

THE DROP

Issue 0

THE OFFICIAL FIGHT KLUB™ TCG NEWSLETTER

CREATED BY THE PLAYERS, FOR THE PLAYERS

Welcome to the first ever edition of "The Drop", your official source for all Fight Klub news. We aim to bring you news, views and maybe even the odd sneaky spoiler!

This newsletter is written by the players for the players so we need your help - if you want us to feature something or if you want to write an article yourself, please get in contact! (See page 8 for more details).

Website open to all

Decipher have been working hard on opening up the website so that people can view and participate more easily. The front page is now the lobby instead of the door and current and prospective players can view the site without having to log in.

Another major change is that it is no longer necessary to register credit card details to view or post on the forums, a point that many current players complained about - both for themselves and on behalf of potential players that had been put off by this requirement.

The final major change is that it is no longer necessary for new players to register through using a current player or connector's name, they can register with "Decipher" as the referrer instead.

Three is Announced!

After months of speculation, Three was announced last month, bringing a flurry of activity to the boards. Although not all the artwork has been approved yet, there are some previews of the characters on the store. The new characters are the Terminator and the T-1000 from Terminator 2, Sergeant Elias from Platoon, The Creeper from Jeepers Creepers 2, Robocop from Robocop and Gaear Grimsrud and Carl Showalter from Fargo. General feeling seems to be very positive about the characters picked with speculation running rife as to the text on the character cards that aren't clear and also to what the signature fights will be.

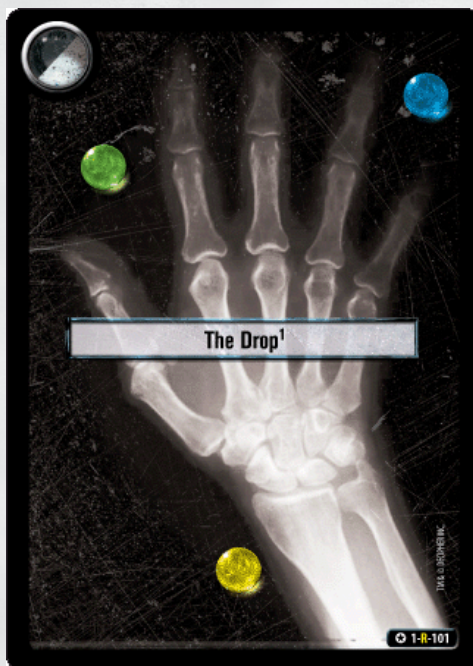
Read more details about the new cards on page 2.

Players' Advocates Emerge

Five players have been asked to become "Players' Advocates" (PAs), a link between you, the players, and Decipher. They are AlphaC, AussieCossie, Mysteron, RoddyOrangeFisher and Starblade.

They have already been busy around the site, taking over the setting up of Gang Blogs and pressing Decipher for information as well as creating this, the newsletter! They are here to listen to any suggestions or complaints that the players have and to work with the players and Decipher to get any issues worked out as quickly as possible.

We need YOU to help though. More information on page 8.



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Decipher Speaks

The big announcement recently has been the long-awaited teasers for Three. At time of publishing this newsletter, there was still one character approval pending, but hopefully once that has been approved the cards can be printed swiftly.

Tim (dGameDesigner) has already spoiled a few cards on the site, the first one being the T-1000 from Terminator 2. Some eagle-eyed players also spotted the graphics that had gone up in the Store under the "Three" title, adding The Terminator, Robocop, Sergeant Elias, The Creeper and Gaear Grimsrud and Carl Showalter.

Just under a fortnight later he spoiled a second card, Leader of the Resistance, a condition card also from the Terminator 2 set. And last week a third card, Liquid Rooter, again from T2, was also spoiled.



"The T-1000 is the first character to have an option in his First Setup action. As a reflection of his ability to "change" his composition, he can select either of two options for his energy each turn. He also has a built-in energy conversion. The man (machine?) wears a lot of hats" says Tim about the T-1000 card. It has already provoked a lot of debate on the forum, as well as suggestions of Gizmo (Gremlins) as a suitable opponent for a future kilo!

The set throws up a number of interesting features - the two Terminator characters are the first to have an option in their 'First Setup' action and the Fargo card is the first to have two characters on one card. Another feature spotted on the cards is that the T-1000 is a character with a Mental centre skirmish bonus, yet the first not be generating blue energy or with blue latent energy. This is bound to bring up some interesting deck combinations when Three is released, with players already speculating on card combinations on the forums.



"To draw Destiny, turn over the top card of your fight stack and look at the number in the "bullet hole" in the upper right corner.

After drawing Destiny, exhaust the fight card by putting it on the bottom of your fight stack (unless instructed to do otherwise by the card that required the Destiny draw).

There is a smattering of Destiny in Three... just a taste. There will be more cards with uses for Destiny draws in Four :-)" - Tim on the "Destiny" mechanic on the Leader of the Resistance card.

The second new mechanic is the "Dominate" mechanic:



"How does Dominate work? If the Dominate function is enhancing a skirmish with matching skirmish types, you automatically win. In other words, if your physical skirmish is matched against your opponent's physical skirmish, and you "dominate" that skirmish, you win regardless of the skirmish values. So whenever you see two of the same skirmish types lined up against each other... watch out!

If both players Dominate the same skirmish, The Drop determines the winner." - Tim

Check the website for discussion about the new cards and further announcements!

Marth's Dream Cards

Dream cards have always been an important part of the CCG environment. Players with imagination and the urge to create will often spend hours designing cards to print out and challenge their friends with - in casual play, of course. In an open-ended game like Fight Klub, however, these imaginary cards take on a new purpose: getting players excited about what might be in the game someday.

Each installment of this newsletter will feature a new character and his or her signature cards, perhaps more. These are intended to inspire existing players, and to pique prospective players' interest in the game, by reminding them of Fight Klub's limitless potential for expansion.

To begin with, I decided to pick one of my favorite characters, and one whom I know a lot of other players have asked for in the past. Hopefully this version of Jack Bauer will be enough to whet our collective appetites until the real thing comes along.

Jack Bauer is the central protagonist of the FOX drama, 24, in which he works to prevent terrorist threats through any means necessary. To reflect this, I decided that Jack should be all about the fight phase.

All of these cards let Jack do something with his enhance step. There is synergy between The Longest Day of My Life, and Chloe O'Brian, and a well-timed use of the second action on Who Do You Work For?! can prevent your opponent from playing an effect on a fight you are currently winning. With all of these options available, you should always be able to do something cool with a fight.

Jack can pay energy to use enhance actions on his fight cards, even if they're not the current fight. This may not seem like a big deal, but it means that he's not restricted to what is in his hand or support area. Players can tailor their fight stack to a specific strategy revolving around two or three of their fight cards. In short, this ability can only get better as more cards are released.

If these cards have a weakness, it's that because they are all enhance actions, they lack activity in the other two phases: setup and cooldown. As such, a Jack Bauer deck should make up for this by including global cards that take advantage of these phases.

Well, that's about it! I hope you enjoy your first dose of dream card goodness. See you next month, for a spooky new character just in time for Halloween!

The Longest Day of My Life - Fight (Jack Bauer signature)

Spiritual: 5 **PHYSICAL:** 4 **Rogue:** 4 – Opponent discards 1

Enhance: Draw 1. You are hold +1 this turn.

Damage: XX Green

Chloe O'Brian - Effect (Jack Bauer signature)

Cost: n/a

L: 1 **C:** 0 **R:** 1

Flavor: When Jack's devotion to freedom puts him at odds with the law, Chloe is the only one he can count on.

If you drew any cards this turn, add 3 energy.

Who Do You Work For?! - Condition (Jack Bauer signature)

Cost: n/a

Flavor: Jack Bauer wants answers, and he knows how to get them. It's only a question of how long it will take him to break you.

Enhance: You are Rogue +2.

Enhance (destroy this card): Opponent discards 2 – random selection. When this fight is resolved, opponent draws 2.



The Yard

Gang Blogs need YOU!

The Players' Advocates have the keys to the blogs and we need YOU to help! We've been looking for each gang to put forward someone to be editor for their gang blog. Most gangs have done so and hopefully those people now have the "keys" to their respective blogs, but there's still a few slots to be filled!

The role involves collecting articles from other players in the gang (as well as any content you wish to create yourself) and putting it up on the gang blog. The role needs someone that has the time to put the effort in to getting their blog looking and sounding good, and that can be fair when it comes to putting up content from many different contributors. If the slot is already filled in your gang, don't worry, you don't need to be editor to contribute to the blogs and there will most likely be opportunities over time when the current editors need to hand over the keys.

The current gang blog editors are as follows:

Dark Carnival - RobinGoodfellow
Dark Lotus - <position open>
Dead Man's Hand - Jaques
Gunslingers - Piccolo
Schrödinger's Cats - CrystalShadow
Society of Shadows - Ranofer
The Brotherhood - MasterYoda
The Enlightened - AlphaC
The Faceless - <position open>
The Forgotten - RoddyOrangeFisher
The Hidden - Starstreaker
Wild Cards - aussiecossie
Zero Order - ChaosChild

And just to get a bit of competition going, here are the gang rankings by approximate size for this month:

1. Schrödinger's Cats
2. Zero Order
- 3=. Society of Shadows
- 3=. The Enlightened
5. The Brotherhood
- 6=. Gunslingers
- 6=. Wild Cards
- 8=. Dark Carnival
- 8=. Dark Lotus
- 10=. Dead Man's Hand
- 10=. The Faceless
- 10=. The Forgotten
13. The Hidden

So if you haven't joined a gang yet:

- Head over to the Gangs page on the forums <http://www.decipher.com/forums/15>
- Check out the blogs <http://www.decipher.com/community/gangs>

see who you like the look of and:

- Join the gang you want to be a part of in your settings <http://www.decipher.com/settings/gang-selection>

Decipher This!

Hello, Sogfrog here. I've been asked to write a short on the "Decipher This" puzzle. Initially I was pretty excited about this opportunity. However, the more I began to really think about what I would write, the less enthusiastic I became. What would I write about that hadn't been said in the hundreds of "Decipher This" forum posts? Would there really be a point to even doing this?... But I digress, and casting all doubts and concerns aside, Here I go.

The "Decipher This" card has kept me up more nights than I can remember. It is a card that I believe will forever change how Fight Klub is played. This puzzle has also been a unique opportunity for our community to come together in pursuit of deciphering this card.

"Decipher This" became available as a promo card in the "Black Beauty" for the "TWO" set. This card consists of exactly 74 different numbers that range from 1 to 1249. Each number is separated by a comma and appears very similar to the original Decipher puzzle (albeit smaller). It is also slightly important to note that there are no repeat numbers on this card. Most believe that this number sequence is a "Beale cipher" akin to the original Decipher puzzle which was itself, a "Beale Cipher." As stated in Warren Holland's "Decipher This" forum post, when deciphered, this card will be a fully playable "Universal" card and will play according to its deciphered game text. Currently there is only one other universal card in the Fight Klub set. That card is "The Drop."

So far Warren has released 6 clues for our use in solving this puzzle. The first two clues came with his original post on the 4th March 2009. The third, fourth, fifth, and sixth clues came on: 29th March, 2nd May, 11th May, and 19th Aug (respectively).

With Warren's original Decipher puzzle, back in the 80's, he left his puzzle contestants with 8 very obscure clues. Each of these clues pointed in one way, shape, or form to the actual Key text. The clues essentially broke down to the following basic meanings:

- 3,19 shows C,S or Carl Sagan.. The author of the key
- Explained that the key might not necessarily start at the beginning of a chapter. He referred to the "first" place to start. His key started with the word "first"...
- Used a cube as a clue to point to chapter 6 in the Key.
- Showed that the key letter of 300 was a vowel
- Contestants only needed but one passage (the key wasn't taken from multiple sources)
- Just because numbers were repeated did not necessarily mean they were high use letters. Beale ciphers tend to flatten the statistical frequency of all letters...
- Last clue pointed to the First letter of the Key. "C" for Cosmos

Why did I mention these clues for the old puzzle? Simple, I wanted to show how they all pointed to the Key.. or explained a certain facet of Warren's Beale cipher. The "Decipher This" clues are different because some of these clues don't seem to have anything to do with the key. These non Key clues are there to help us understand another enigma, The Kilo tuck box numbers...

Aside from the other 6 forum clues, all Fight Klub Kilo tuck boxes (thus far) are covered on three sides by a mysterious set of numbers. Back in March, Warren stated specifically, "Should you venture into this quest, you will quickly discover what those numbers mean." Then on the 2nd May, he revealed that the Kilo tuck box numbers were a "Slightly modified random sequence functioning as an obscure clue" to point us towards the key. On the 19th August, he posted his most recent clue: "Question "What is not random, leading to the first? Answer "Zero and the first of each. 267.701.130".

These three numbers are the starting numbers for each of the three sides. A Zero can be found on the back side and Warren states in one of his previous clues that the Kilo code is a "random sequence." So we can pretty much deduce that he's given us this clue specifically to further understand the meaning behind the tuck box numbers.

Another clue that may or may not be related to the tuck box is this: "Revolutions take twists and turns. So Add, then add, then add." It is my belief that this is also a clue to understanding the tuck box numbers, but I don't think we can be 100% sure of this.

Well folks, its been real! Keep your heads up and feel free to post your ideas and findings in the "Decipher This" Forum. With each new clue we are led slightly closer to closure. At this point, who knows what this exciting new card is, what it will take to crack it, and when exactly that will be? One thing is for sure though, more heads are better than one...

The Playground

Hi, I'm ChaosChild and if you've been on the FK forums at all you'll have seen me around; I'm one of the ones that generally has too much to say. I've been asked to put together a few words about the FK Deckbuilder application I wrote so here goes.

Why a deckbuilder?

Short answer: because I wanted one.

Long answer: because I wanted one and Warren had said that the one on the website wouldn't be ready for a while. Plus I was bored at work. And of course, if I wrote my own then I could make sure it had everything I wanted from it.

You see I play a few CCGs, mostly competitively, and at the bigger tournaments you're generally required to provide a decklist. So what I want is something to allow me to design my deck then print it out, but I've never found one that works quite the way I want it to. Either the filtering doesn't provide enough options, or the printout isn't right or something else is wrong.

So I wrote it myself. I do this kind of thing for a living, so it was just an exercise really. It let me try out a few things I don't get to play with at work and I enjoyed doing it. Once I had it finished I figured I'd share it; Warren gave me the OK and here we are.

What does it do?

A bit of everything really. It's a combination card database, deckbuilder and collection tracker in one application. The collection tracker lets you keep tabs on how many copies of each card you have and will generate trade lists for you automatically. The card database can be filtered to show a subset of cards that fit whatever criteria you're looking for (card type, cost, text or just about any other part of the card), then the deckbuilder lets you assemble and save a deck list from the cards in the database.

You can print out the deck list and trade list, you can also generate them in a format suitable for pasting into the FK forums complete with links to the card images. It'll validate your deck to let you know if it's legal, but if you're running in a non-standard format it'll still let you save the deck, print it or whatever. It'll remember which collection you were working with last time and reload it automatically when you start up; different collections for different users so if there's more than one of you using the computer it doesn't matter. The deck lists and collections can be saved and transferred between machines, so if you want a friend to see what you're working on just email them the list.

There's always more to add, but right now it's pretty much where I want it to be.

What next?

Set Three, of course! In addition, I'd like to improve the printed deck lists so they look a little less bland. Other than this, I'm open to suggestions. If there's anything you want to see just let me know. The collection tracker came from a suggestion, so it doesn't have to be something small.

Next on the list though is a tournament organiser. Now that should be something to sink my teeth into...

Find out more and download the deckbuilder from the thread here: <http://tinyurl.com/fkdb1-1>

The Arena

Gaming conventions present an opportunity for Founding Mentors and Mentors alike to demo the game to other CCG players who are always looking for either 'the next big thing', or another game to interest them. The following list of gaming conventions (restricted to those that present a CCG/TCG or gaming program) covers the next three month cycle.

If you are a comic fan then <http://www.conventionscene.com/> provides an excellent resource as to what is coming up on the convention schedule.

If there is a convention in your area and it is not included in our regular roundup, please email or PM a Players' Advocate and have it added to our convention list! Also if any of the below information is incorrect please let us know ASAP. The more comprehensive a list we can maintain, the greater platform we have to tell the world about Fight Klub.

SEPTEMBER 2009

GenCon Oz – Brisbane, Australia, Sept 18-20
<http://www.genconoz.com/>
Contact: Ian Houlihan - info@genconoz.com

Hurricon – Cocoa Beach, FL, Sept 24-27
<http://www.hmgs-south.com/hmgs/>
Contact: Katie Schmidt - KTRS@aol.com

GameCon – Memphis, TN Sept 25-27
<http://www.gameconmemphis.com/>
Contact: Neal Gibson/Julie Furr (see web site)

OCTOBER 2009

Realms Con – Corpus Christi, TX – Oct 2-4
<http://www.realmscon.com/>
Contact: Robin Van Cleave/Matthew Allen (see web site)

NukeCon – Omaha, NE – Oct 2-4
<http://www.nuke-con.com/>
Contact: Norajane McIntyre - main@nuke-con.com

RoundCon – Columbia, SC Oct 2-4
<http://www.roundcon.com/>
Contact: Sean Martinez - sean@roundcon.com

ConQuest Oregon – Hillsboro, OR – Oct 3-4
<http://conquestoregon.com/>
Contact: Keisha Patterson - KeishaPatterson@avalongamecon.com

Festival de juegos de Cordoba 2009 -
Cordoba, Spain – Oct 9-12
<http://www.festivaldejuegoscordoba.es/>
Contact: Jesus Torres Castro - jugamostodos@gmail.com

OshCon – Oshkosh, WI Oct 10-11
<http://www.oshcon.org/>
Contact: Adam Loper (see web site)

Game '09 – Manchester, England – Oct 16-18
www.gamecon.co.uk/
Contact: Peter Scott – trademanager@gamecon.co.uk

Hammercon – Hamilton, Ontario, Canada – Oct 17
<http://www.hammercon.ca/>
Contact: Mikael Andersson - info@hammercon.ca

CharCon – Charleston, WV Oct 23-25
<http://www.charcon.org/>
Contact: Nick Gillispie/Travis Reynolds (see web site)

SPIEL '09 – Essen, Germany Oct 22-25
<http://www.internationalespieltage.de/e000.php4>
Contact: Dominique Metzler - info@merz-verlag.com

Necronomicon '09 – St. Petersburg, FL – Oct 23-25
<http://www.stonehill.org/necro.htm>
Contact: Dean Dryer - gaming@stonehill.org

GamesFest 4 – Watford, England Oct 24
<http://www.gamesfest.co.uk/>
Contact: see web site

GaelCon – Dublin, Ireland Oct 24-26
<http://www.gaelcon.com/gaelcon/>
Contact: Andrew Coffey - info@gaelcon.com

Hal-Con – Halifax, Nova Scotia, Canada – Oct 29-31
<http://www.hal-con.com/>
Contact: Malcolm Campbell - malcolmcampbell@hal-con.com

Twin Cities Game Fest (formerly CONtagion)
Minneapolis/St Paul, MN – Oct 31-Nov 1
<http://www.tcgamefest.com/>
Contact: games@tcgamefest.com

NOVEMBER 2009

Carnage-12 – Fairlee, VT Nov 6-8
<http://www.carnagecon.com/>
Contact: info@carnagecon.com

UberCon XII – Edson, NJ – Nov 6-8
<http://www.ubercon.com/>
Contact: Kevin Jagh - kjagh@ubercon.com

U-Con – Ann Arbor, MI – Nov 13-15
<http://www.ucon-gaming.org/>
Contact: see web site

BGG Con – Dallas, TX – Nov 19-22
http://www.boardgamegeek.com/wiki/page/BGG_CON_2009
Contact: see web site

Anime: USA – Arlington, VA – Nov 20-22
<http://www.animeusa.org/>
Contact: chairman@animeusa.org

PhilCon – Cherry Hill, NJ – Nov 20-22
<http://2009.philcon.org/>
Contact: info2009@philcon.org

DragonMeet – Kensington, London, England – Nov 28-30
<http://www.dragonmeet.co.uk/>
Contact: info@dragonmeet.co.uk

Game'09 (Manchester, UK, Oct 16-18) will definitely have a Fight Klub presence. ChaosChild has booked demo space for the Saturday and tournament space for the Sunday. See the "Events" forum on the website for more details - hope to see some of you there!

Letters

With this being our first ever newsletter, we haven't had any letters, so we've picked a question that was asked on the forums to include. For future issues however, we need YOUR questions or comments - whether it's something about gameplay, about a specific mechanic, or even wondering what each of the Decipher team have for breakfast(!). See the bottom of the page for how to contact us!

Q: When building a deck, are you able to use cards from any hero/villain? Example: Can I use Tank Girl cards in Rambo and vice versa? (*Asked by Russ*)

A: Yes you can as long as you don't try to use cards that have a small picture of a character in the top right corner that doesn't match your chosen character. These are signature cards and are only usable by the character in the small picture. Other than that you can use any hero cards in a hero deck and any villain cards in a villain deck. You cannot use villain cards in a hero deck, or hero cards in a villain deck however.

The deckbuilder (see page 6 of the newsletter) should help with this as you can filter cards by hero/villain and also by character, which enables you to only pick cards that are allowed to be used by the character you have chosen.

Contact us!

We need your help! This is just the beginning, we're hoping to expand the newsletter to include more of what you, the players, want. We need your suggestions and requests for any new sections you want or topics you want covered. We'd also love you to come up with your own articles for inclusion (full credit given to you for it, of course!). The only caveat is that, if we get multiple articles or questions that are nearly identical, we may combine them to some extent. We will still credit everyone who contributed to the content of the article/question though.

There are a couple of ways to contact us, you can either send an in-game message to one of the PAs who are as follows:

AlphaC
aussiecossie
Mysteron
RoddyOrangeFisher
Starblade

Or you can email your questions, suggestions, requests and articles for inclusion to:
fightklubnewsletter@googlemail.com

We look forward to your submissions!

AlphaC, aussiecossie, Mysteron, RoddyOrangeFisher & Starblade

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