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Game: **CALL of CTHULHU CCG**
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For best results, print on card at 100%, laminate and trim to size.

CALL of THULHU

COLLECTIBLE CARD GAME

Rules Summary

Setup

Shuffle Decks

3 Story cards placed face up in the centre

3 Domain cards for each player

Each player draws 8 cards Attach one card upside down to each Domain as **Resources**
On the first turn first player (determine randomly) may draw only 1 card in Draw phase and skips Story phase

Cards

There are four different types of cards: **Stories, Characters, Support** and **Events**. Cards belong either to one of the seven **factions** or are neutral. Card names marked with (•) are *unique* and each player may have only one copy of that card in play at one time.

A card put into play is normally in the *ready* position: face up. When a card is 'used' (eg. committed to a story or its ability activated) it is turned 90° sideways and *exhausted*. It cannot be used again until *refreshed*. A character card that has become *insane* is turned sideways and flipped over.

Cards that are *attached* to another card are destroyed when that card leaves play.

Refresh Phase

First choose and restore one *insane* character by flipping it face up and *exhausting* it (placing it sideways). Then *ready* (turn upright) any *exhausted* cards (except the one just restored) and *refresh* drained Domains by removing tokens on them.

Draw Phase

Player draws 2 cards.

Resource Phase

In a player's Resource Phase, a single card may be attached upside down under a Domain as a **resource**. A resource is no longer part of player's hand and cannot be used for anything else.

Operations Phase

This is the only time character and support cards may be played from a player's hand. A card played from a player's hand must be paid for by *draining* a domain with sufficient resources (place a token on the domain to indicate it has been drained).

Unless the card is **neutral**, at least one of the attached resources must match that card's faction (a **resource match**). Cards with a cost of zero do not require a domain to be drained or a resource match.

You can never drain more than one Domain to pay for a card. Once drained, the Domain cannot be drained again until *refreshed*.

Story Phase

The active player may **commit** ready characters to the story cards by *exhausting* those characters and moving them up to the card(s). His opponent may then commit ready characters to any story to which at least one character has been committed.

In the order chosen by the active player, each story card with committed characters is resolved with **four icon struggles** followed by comparing **skill values**.

In an icon struggle, the player with the most of the relevant icon wins the struggle and exercises its specific effect. In a tie nothing happens. **Icon boosters** force additional icon struggles (but do not count as icons).

After the struggles, add combined skill values of all characters still committed to the story. If the active player has a higher total skill (must be 1 or higher), he may place a **success token** on his side of the story card. If the total skill of his opponent was zero, he may place an *additional* token.

Only the active player may place a skill token—if the non active player has the most total skill, nothing happens.

Once a player has **five or more tokens** on the card he wins the card and chooses whether or not to execute its effect. All success tokens on the card are then discarded and the card is replaced by a new one.

Actions

Actions may be taken (by paying for cards with events or special abilities) one at a time at the points shown in the turn sequence. After a player has taken and resolved an action, his opponent has the opportunity to take and resolve one before he can take another, etc. An action is resolved completely before another may be taken (except **Disrupts** and **Forced Responses**). During the *Resolve Story Card* step, no card effect or actions may be taken until all three stories have been resolved.

Winning

When a player wins his **third story card** he wins the game. If at any point a player has **no cards in his deck**, his opponent immediately wins.

CALL of THULHU





COLLECTIBLE CARD GAME

Turn Sequence

A Actions may be taken

- 1. Refresh** ready all exhausted cards, restore 1 insane character to *exhausted*, refresh Domains, **A**
- 2. Draw** draw 2 cards, **A**
- 3. Resource** attach 1 card to a Domain as a *Resource* (optional), **A**
- 4. Operations** play *character & support* cards from hand by draining Resources, [active player playing a card from hand is considered an Action] **A**
- 5. Story** **A**, active player **commits** characters to *stories*, **A**
opponent **commits** characters in opposition, **A**
each story is **resolved** (see below), **A**
responses to Struggle and Success results may be played, **A**
uncommit characters

Resolving a Story Card

-  **Terror** loser has one character go *insane*
-  **Combat** loser has one character take a *wound*
-  **Arcane** winner may *ready* one character committed to the story
-  **Investigation** winner receives a **success token**

Determine Success

compare combined skill values; if *active player* has higher total, receive a success token. Extra token if *unchallenged*. A story is considered *unchallenged* when the defending player's total skill is 0 or less.

Keywords

Heroic/Villainous	cannot have both Heroic & Villainous characters in play
Loyal	drained Domain must have enough resources of card's faction
Fast	wins all ties in icon struggles & determining success (not 0)
Toughness +X	may be wounded an additional X times
Willpower	can never go insane
Invulnerability	can never be wounded
Steadfast	must have that many resources on the total number of domains
Transient	counts as 2 Resources when that Domain drained; then discard

Other Concepts

Draining Domains the Domain must have sufficient *Resources* attached to it to play the card, & at least one be of the card's faction.

Icon Boosters (large struggle icons on a card) force an additional icon struggle of that type in the usual order when the card is attached or committed to a story.

Actions are taken one at a time. After a player has taken and resolved an action, his opponent has the opportunity to take and resolve one before he can take another, etc. During the *Resolve Story Card* step, no card effect or actions may be taken until all three stories have been resolved.

Insanity A character with a terror icon can never go insane. All cards attached to a character that goes insane are destroyed. A wounded character that goes insane, or vice versa, is destroyed.

Wounds Most characters are destroyed (go to the discard pile) after taking a single wound. If they have *Toughness*, indicate wounds by placing a token on the card.

Adding a Domain Draw the top card of your deck, look at it, then place it face down as a new Domain. It loses all other game functions.

Day/Night It is not considered to be Day/Night unless there is a Day/Night card in play.

Winning a Story Card A story card is immediately won when a player has **5 or more success tokens** on his side of the card. The player may choose whether or not to execute its effect. Then discard all success tokens and draw another story card.

Winning the Game

When a player wins his **third story card** he immediately wins the game. If at any point a player has **no cards in his deck**, his opponent immediately wins.