SECRET WAR SOCIETY
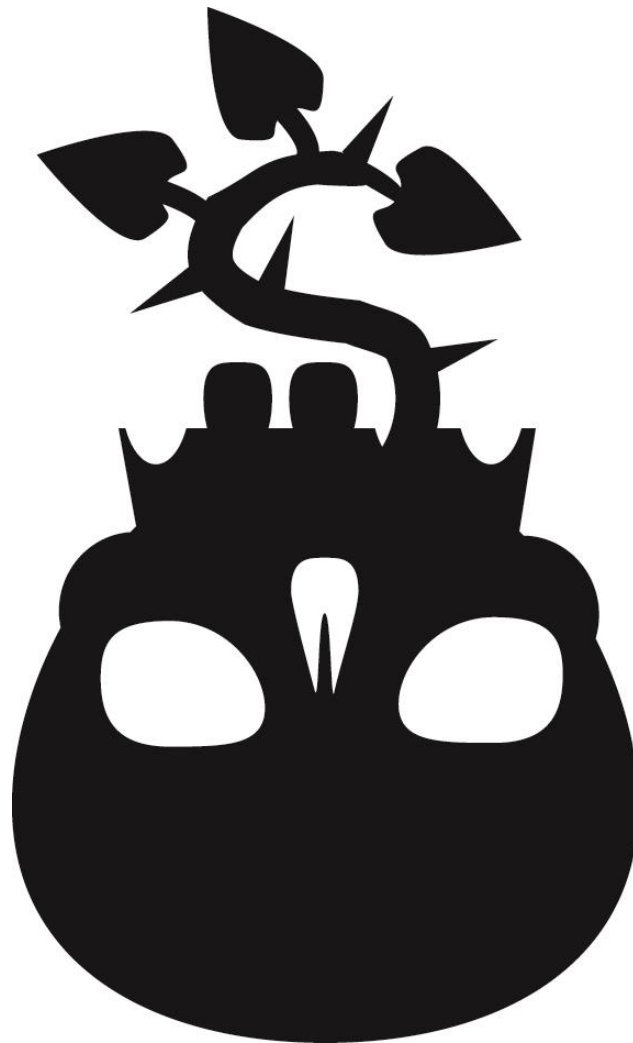# TOURNAMENT RULES AND PROVISIONS

Version 1.2, July 2023

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Section 1 – Overview of Tournament Rules

1.0 Main References

a) The main governing rulebook for all events run by the Secret War Society (SWS) is the SWS's Comprehensive Rulebook, which can be found at https://secretwarsociety.com/

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://secretwarsociety.com/

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 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.

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 Secret War Society events open and inclusive. The Secret War Society 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.

d) The Tournament Director has the option of banning Proxy Cards (See section 3.1) at Secret War Society events. All SWS events are assumed to allow proxy cards, unless the Tournament Director bans them. The Tournament Director must make the choice to ban proxies well and widely known at least a month before the event, should they choose to do so.

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 Secret War Society 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 Secret War Society 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 effected 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) All cards are played according to the latest released errata or version, as appropriate. See 1.0(b) and 1.0(c).
d) 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.
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.

3.1 Proxy Cards

a) Unless explicitly prohibited by the Tournament Director, proxy cards are allowed at Secret War Society events. If the Tournament Director plans on prohibiting proxy cards, this must be done with at least a month's notice before the event.

b) There is no limit to the number of proxy cards a deck can have (subject to normal deck construction rules).

c) Every proxy card must either be a color-copy of the original card, on standard paper, or a printed card on cardstock of reasonably similar quality to officially printed Shadowfist cards.

d) The quality of the print must allow for the reading of the artist of the card.

e) In the case of color-copy proxies, proxy cards must be inserted in an opaque sleeve, over top of an officially printed Shadowfist card. Players who choose to include proxy cards in their deck must sleeve their entire deck with opaque sleeves, as per 3.2 below.

3.2 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 Secret War Society 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 Secret War Society 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) For on-line play an additional 15 minutes are added to the time limit, provided all players are using voice-chat. For on-line play without voice-chat, an additional 30 minutes are added to the time limit. On-line play without voice-chat is strongly discouraged.
f) After all prior-to-play procedures have been finished (ie, 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 Sites (FSS) Seized: 4 game points
b) Feng Shui Burned for Victory: 3 game points
c) Feng Shui Sites Played: 2 game points
d) Non-Feng Shui 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 Game Points and Match Points.
b) In the unlikely event that two or more players fulfil victory conditions during the same Scene, they are both awarded a full victory (ie, 4 match points).

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 Game Points and record appropriately, and then proceed to step iii 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 (ie, 4 match points). 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 game points 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 game points, 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 Match Points and their current Game Points.
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 Game Points.
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 a player wins the game 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 Match Points
    ii) All other players are awarded zero Match Points
    iii) Count and score game points normally, and then the winning player receives a number of additional game points as if they had played their own sites to bring them to five. For example, if a player wins with Project Apocalypse with one site seized and one site in their burned for victory pile, they would score game 13 points. Four for the seized site, three for the burned site, and six for three theoretical sites to bring them to five.
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 Environments for Secret War Society Tournaments
a) *Classic / Open*. This format includes all Shadowfist cards printed and fan cards produced by the Secret War Society.
b) *Secret War Society Classic*. Cards published by Daedalus, Z-Man Games, Shadowfist Games, and Inner Kingdom Games are allowed, as are the 2020 Promos and SWS fan cards.
c) *Modern*. This format limits the card pool for construction to only cards, including promos, printed starting with Combat in Kowloon.
d) *Secret War Society Modern*. This format limits the card pool for construction to only cards, including promos, printed by Inner Kingdom Games, fan cards produced by the Secret War Society, and the 2020 promos save for Golden Gunman (ie Black Chantry, Covadonga Sanctuary, Crazy Tim, Golden Mile, Gomorra, Greatway Gang, Xiong "Wendy" Cheng, & Yogi Becky). Any Secret War Society fan card that includes the Buro Blue Spear ( ) is not legal in this format.
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 V for a list of these different play environments.

6.1 Formats for Secret War Society 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 Types of 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.

6.2 Online Play

a) Given that programs exist to allow for online play (IE Lackey, Tabletop Simulator, etc.) and numerous programs allow for play through webcam (IE Discord, Skype, Zoom, etc.) sanctioned online play is permitted. To the best of the Tournament Director's ability, online play should emulate the setting of physical play.

b) If players are playing via webcam, the player's webcam must capture the play area, deck, smoked pile, toasted pile, power, and hand for all opponents to see.

c) See Appendix III for examples of online play formats.

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 IV for sample pods.

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

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C	A, D, G	A, E, I	A, F, H
PLAYER B	B, A, C	B, E, H	B, F, G	B, D, I
PLAYER C	C, A, B	C, F, I	C, D, H	C, E, G
PLAYER D	D, E, F	D, A, G	D, C, H	D, B, I
PLAYER E	E, D, F	E, B, H	E, A, I	E, C, G
PLAYER F	F, D, E	F, C, I	F, B, G	F, A, H
PLAYER G	G, H, I	G, D, A	G, B, F	G, C, E
PLAYER H	H, G, I	H, B, E	H, C, D	H, A, F
PLAYER I	I, G, H	I, C, F	I, A, E	I, B, D

*EVERY PLAYER PLAYS EACH OPPONENT ONCE

8 PLAYER SWISS, 4-PLAYER GAMES

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C, D	A, B, E, F	A, C, F, G	A, D, G, H
PLAYER B	B, A, C, D	B, A, E, F	B, D, E, H	B, C, E, F
PLAYER C	C, A, B, D	C, D, G, H	C, A, F, G	C, B, E, F
PLAYER D	D, A, B, C	D, C, G, H	D, C, E, H	D, A, G, H
PLAYER E	E, F, G, H	E, A, B, F	E, C, D, H	E, B, C, F
PLAYER F	F, E, G, H	F, A, B, E	F, A, C, G	F, B, C, E
PLAYER G	G, E, F, H	G, C, D, H	G, F, A, C	G, A, D, H
PLAYER H	H, E, F, G	H, C, D, G	H, C, D, E	H, A, D, G

*NO PLAYER PLAYS THE SAME OPPONENT MORE THAN TWICE

12 PLAYER ROUND ROBIN/SWISS, 3 PLAYER GAMES

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C	A, D, J	A, G, L	A, H, K
PLAYER B	B, A, C	B, G, K	B, D, H	B, E, L
PLAYER C	C, A, B	C, E, H	C, F, K	C, D, I
PLAYER D	D, E, F	D, A, J	D, B, H	D, C, I
PLAYER E	E, D, F	E, C, H	E, I, J	E, B, L
PLAYER F	F, D, E	F, I, L	F, C, K	F, G, J
PLAYER G	G, H, I	G, B, K	G, A, L	G, F, J
PLAYER H	H, G, I	H, C, E	H, B, D	H, A, K
PLAYER I	I, G, H	I, F, L	I, E, J	I, C, D
PLAYER J	J, K, L	J, A, D	J, E, I	J, F, G
PLAYER K	K, J, L	K, B, G	K, C, F	K, A, H
PLAYER L	L, J, K	L, F, I	L, A, G	L, B, E

*NO PLAYER PLAYS THE SAME OPPONENT MORE THAN ONCE
*ALL PLAYERS PLAY EIGHT OF THE POSSIBLE ELEVEN OPPONENTS

12 PLAYER SWISS, 4 PLAYER GAMES

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C, D	A, E, F, I	A, G, H, J	A, G, I, K
PLAYER B	B, A, C, D	B, D, H, L	B, C, F, L	B, E, J, H
PLAYER C	C, A, B, D	C, G, K, J	C, B, F, L	C, D, F, L
PLAYER D	D, A, B, C	D, B, H, L	D, E, I, K	D, C, F, L
PLAYER E	E, F, G, H	E, A, F, I	E, D, I, K	E, B, J, H
PLAYER F	F, E, G, H	F, A, E, I	F, B, C, L	F, C, D, L
PLAYER G	G, E, F, H	G, C, K, J	G, A, H, J	G, A, I, K
PLAYER H	H, E, F, G	H, B, D, L	H, A, G, J	H, B, E, J
PLAYER I	I, J, K, L	I, A, E, F	I, D, E, K	I, A, G, K
PLAYER J	J, I, K, L	J, C, G, K	J, A, G, H	J, B, E, H
PLAYER K	K, I, J, L	K, C, G, J	K, D, E, I	K, C, D, L
PLAYER L	L, I, J, K	L, D, H, B	L, B, C, F	L, C, D, K

*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

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C	A, D, G	A, J, M	A, H, K
PLAYER B	B, A, C	B, J, M	B, D, G	B, F, N
PLAYER C	C, A, B	C, E, H	C, F, K	C, G, O
PLAYER D	D, E, F	D, A, G	D, B, G	D, I, L
PLAYER E	E, D, F	E, C, H	E, I, O	E, J, L
PLAYER F	F, D, E	F, L, O	F, C, K	F, B, N
PLAYER G	G, H, I	G, A, D	G, B, D	G, C, O
PLAYER H	H, G, I	H, C, E	H, L, N	H, A, K
PLAYER I	I, G, H	I, K, N	I, E, O	I, D, L
PLAYER J	J, K, L	J, B, M	J, A, M	J, E, L
PLAYER K	K, J, L	K, I, N	K, C, F	K, A, H
PLAYER L	L, J, K	L, F, O	L, H, N	L, E, J
PLAYER M	M, N, O	M, B, J	M, A, J	L, D, I
PLAYER N	N, M, O	N, I, K	N, H, L	N, B, F
PLAYER O	O, M, N	O, F, L	O, E, I	O, C, G

*NO PLAYER PLAYS THE SAME OPPONENT MORE THAN ONCE

16 PLAYERS SWISS, 4 PLAYER GAMES

PLAYER	ROUND 1	ROUND 2	ROUND 3	ROUND 4
PLAYER A	A, B, C, D	A, E, I, M	A, G, J, P	A, F, K, M
PLAYER B	B, A, C, D	B, F, J, N	B, H, K, M	B, G, L, P
PLAYER C	C, A, B, D	C, G, K, O	C, E, L, N	C, H, J, O
PLAYER D	D, A, B, C	D, H, L, P	D, F, I, O	D, E, I, N
PLAYER E	E, F, G, H	E, A, I, M	E, C, L, N	E, D, I, N
PLAYER F	F, E, G, H	F, B, J, N	F, D, I, O	F, A, H, M
PLAYER G	G, E, F, H	G, C, K, O	G, A, J, P	G, B, L, P
PLAYER H	H, E, F, G	H, D, L, P	H, B, K, M	H, A, F, M
PLAYER I	I, J, K, L	I, A, E, M	I, D, F, O	I, D, E, N
PLAYER J	J, I, K, L	J, B, F, N	J, A, G, P	J, C, H, O
PLAYER K	K, I, J, L	K, C, G, O	K, B, H, M	K, A, F, M
PLAYER L	L, I, J, K	L, D, H, P	L, C, E, N	L, B, G, P
PLAYER M	M, N, O, P	M, A, E, I	M, B, H, K	M, A, F, H
PLAYER N	N, M, O, P	N, B, F, J	N, C, E, L	N, D, E, I
PLAYER O	O, M, N, P	O, C, G, K	O, D, F, I	O, C, H, J
PLAYER P	P, M, N, O	P, D, H, L	P, A, G, J	P, B, G, L

*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.

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: Lackey Leagues

a) A Lackey League is an 8-week play series, followed by a final, played online using the program "Lackey CCG."

b) Players may play as many games as they want per week, but only their two best results (in terms of Game Points and Match Points) count towards the standings of the week. All games played in the league must be reported to the league's organizer for the league.

c) The league's organizer will keep a running week-to-week standings list. This will include a running total of each participant's Game Points and Match Points.

d) After the eight week play series has finished, the top two players will advance directly to the finals of the League. If there is a tie to see who advances, ties are broken by virtue of number of four player games won during the league that were included in the "best two" results. Further ties will be broken by virtue of random selection.

e) Of the remaining players who did not advance, two semi-final tables will be played. The first will have the players ranked first, third, fifth, and seventh, the second table will have the remaining players. The winner of each semi-final table will advance to the finals.

f) It is the responsibility of the league organizer to play, organize, and execute each week of the Lackey League. This includes securing the promos for prizes and keeping all players informed on the upcoming formats, dates, and special instructions.

g) As with normal tournaments, Lackey Leagues must have at least three players per week to be official. For Lackey Leagues with less than ten players, the finals shall be organized at the discretion of the league's organizer.

h) While not a requirement, groups are encouraged to experiment with the various formats available.

APPENDIX IV: 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 resources 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).

Architects of the Flesh
      (1) PubOrd Officer
      (2) Test Subjects
      (3) Alpha Beast
      (4) Beta Beast
      (5) PubOrd Squad
Ascended
      (1) The Pledged
      (2) Student of the Bear
      (3) Student of the Shark
      (4) SWAT Team
      (5) Liquidators
Dragons
      (1) Friends of the Dragon
      (2) Redeemed Gunman
      (3) Everyday Hero
      (4) Hacker
      (5) Ring Fighter
Eaters of the Lotus
      (1) Vassals of the Lotus
      (2) Sinister Priest
      (3) Thorns of the Lotus
      (4) Eunuch Underling
      (5) Shadowy Horror

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

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

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

Purists
- (1) Purist Aspirant
- (2) Purist Initiate
- (3) Morphic Spirit
- (4) Arcane Scientist
- (5) Shadow Legion

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

Feng Shui
- (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 V: 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, Li Mao, Nine Cuts, Open A Can of Whupass, Public Enemy No. 1, Silver Jet, Sinister Research, Sword of the Master, The Bazaar, The Junkyard, Time To Kick Ass, 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, 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, Military Commandant, Noriko Watson, Open A Can of Whupass, Queen of the Ice Pagoda, Reascension Agenda, Sacred Heart Hospital, 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. The pool is limited to the following sets: Combat in Kowloon, Back For Seconds, Reloaded, Reinforements, Revelations, Queen's Gambit, Knight's Passage, Endgame, and Year of the Goat; and the following promos: Covadonga Sanctuary, Crazy Tim, General Red, Golden Mile, Gomorra The Doomed Town, Greatway Gang, Machine Warrior, Masked Man, 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 Junkyard, The Real Deal, Wedding Gifts, White Ninja, Xin Ji Yang, Xiong "Wendy" Cheng, Yogi Becky, and Yung Chang.