
CALL of CTHULHU®
THE CARD GAME
RULES OF PLAY

Introduction

Welcome to a strange and terrifying world inspired by the stories of Howard Phillips Lovecraft, his literary circle, and the classic *Call of Cthulhu* roleplaying game.

In the *Call of Cthulhu* Living Card Game (LCG), players take on the roles of intrepid investigators and unspeakable horrors, trying to succeed at their dangerous missions while battling the forces of their opponents.

The Living Card Game

The *Call of Cthulhu* card game is a two player dueling game that can be played using only the contents of this Core Set. In addition, *Call of Cthulhu* is also a Living Card Game, and your enjoyment and experience of the game can be customized and enhanced through the addition of regularly released 40-card expansions, called Asylum Packs. Each Asylum Pack provides you with new options and strategies for each of the decks in this set, as well as cards you can use to build original decks of your very own. The CoC LCG can be played both casually, with your friends, or competitively, through the organized play tournament program that is officially sanctioned by Fantasy Flight Games.

Components

The *Call of Cthulhu* Core Game includes the following components:

- This Rulebook
- 165 cards
- 1 Game Board
- 36 Success and Wound Tokens
- 6 Cthulhu Domain Markers

Component Overview

Cards

The *Call of Cthulhu* Core Game features 165 cards that can be used to assemble 21 different deck combinations that can be played right out of the box. The cards are divided among the seven factions of the CoC card game: The Agency, Miskatonic University, The Syndicate, Cthulhu, Hastur, Yog Sothoth, and Shub Niggurath. Any two of these factions can be combined to form a playable deck.



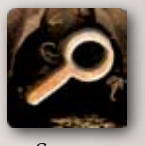
Game Board

The game board forms the center of the *Call of Cthulhu* LCG play area. It holds the story cards that players will investigate and attempt to win throughout the game, the story deck from which won story cards are replenished, and both a pool and a success track for the Cthulhu success tokens.

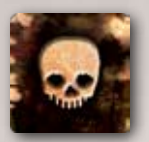


Success Tokens and Wound Tokens

Players place success tokens on the success track on their side of the game board as they succeed at the stories in the game. Wound tokens are placed on character cards to track wounds dealt to that character.



Success



Wound

Cthulhu Domain Markers

Domains are used to play cards during the game, and the Cthulhu domain markers are used to mark when a domain has been used by a player. Placing a domain marker on a domain "drains" that domain, and it cannot be used again until it refreshes on that player's next turn.



Game Overview

These rules are for playing the *Call of Cthulhu* LCG with two players. Rules for multiplayer games can be found at

WWW.CTHULHULCG.COM

The focal points of the *Call of Cthulhu* LCG are the story cards, which are drawn at random from a fixed common story deck and placed on the game board between the players. During the game, players take turns playing character and support cards from their hands and then using these cards to achieve success at these stories.

While characters are committed to a story, they may face opposition in four different arenas: Terror, Combat, Arcane, and Investigation.

Every turn, as a story resolves, the active player may receive success tokens on his side of a story card. When a player has accumulated five success tokens on his side of a story card, he wins that story. A player that wins three stories immediately wins the game!

The Factions

There are seven different factions in the *Call of Cthulhu* LCG, each with its own unique take on the Mythos. Each faction is represented in the game with a unique symbol and color/texture on its card border. Players can read about these factions on www.cthulhulcg.com.

The factions and their symbols are as follows:

- The Agency
- Miskatonic University
- The Syndicate
- Cthulhu
- Hastur
- Yog-Sothoth
- Shub-Niggurath

Cards with a grey border and no specific resource symbol are neutral. Neutral cards do not belong to any faction.

The Golden Rule

If the rules text of a card contradicts the text of this rulebook, the rules on the card take precedence (with a few exceptions, as listed in the rules).



Exhausted, Ready, and Insane

Normally, when a player puts a card into play from his hand, it comes into play in the ready position–that is, faceup on the playing surface in front of him.

When a card has been "used" for some purpose, like committing to a story or in certain cases where it is required to exhaust the card to pay for its ability, it is exhausted. To show that a card is exhausted, it is turned 90 degrees sideways. A card that is exhausted cannot exhaust again until it has been readied once more. When a player is asked to ready an exhausted card, he simply returns that card to its normal upright position.

Some effects will cause a character to become insane. To reflect this condition, flip that card over so that it is facedown on the table.



Ready Exhausted Insane

The Cards

There are five different types of cards in the *Call of Cthulhu* LCG.

Story Cards

This deck of 10 cards represents the strange tales and horrors that the investigators, criminals, cultists, and horrors of the Cthulhu mythos contest in this game. Characters are committed to story cards, where they engage in four struggles with opposing characters. When the smoke clears, success tokens are awarded to the side that performed better at that story. Five success tokens are generally required to win a story card. When a player wins a story card, that player will often have the option of triggering that story's unique game effect.

When a player wins three story cards, that player wins the game.

You only need one deck of story cards for a two-player game.



Character Cards

Character cards represent intrepid investigators, scientists, and adventurers, as well as the unspeakable minions and Outer Gods of the Mythos. Players need character cards in order to succeed at story cards and win the game. Once played, characters remain in play until destroyed by game or card effects.



Support Cards

Support cards represent locations, items, tomes, vehicles, and attachments. Once played, support cards remain in play until destroyed by game or card effects.

Exception: Cards that are attached to another card (most often support cards) are immediately destroyed (put into the discard pile) if the card they are attached to leaves play for any reason.



Event Cards

Event cards represent spells, actions, disasters and plot twists. An event card is normally played from a player's hand, its text effects are resolved, and then it is placed in its owner's discard pile.



Conspiracy Cards

Conspiracy cards are built into a player's deck and played from his hand, but when they are in play they function as additional story cards to which players can commit characters and struggle for success. If a player wins a conspiracy card, it counts towards that player's total of three story cards necessary to win the game.



Card Anatomy Key

1. **Title**: The name of this card. A card with a bullet next to its name is unique (see page 6, "Unique Cards").

2. **Descriptor**: The descriptive text here (if any) contains thematic information about the card and is an extension of the card's title. (See "Deck-Building Rules" for more information.)

3. **Cost**: The number of resources a player needs when draining a domain in order to pay for a card that he wishes to play from his hand. Note that at least one of the domain's resources must match that of the played card's faction.

4. **Faction Symbol**: The faction the card belongs to.

5. **Icons**: The abilities of the character during the icon struggles of a story card.

- Terror
- Combat
- Arcane
- Investigation

6. **Skill**: A measure of how much a character can contribute towards your success at a story.

7. **Subtypes**: Special designators that have no rules, but may be affected by other cards in play. Examples include ***Avatar of Nyarlathotep***, ***Investigator***, and ***Government***.

8. **Card text**: The special effects unique to that card.

9. **Keyword**: Keywords are found at the top of a card's text effect, in bold type. Examples include **Heroic**, **Willpower**, and **Fast**. The presence of a keyword indicates that the card has one of the special abilities described later in these rules.

10. **Resource Icon**: When a card is attached upside down to one of a player's domains, it is considered a resource, and it adds its resource icon to a domain when drained to pay for cards or card effects.

11. **Collector Info**: Denotes the rarity and collector number of the card. All the cards in the core set have a fixed (F) rarity, but older cards from booster sets possess different levels of rarity.

12. **Struggle Icons** (story and conspiracy cards): The order in which the icon struggles of a story are resolved. These icons can be added or removed by card effects.

Icon Boosters

There are a few cards that have a large struggle icon (identical to those on the story cards) printed in their text box. When such a card is either attached to a story or committed to a story, it forces an additional icon struggle of that type while the story is being resolved. This additional icon struggle is resolved according to the order of the printed icons.

***Example**: If Sleep of Reason is attached to a story, a Terror struggle would resolve four times–once as normal and one additional time immediately thereafter (before Combat) for each Terror icon brought by Sleep of Reason.*



Unique Cards

Some cards in the game are unique. They are marked with a bullet (•) before their card name to indicate their uniqueness.

If a player has a copy of a unique card in play, he cannot play, take control of, or put into play another copy of that card. It is possible, however, for both players to have the same unique card in play at the same time. If a unique card is destroyed or leaves play for any other reason, a player is allowed to play another copy of that unique card according to the normal rules.



For the First Game

Before the start of the game set aside cards F156–F165. These are your fixed story cards that both players use.

After setting aside the story cards, each player must select a deck. This can be done quickly by mixing any two of the seven factions, and adding one of the two neutral card packets (F141–F148 and F148–F154). Factions can be chosen at random, or each player can select based on personal preference. If both players desire the same faction, the players should flip a coin for that faction.

There are 21 different faction combinations in the *Call of Cthulhu* LCG Core Set.

Setup

Before playing the *Call of Cthulhu* LCG, both players follow these quick steps in order:

1. Shuffle the Decks.

As with a deck of playing cards, each player shuffles the cards in his deck until they are sufficiently randomized.

2. Set up Game Board.

The players place the game board in the center of the play area. They place all of the success and wound tokens in the "The Deep" area of the game board. One player shuffles the story deck and deals three story cards faceup to the center of the game board. The remainder of the story cards are placed face down in the space designated for the story deck.

3. Place Domains.

Each player takes three cards that are not being used in this game and places them face-down next to his deck. These cards are the domains, to which their controllers will attach resources throughout the game. They should form a "back row" in each playing area.

4. Draw Setup Hand.

Each player draws eight cards from his deck. This is his setup hand. He chooses five of these cards to be his opening hand. The remaining cards become his starting resources.

5. Attach Resources.

Each player takes the remaining three cards from his setup hand and attaches one, faceup and upside down, to each of his three domains. The card bottom and resource icon should be all that is visible above the domain card. The attached cards are now considered resources. (Each player may look at his opponent's resources if he wants to.)

GAME SET UP AND SUGGESTED PLAY AREA DIAGRAM



KEY

1. Game Board
2. Story Deck
3. Story Cards
4. The Deep (Success Token Pool)
5. Success Tracks
6. Draw Deck
7. Discard Pile
8. Play Area
9. Domains
10. Domain Tokens

Turn Sequence

The *Call of Cthulhu* LCG is played over a series of turns. Each player completes his entire turn before the other player takes his turn. Before the game begins, the players randomly determine who will take the first turn.

A player's turn is divided into five phases, which are taken in this order:

1. Refresh Phase

2. Draw Phase

3. Resource Phase

4. Operations Phase

5. Story Phase

Once a player has completed all five phases, his turn is over. Below is a detailed outline of the turn sequence.

Important Exception: During the very first turn of the game, the starting player may only draw one card during his draw phase and must skip his entire story phase. This is known as the "first player penalty" and only applies to the starting player on the very first turn of the game.

1. Refresh Phase

First, the active player (the player whose turn it is) chooses and restores one of his insane characters (if any) by flipping it faceup and exhausting it (or leave it exhausted if it is exhausted already). A restored character is no longer considered insane, but remains exhausted until that player's next turn.

Then the active player readies all of his exhausted cards in play (except the one just restored) and refreshes his drained domains by removing any tokens on them.

Important: Remember that a player only refreshes and readies characters at the start of each of *his* turns, and that a player's characters do not refresh and ready during the refresh phase of his opponent's turn.



2. Draw Phase

The active player draws two cards from his deck.

If at any point a player has no cards remaining in his deck, he is immediately eliminated from the game and his opponent wins the game.

3. Resource Phase

During this phase, the active player may choose a single card from his hand and attach it, faceup and upside down, to one of his domains as a resource (there is no limit to how many resources can be attached to a domain). The number and types of resources attached to a domain are important when that domain is drained to pay for playing cards (or card effects). A resource is no longer a part of a player's hand and cannot be used for anything else.

4. Operations Phase

This phase is the only one in which a player is allowed to play character and support cards from his hand. Only the active player may play character and support cards during this phase.

In order for a player to play a card from his hand (or to activate certain card effects), he must pay for it by draining a domain with sufficient resources. (He places a token on the domain to indicate that it has been drained.)

A domain cannot be drained to pay for a card (or card effect) unless it has a number of attached resources equal to or greater than the cost. Also note that when draining a domain to play a non-neutral card, at least one of the attached resources must be of that card's faction (this does not apply to neutral cards). This is called making a resource match.

A domain that is drained cannot be drained again until it is refreshed by card effects or during the refresh phase.

Cards with a cost of zero do not require a domain to be drained in order to pay their cost, nor do they require a resource match.

After a player plays a character or support card from his hand, he places it ready and faceup in the playing area in front of him. It is recommended that each player play all of his characters in one area and all of his support cards in another area, so that both players can easily survey the gaming area.

***Example**: During his operations phase, Darin wishes to play a "Bag Man" from his hand. To do so, he must drain one of his domains that has at least 3 resources attached, one of which must be a Syndicate faction resource "$" ("Bag Man" is part of the Syndicate faction).*

Important: Remember that at least one of the resources attached to the domain must match the faction of the card being played.

Important: Players can never drain more than one domain to pay the cost of playing a card or activating a card effect. Many times a player will "overpay" for a card, because the drained domain will have more resources than the cost of the card. The extra resources paid are immediately lost; they do not "carry over" to the next card played.

Paying for Card Abilities

Some cards have abilities that can be triggered from play, but still require the triggering player to drain a domain with a specified number of resources to pay their cost. Triggering a card ability from a card already in play requires no resource match, unless otherwise specified by the ability.

5. Story Phase

This phase is where most of the action in the *Call of Cthulhu* LCG takes place. During this phase, the active player commits his characters to stories in an effort to place success tokens on his side of those story cards, while his opponent tries to prevent him from doing so.

The story phase is played in three steps:

1. Active Player Commits

2. Opponent Commits

3. Stories Are Resolved

Step 1 - Active Player Commits

The active player decides which of his ready characters in play will commit to which of the three stories, and then commits all of those characters to the three story cards at one time. When a character has been committed to a story, that character's controller exhausts that character and moves it in front of the specific story card. The active player may commit any number of characters to each story, as long as they are not already exhausted. Each character may only be committed to one story.

The active player may choose to not commit to any or all of the stories during this step. If the active player decides to not commit at least one character to a story, the phase ends and the player's turn is over.

***Example**: Darin has five characters in play. During step 1 of the story phase, he decides to commit one character to story A, two characters to story B, but does not commit his two remaining characters to story C because he believes that he will need them during his opponent's turn.*

Step 2 - Opponent Commits

The opponent (the non-active player) may now commit any number of his ready characters to any story where the active player has committed at least one character during step 1.

Step 3 - Stories Are Resolved

The active player now selects one story at a time to be resolved. When resolving a story, the committed characters will go through a series of struggles, and finally the active player will determine if he has met success at that story (see the detailed section "Resolving a Story Card" for more detail).

After the stories have resolved, all characters committed to that story return to their controller's play area, retaining their current status of readied or exhausted.

At the end of the story phase, play passes to to the other player, who then must complete his entire turn. In this way, turns pass back and forth between players until one player has won the game.

Resolving a Story Card

During the story phase, in the order determined by the active player, each story card (that contains committed characters) must be resolved. This is done by following these five steps:

1. Terror Struggle

2. Combat Struggle

3. Arcane Struggle

4. Investigation Struggle

5. Determine Success

The Terror, Combat, Investigation, and Arcane struggles are also called icon struggles. Note that the order of the icon struggles is printed on the left side of each story card.

Resolving an Icon Struggle

To resolve an icon struggle (such as "Terror"), the active player counts the total number of the relevant icon on all his committed characters at that story. Then the opponent does the same for his characters that are committed to the story. The player (active player or opponent) who has the most icons of the relevant type wins that struggle and immediately exercises its specific effect (see below).

If the players tie when counting the number of icons (they both have an equal number of icons of the relevant type, including zero) then nothing happens and the game proceeds to the next step.

Note that icon boosters (see page 6) do not count as icons when comparing the total number of icons during an icon struggle.

Terror Struggle

The player who loses a Terror struggle must immediately choose one of his characters (committed to that story) to go insane, if able. That character is no longer considered to be committed to the story (the character is considered to have fled the scene, gibbering and drooling).

Important Exception: Characters that have a terror () icon or the Willpower keyword can never (regardless of card effects) go insane for any reason, nor may such a character be chosen to go insane. Thus, if all of the losing player's characters (at that story) possess the Terror icon, then losing the Terror struggle has no effect on that player.

Combat Struggle

The player who loses a Combat struggle must immediately choose one of his characters (committed to that story) to take a wound, if able.

Most characters are destroyed (go to the discard pile) after taking a single wound. Some characters, however, have the Toughness keyword which allows them to take additional wounds before being destroyed. A character with Toughness +2, for example, will be destroyed only after receiving its third wound. Each time a character is wounded, its controller indicates this by placing a token on that character.

Arcane Struggle

The player who wins an Arcane struggle may immediately ready any one of his characters committed to that story (the character is still considered to be committed to that story, but is no longer exhausted). Note that the readied character does not need to have the Arcane icon.

Investigation Struggle

The player who wins an Investigation struggle may immediately place a success token on the story card currently being resolved. This could cause a player to instantly win a story card. If this is the case, that player takes that story card and resolves its effects before continuing (see "Winning a Story Card").

Determine Success

After the four icon struggles, the active player determines if he has been successful at the story. He now adds the combined skill values of all his characters currently committed to the story. This number is the total skill. If the total skill value of the active player exceeds the total skill value of his opponent, then the active player may place a success token on his side of the story being resolved.



In addition, in order to be successful at a story, the active player's total skill must always be at least one or higher. If his total skill is zero or less, he does not succeed at the story.

Note that characters that were destroyed or driven insane during the icon struggles do not add their skill value to determine success.

Note also that only the active player may place a success token for being successful at a story. If the non-active player has the most total skill at this story, nothing happens.

Unchallenged Stories: If the active player succeeds at a story, and the total skill of his opponent was zero (or less), the story is considered unchallenged, and the active player may place an additional success token on the story card.

If, at any time, a player has five or more success tokens on his side of a story card, he immediately wins the story and may choose to execute its effect (see below). When a player wins his third story card, he immediately wins the game!

Winning A Story Card

Immediately after a player has won a story card (which happens the moment that a player has five or more success tokens on his side of the story card), that player takes the story card, chooses whether or not to execute its effect, and then places it prominently in his game area, faceup, to indicate that he has won the story. This occurs before resolution of the next story card begins.

After a story card has been won, and its effect executed or declined, it is replaced by a new story card from the story deck. Thus, if a story card has been won before it is fully resolved (usually by having the fifth token placed from an investigation struggle), it is replaced, and the resolution of that story is over.

Characters that were committed to a story that was won are no longer considered committed to any story.

Story Card Effects

Every story card has a special powerful effect. When a player wins a story card, that player chooses whether or not to execute the effect. Once the effect has been executed (or declined), the story card is moved to the won story pile of the player who won it, and there it is counted towards that player's victory requirement.

After a story card has been won and its effect executed (or declined), both players discard all success tokens that had been placed at that story. These success tokens are now lost. Then one player draws another story card from the story deck and places it where the old story was. In this way, there are always three story cards between the players.

If, through card effects, multiple story cards are won at the same time, the active player decides the order in which they are won. The players resolve each win as above before moving on.

If, through card effects, both players would simultaneously win a story card, the active player wins the story.

Note that the story deck must always contain the same ten story cards found in this starter box. Players may not change the contents of the story deck before a game.

End of Turn

At the end of the story phase, players have one more chance to take actions (such as playing event cards or using card abilities in play), and then all characters are uncommitted from their story cards. They are no longer committed to those stories, and may commit to different story cards in the future, when and if they are able.

Play then passes to the other player, who begins his turn with his refresh phase.

Conspiracy Cards

1) Conspiracy cards look like story cards with a different color template, but are played in a player's draw deck. They count towards the 50-card deck minimum. No more than four conspiracy cards with the same title may be in a player's deck.

2) Conspiracy cards are played from the active player's hand during his operations phase. They enter the game as "new" story cards, in addition to the three that are currently in play.

3) Like other cards in a player's draw deck, conspiracy cards can also be attached to a domain during his resource phase to provide a resource of the appropriate faction.

4) Each player may have one conspiracy card in play at a time. A player may play a conspiracy card even if an opponent already has a conspiracy card with that same title in play.

5) A won conspiracy counts towards its winner's won story total. At the end of a game, "won" conspiracy cards are returned to their owners.

6) If a conspiracy card is played and it is then won by a player, the player who played the card may then play another conspiracy card from his hand during his next operations phase. (He may even play another copy of a card that has already been won.)

7) If a conspiracy card leaves play for any reason other than being "won," it is placed in its owner's discard pile. If a conspiracy card is discarded, all success tokens on that card are lost.

8) Conspiracies are not replaced by story cards (from the story deck) when they are won or removed from the game. Effects cannot replace conspiracy cards with story cards. Otherwise, conspiracy cards are treated as story cards while they are in play.

Keywords

Characters may have one or more of the following keywords (this is always indicated in bold type above their rules text or printed upside down at the bottom of a card).

Fast

When resolving a story, the player who controls the most Fast characters committed to that story wins all ties during icon struggles and when determining success at that story. Note, however, that a tie of zero is still even and has no winner. If the players also have an equal number of Fast characters at that story, ties are resolved as normal, with no effect.

Heroic/Villainous

In the *Call of Cthulhu* LCG, a player is allowed to build a deck that contains both investigators and the horrors of the Mythos. The most extreme personalities of either side, however, will never work together.

During the game, a player cannot play (or bring into play via card effects) a Heroic character if he controls any Villainous characters. Similarly, a player cannot play a Villainous character if he controls any Heroic characters in play.

If for any reason a player controls both a Heroic character and a Villainous character at the same time, he must immediately choose one to be discarded.

Invulnerability

Characters with Invulnerability can never be wounded or chosen to be wounded, or have wound tokens moved or placed on them, regardless of card effects. However, characters with the Invulnerability keyword can still be destroyed by card effects.

Loyal

When a player drains a domain in order to pay the resource cost of playing a card with the Loyal keyword, the domain must contain enough resources of that card's faction to pay for its entire cost (normally, only one resource match is sufficient).

***Example**: Darin wants to play the event card "Deep One Assault," as a cost 4 event card. Deep One Assault is a Loyal card of the Cthulhu faction. In order to play this card, Darin must drain a domain that contains at least four resources showing the Cthulhu resource symbol.*



Steadfast

Some cards have faction symbols in their title. These symbols are part of the card's cost. These new cards are know as Steadfast cards. When a player drains a domain in order to pay the resource cost of playing a Steadfast card, he must have at least that many resources on the total number of domains he controls (and make a resource match as normal).

***Example**: Darin wants to play the character card "T-Men" during his operations phase. "T-Men" is a cost 5 member of the Agency faction, with 2 Agency faction symbols in its title. In order to play this card, Darin must first have at least 2 Agency resources attached to any number of domains he controls and drain a domain with at least 5 resources (one of which is Miskatonic).*

Toughness

Characters with Toughness may be wounded an additional X times (mark each wound by putting a token on that character).

For example, a character with Toughness +2 can take two wounds without being destroyed. The next wound would then destroy it.

Some effects in the game give a character Toughness. Any time a character is receiving Toughness from more than one source, the different cases of Toughness stack. For instance, if a character with Toughness +2 was given a Support Attachment that provides it with Toughness +1, the character effectively has Toughness +3.

Transient

Cards with the Transient keyword count as two resources when the domain they are attached to is drained to play a card. Once a domain with a Transient resource attached to it is drained for any reason, all Transient resources attached are destroyed and placed in the discard pile. In the LCG, the Transient keyword is represented graphically with an arrow next to the resource icons as shown below:



Willpower

Characters with Willpower can never go insane or be chosen to go insane, regardless of card effects.

Timing Rules

Each player may take actions (by playing event cards or using character abilities) during each step of every phase except for certain intervals of play (see the turn sequence diagram for details). In particular, during the resolve story card step of the story phase, no card effects or actions may be taken until all three stories have been resolved. The active player always takes the first action in any phase.

Actions are taken one at a time. After a player has taken and resolved an action, he must allow his opponent the opportunity to take and resolve an action before he can take another, etc.

An action is resolved completely before another action may be taken (exception: disrupt, see below).

A **Response** is an action that can only be played if the circumstances described in its text are met. Responses are always worded in a fashion similar to the example below:

"**Response**: after a character is destroyed, put 1 success token on a story card."

A response cannot be played until the effect that triggers it has fully resolved. A response can only be played once per trigger.

Special Exception: There are several responses that take place after a card is destroyed. Normally, cards do not have any effect while in your discard pile, but a card that has a response triggered by its own destruction may be activated.

A **Forced Response** is an action that a player must trigger when its circumstances apply.

A **Disrupt** is a special action that can actually cancel or change an action just taken by the opponent. Remember that all actions are fully resolved before the next action may be taken. The disrupt action can create the only exception to this rule.

When a card effect is canceled, its cost must still be paid (and thus wasted). Canceled event cards are immediately discarded.

Timing Example

Darin and Tommy are playing a game, and it is Darin's operations phase. Because it is Darin's turn, he has the first opportunity to take an action. He chooses to play a "Byakhee Servant" (Hastur character, cost 3) by draining one of his domains with four resources attached (two of those resources are Hastur (ℌ), fulfilling his required resource match).

*Tommy has no disrupt or response actions to take, but he would like to take one action. He plays the event card "Shotgun Blast" (Agency event) by draining a domain with three resources attached (one of which is an Agency ( ) resource, enabling the match). The event states "**Action**: choose and wound a character with skill X or lower." (X is the cost paid for the card.) He chooses the Byakhee Servant as his target. Darin, not wanting his Byakhee Srrvant to be wounded, plays the event card "Power Drain" (a 2-cost disrupt action) that cancels the "Shotgun Blast" event. This action is allowed because disrupt actions actually precede the action taken immediately beforehand. The "Shotgun Blast" event is now canceled.*

Detailed Turn Sequence

1. Refresh Phase

- Ready all of your exhausted characters
- Restore 1 insane character (exhausted)

- Actions may be taken

2. Draw Phase

- Draw 2 cards

- Actions may be taken

3. Resource Phase

- Attach 1 resource to a domain (*optional*)

- Actions may be taken

4. Operations Phase

- Actions may be taken

When the active player plays a character or support card from his hand, it is considered taking an action.

5. Story Phase

- Actions may be taken

- You (active player) commit characters to stories

If the active player commits no characters to a story, the story phase ends immediately. Proceed to step 6: End of Turn.

- Actions may be taken

- Opponent (non-active player) commits characters to oppose yours

- Actions may be taken

Resolve each story, in order of your choosing. For each story, resolve the following, in order:

- Resolve Terror () Struggle
- Resolve Combat () Struggle
- Resolve Arcane () Struggle
- Resolve Investigation () Struggle

- Response to struggle and success results may be played

- Actions may be taken

- Characters are uncommitted from stories

6. End of Turn

- The player on your left becomes the active player

SEQUENCES IN GREEN BOXES CANNOT BE INTERRUPTED BY ANY ACTIONS OR RESPONSES (DISRUPTS MAY STILL TAKE PLACE AND FORCED RESPONSES MUST RESOLVE IMMEDIATELY).

Cumulative Effects

Many effects are cumulative and take effect multiple times if multiple copies of that effect are in play. For example, if there are three copies of the card "Shadowed Reef" (Cthulhu support card with the text: "Deep One characters gain ") in play, each copy adds a terror icon to all Deep One characters. Thus, in this case, all Deep One characters would gain three terror icons.

Note that a response may take effect multiple times if multiple copies of that effect are in play (but still only once per card per trigger).

Triggered Effects

A triggered effect is any effect with preceded by the following text in bold: **Action**, **Disrupt**, **Response,** or **Forced Response**.

Triggered Ability

A triggered ability is any triggered effect caused by a card already in play.

Day and Night

Some cards in the game change the "time" to either Day or Night (neither of which have any specific effect, but allow other specific card effects to be active). At the beginning of the game it is neither Day or Night. It is not considered to be Day or Night unless there is a Day or Night card in play. If for any reason there is both a Day and Night card in play, then it is considered to be both Day and Night.

Destroy and Sacrifice

When a card is destroyed (this includes a character that has taken a fatal number of wounds), it is placed into the discard pile.

A character that is sacrificed is also placed in the discard pile. A player can only sacrifice cards that he controls, that is, a player can never sacrifice an opponent's card. Also note that "sacrifice" and "destroy" are not interchangeable terms: A card that is destroyed is not sacrificed, and vice versa.

Insanity

When a character goes insane, it is flipped facedown and all cards attached to it are destroyed. If a wounded character, regardless of its Toughness, goes insane, it is immediately destroyed. Likewise, if an insane character is wounded, it is immediately destroyed.

Insane characters have the following statistics: 0-cost, 0-skill, no faction, no icons, no traits, and no text. An insane character cannot commit to a story and is never considered to be committed to a story.

Adding a Domain

Some effects in the game allow a player to add additional domain cards. When a player adds a new domain, he simply draws the top card of his deck, looks at it, and then places it facedown next to his existing domains. That card is now considered a domain card and loses all other identification and game functions. Resources can be added to the new domain during the resource phase (and via card effects) as if it were a normal domain card.

Deck-Building Rules

When constructing decks from their collections for tournament purposes, players must follow these restrictions:

1) The deck must contain at least 50 cards. Story cards and domains do not count towards this 50-card minimum.

2) No more than three copies of a card (by title) may be in the deck. (If two cards have the same title but different descriptors, they still count towards the limit of three.)

Note that as more cards become available for the *Call of Cthulhu* LCG, the minimum number of required cards in a deck may increase for organized play.

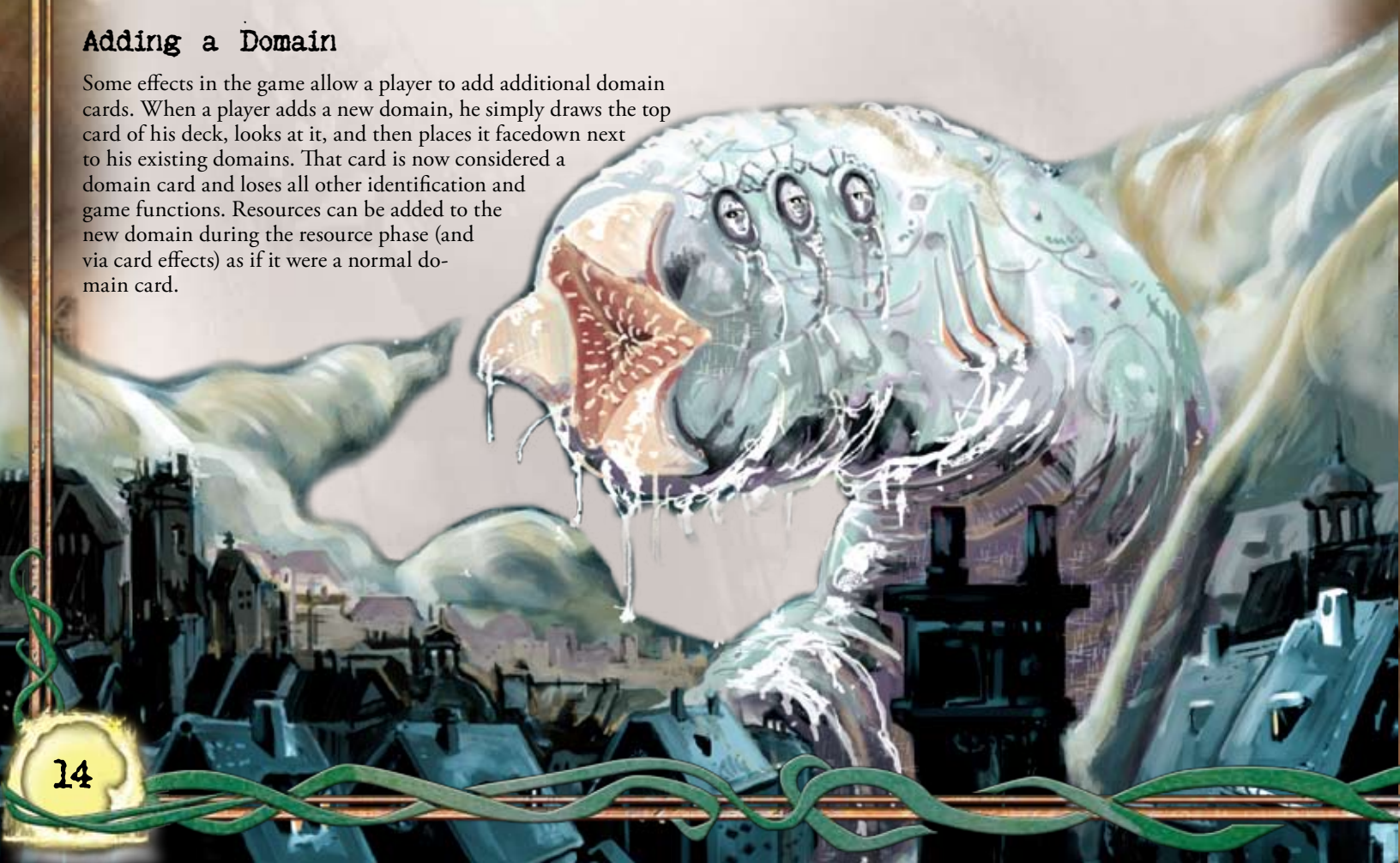
Control and Ownership

Players "own" all cards that they brought to the game in their deck. At the end of the game, all cards are returned to their owners.

When a card comes into play, it does so under the control of its owner, unless otherwise specified by the effect bringing the card into play. Some effects also allow a player to take control of an opponent's cards.

When an effect refers to "your" card(s) or an "opponent's" cards, it is always making reference to the current controller of the card, unless a reference to the owner of the card is specifically made.

When a card leaves play (is moved to a player's hand, deck, or discard pile), it is sent to the appropriate out of play area of its owner.



Call of Cthulhu World Champions

The World Championships for the *Call of Cthulhu* LCG are held each summer at GenCon Indianapolis.



2005 – Greg Gan



2006 – Chris Long



2007 – Jim Black

Organized Play

Join the online *Call of Cthulhu* community at www.cthulhulcg.com to find retailers, special events, and tournaments near you. You can also visit the site to become a Servitor and help FFG organize *Call of Cthulhu* LCG events and organized play in your area.

Additionally, on www.cthulhulcg.com you will be able to find updates, rules clarifications, community message boards, and exciting articles about the game. See you there!

Credits

Lead Game Design: Nate French

Original Game Design: Eric M. Lang

Art Direction: Zoe Robinson

Graphic Design: Andrew Navaro

Plastic Design: Brian Schomburg

Rules: Christian T. Petersen and Eric M. Lang

Editing: Michael Hurley and Mark O'Connor

Line Coordinator: Morgan C. Stana

Publisher: Christian T. Petersen

Special Thanks:

To H.P. Lovecraft, for scribing the unspeakable.

To Charlie Krank and Lynn Willis at Chaosium, for letting us run with it.

To our playtesters: too numerous to list, but too important to be left off. Thank you!

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Please visit www.cthulhulcg.com

and

www.fantasyflightgames.com for regular web updates, community activities, and more!



Additional Products

Your experience with the *Call of Cthulhu* card game has only just begun! Customize your decks, your strategy, and your overall experience of the Cthulhu mythos with the following sets.

Asylum Packs

Each Asylum Pack is a 40-card fixed set of 20 different, never-before-seen cards designed to augment the *Call of Cthulhu* metagame and constantly take your experience of the game to new and unexpected places.



The Mountains of Madness

"Yet, if I suppressed what will seem extravagant and incredible, there would be nothing left." —H.P. Lovecraft

The characters, horrors, and events of the clasisic H.P. Lovecraft story *At the Mountains of Madness* come to life in the 40 fixed cards of this Asylum Pack.



Ancient Horrors

Five Ancient One characters make their first appearance in the game, along with the investigators, hunters, and scientists who track them! Every card in the *Ancient Horrors* Asylum Pack is a character, and every one of these characters belongs to a faction, making this one of the most faction-based and engaging Asylum Packs of all time!





Conspiracies of Chaos

With the introduction of a new card type, the conspiracy, this Asylum Pack changed the dynamics of the story phase. Additional cards provide synergy and context to the faction-specific conspiracy cards that are featured in this set.

Dunwich Denizens

This thematic Asylum Pack features the characters, places, and events of H.P. Lovecraft's classic tale "The Dunwich Horror." Lavinia and Wilbur Whateley, Cold Spring Glen, and the Dunwich Horror itself are all featured cards in this flavorful set.

The Summons of the Deep Asylum Packs

This series of 6 Asylum Packs is linked by a serial mythos tale recounting the madness and transformation of Julia Brown. Follow her descent into nightmare as the story is told in six segments, continued in each Asylum Pack, and brought to life in the artwork and flavor of the cards.

The Spawn of the Sleeper

"*Thar's whar it all begun—that cursed place of all wickedness whar the deep water starts.*" —H.P. Lovecraft

The first ever serial expansion to the *Call of Cthulhu* Living Card Game begins with the *The Spawn of the Sleeper* Asylum Pack. Meet lead character Julia Brown for the first time and participate in the game's newfound emphasis on the Terror struggle.





The Horror Beneath the Surface

The serial expansion continues with the *The Horror Beneath the Surface* Asylum Pack. Julia Brown's plight intensifies, and the Investigation struggle takes center stage as she tries to get to the bottom of the strange madness that is upon her.

The Antediluvian Dreams

"...burning into my brain a momentary conception of nightmare which was all the more maddening because analysis could not shew a single nightmarish quality in it." —H.P. Lovecraft

Julia Brown continues to fight against the nightmare that has taken over her life, and *The Antediluvian Dreams* Asylum Pack brings the Combat struggle to the forefront of the *Call of Cthulhu* card game.



The Terror of the Tides

"The story is that there's a whole legion of devils seen sometimes on that reef—sprawled about, or darting in and out of some kind of caves near the top." —H.P. Lovecraft

Julia Brown's nightmare reaches a fever pitch as the serial expansion continues with *The Terror of the Tides*. This Asylum Pack is highlighted by a newfound emphasis on the Arcane struggle, and it also features the Descendant of Eibon, the original card designed by 2007 *Call of Cthulhu* world champion, Jim Black.





The Thing from the Shore

"...everything alive come aout o' the water once, an' only needs a little change to go back agin." —H.P. Lovecraft

For Julia Brown, there is no going back after the penultimate Asylum Pack in the sequence, *The Thing from the Shore.* The nightmare transformation is nearly complete, and she also discovers that hers is not an isolated case...

The Path to Y'ha-nthlei

"They had all kinds o' cities on the sea-bottom, an' this island was heaved up from thar." —H.P. Lovecraft

The tale of Julia Brown is nearly complete, and her fate is sealed. But this ending is also a new beginning as we follow *The Path to Y'ha-nthlei*. This dynamic Asylum Pack focuses on the hideous transformations that are possible in the Cthulhu mythos, and it marks the conclusion to the first of many expansions for the *Call of Cthulhu* Living Card Game. Cthulhu awaits!



Also Available: Call of Cthulhu Booster Sets

The following booster sets from the days of the *Call of Cthulhu* Collectible Card Game are compatible with the *Call of Cthulhu* Living Card Game. Explore further variety and customization by adding cards from the following sets. A booser pack consists of 11 randomly collated cards, and a booster display contains 36 booster packs.

Unspeakable Tales Booster Set

The *Unspeakable Tales* expansion is a powerful set that was designed around the story phase. A new set of the "faction boss" Great Old Ones (Cthulhu, Hastur, Yog-Sothoth, and Shub-Niggurath) enters the game with this set, which also features a set of Environment support cards that attach to story cards, changing the circumstances of that story.





Forbidden Relics Booster Set

The *Forbidden Relics* expansion set is a "fun-first," combo-oriented set that is built around a number of Artifact cards with "feeder" effects that scale in effectiveness as more and more of them come into play. A number of interesting combo decks emerged with this set, some of which have withstood the test of time and are still a viable part of the current CoC tournament metagame.

Eldritch Edition Booster Set

Eldritch Edition was the second base set for the *Call of Cthluhu* card game, and with it came an emphasis on the game's unique resource system that reinvented the game. Transient resources that disappeared when used, ritual events that came back turn after turn, and cards that buffed off of a player's domains were all features of the set, along with the usual crew of Investigators, Scientists, Criminals, Monsters, and Great Old Ones that you would expect to find in a CoC base set.





Masks of Nyarlathotep Booster Set

Based on Chaosium's famous RPG campaign setting with which it shares a name, the *Masks of Nyarlathotep* expansion set is an overtly flavorful, theme-first foray into a Lovecraftian world of mystery and horror. Mask cards and Avatars of Nyarlothotep abound, adding immersive layers to the previously established themes of the *Eldritch Edition* block.

Forgotten Cities Booster Set

The *Forgotten Cities* expansion was the final randomized booster set for the CoC card game. Thematically, this set focuses on the alliances formed between the factions to discover the forgotten cities of H.P. Lovecraft lore. In the game, this was represented with the establishment of "buddy faction" cards, which work best when two factions are built together in a deck. A number of "Lost City" cards themselves can be found in the contents of this set.

