Blade Palm, Covadonga Sanctuary, Crazy Tim, General Red, Golden Mile, Gomorra The Doomed Town, Greatway Gang, Machine Warrior, Masked Man, Möbius Portal, Monkey on the Lamb, Mountaineer, Nine Cuts, Open a Can of Whupass, Prince of the Ice Pagoda, Princess Chu,

Reinforcements, Shang Bojing, Stand Together, The Eastern King, The Golden Gunman, The Junkyard, The Real Deal, Wedding Gifts, White Ninja, Xin Ji Yang, Xiong “Wendy” Cheng, Yogi Becky, and Yung Chang.