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Game: **CALL OF CTHULHU LCG**  
Pub: **Fantasy Flight Games (2008)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# CALL OF CTHULHU

## THE CARD GAME

### SETUP

Shuffle the decks (in tournament play, a deck must contain at least 50 cards not counting story cards and domains, and not more of 3 per card title) and place the board between the players. Place all the **success** and **wound tokens** in 'The Deep' area of the board. Shuffle the **story cards** and place 3 faceup on the centre spaces. Place the remainder facedown in the story deck space.

Each player takes 3 unused cards and places them facedown next to his deck as **domains**, then draws **8 cards** from his deck as his setup hand. Attach one card, faceup and upside down (with the **resource icon** visible), to each domain as **starting resources**.

**On the first turn** the starting player (determine randomly) may draw only one card in his Draw phase, and skips his entire Story phase.

### CARDS

There are 5 different types of cards: **Story**, **Character**, **Support**, **Event**, and **Conspiracy**.

Cards belong either to one of the 7 **factions** (*The Agency*, *Miskatonic University*, *The Syndicate*, *Cthulhu*, *Hastur*, *Yog Sothoth*, and *Shub Niggurath*) or are **neutral** (grey border and no symbol).

Card names marked with (•) are **unique**; each player may have only one copy in play at one time.

A card put into play is normally in the **ready** position: faceup in front of the player. When a card is used it is turned 90° sideways and **exhausted**. It cannot be used again until restored in the Refresh phase.

A character card that goes **insane** is flipped facedown.

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

### TURN SEQUENCE

A player's **turn** is divided into 5 phases in order:

#### 1. REFRESH PHASE

Choose and restore one **insane** character by flipping it faceup and exhausting it (placing it sideways).

**Ready** (turn upright) any of your exhausted cards in play (except the one just restored) and **refresh** remaining domains by removing tokens on them.

#### 2. DRAW PHASE

**Draw 2 cards** from your deck.

#### 3. RESOURCE PHASE

You may choose one card from your hand and attach it, facedown and upside down, to one of your domains as a **resource**.

There is no limit to the number of resources that can be attached to a domain. A resource is no longer part of your hand and cannot be used for anything else.

#### 4. OPERATIONS PHASE

**You may play character and support cards from your hand**, ready and faceup in front of you.

To play a card, or activate certain card effects, you must pay for it by **draining** a domain with sufficient resources (place a token on the domain). 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 0 do not require a domain to be drained or a resource match. Triggering an ability from a card in play does not usually require a resource match. You can never drain more than 1 domain to pay for a card, and extra resources paid are lost. Once drained, the domain cannot be drained again until refreshed by card effects or during the Resource phase.

#### 5. STORY PHASE

##### 1. Active Player Commits

You may **commit** ready characters to the story cards by exhausting them and moving them up to the card(s). Each character may only be committed to one story. If you do not commit at least one character, the phase ends and your turn is over.

##### 2. Opponent Commits

Your opponent may then commit ready characters to any story to which at least one character has been committed.

##### 3. Stories Are Resolved

In an order chosen by the active player, each story card with committed characters is resolved with **4 icon struggles** followed by comparing **skill values**.



1. Terror Struggle



2. Combat Struggle



3. Arcane Struggle



4. Investigation Struggle

5. Determine Success

After a story has been resolved, characters committed to that story return to their controller's play area, retaining their current status of readied or exhausted.



##### End of Turn


Players have one more chance to take **actions**, and then all characters are uncommitted from their story cards. Play then passes to the other player.



#### RESOLVING A STORY CARD


To resolve an icon struggle, the player with the most of that icon wins the struggle and immediately exercises its effect. In a tie, nothing happens.

**Icon boosters** force additional icon struggles of that type (but do not count as icons).

 **Terror Struggle** The losing player must choose one of his characters committed to that story to go **insane**. That character is no longer considered committed to the story. Characters with a  **icon** or the **Willpower** keyword can never go insane or be chosen to go insane.

 **Combat Struggle** The losing player must choose one of his characters committed to that story to take a **wound**. Most characters are discarded after taking a single wound. Those with the **Toughness** keyword may take additional wounds before being destroyed.

 **Arcane Struggle** The winning player may **ready** any one of his characters committed to that story. The character does not need to have the  icon.

 **Investigation Struggle** The winning player may immediately place a **success token** on the story card. If he wins that story card, he takes it and immediately resolves its effects.

##### Determine Success

The active player then determines if he has been **successful**.

Add the combined skill values of all your characters not destroyed or driven insane and currently committed to the story. If this **total skill** exceeds your opponent's (it must be 1 or higher), you may place a **success token** on your side of the story.

If you succeed and the total skill of your opponent was 0 or less, you may place an **additional token**. If the non-active player has the most total skill, nothing happens.

##### Winning a Story Card

If at any time you have **5 or more tokens** on your side of a story card you take it and may choose to execute its effect. All success tokens on the card are discarded and the card is replaced by a new card from the story deck.

If multiple story cards are won at the same time, the active player chooses the order in which they are won; if players simultaneously win, the active player wins it.

##### Conspiracy Cards

Conspiracy cards are played from the active player's hand during his Operations phase, entering the game as new story cards, in addition to the 3 in play. They can also be attached to a domain as a resource, as normal.

Each player may have 1 conspiracy card in play at a time, and may play a conspiracy card even if an opponent already has the same card title in play.

A won conspiracy counts towards its winner's won story total. If you play a conspiracy card, and then win, you may then play another conspiracy card from your hand in your next Operations phase (even another copy of a card that has already been won).

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

Conspiracies are not replaced by story cards 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

### 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. A tie of 0 is still even and has no winner. If the players also have an equal number of Fast characters, ties are resolved as normal, with no effect.

### Heroic/Villainous

You cannot play (or bring into play via card effects) a **Heroic** character if you control any **Villainous** characters, or vice versa. If you control both types of characters at the same time, you must discard one.

### Invulnerability

Characters with **Invulnerability** can never be wounded or chosen to be wounded, or have wound tokens moved or placed on them. However, they can still be destroyed by card effects.

### Loyal

When you drain 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.

### Steadfast

**Steadfast** cards have faction symbols in their title. When you drain a domain in order to pay the resource cost of playing a Steadfast card, you must have at least that many resources on the total number of domains you control (and make a resource match as normal).

### Toughness

Characters with **Toughness** may be wounded an additional X times (mark each wound by putting a **wound token** on the character). Any time a character is receiving Toughness from more than one source, the different cases stack.

### Transient

Cards with the **Transient** keyword (arrow next to the resource icons) count as 2 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 discarded.

### Willpower

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

## ACTIONS

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. The active player always takes the first action in any phase.

During the Resolve Story Card step of the story phase, no card effects or actions may be taken until all 3 stories have been resolved.

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. An action is resolved completely before another may be taken.

### Responses

A **response** is an action that can only be played if the circumstances described in its text are met.

A response cannot be played until the effect that triggers it has fully resolved. A response can only be played once per trigger. Some responses can take place after a card is destroyed.

A **forced response** is an action that a player *must* trigger when its circumstances apply.

### Disrupts

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

When a card effect is canceled, its cost must still be paid. Canceled event cards are discarded.

### Cumulative Effects

Many effects are **cumulative** and take effect multiple times if multiple copies of that effect are in play.

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 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

At the beginning of the game it is neither **day** or **night** and remains so until there is a day or night card in play.

If there is both a day and night card in play, 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 never sacrifice an opponent's card.

A destroyed card 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; and vice versa.

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

When you add a new domain, draw the top card of your deck, look at it, and place it facedown next to your existing domains. That card is now considered a domain card and loses all other identification and game functions.

## WINNING

When a player wins **3 story cards** he wins the game.

If at any point a player has **no cards in his deck**, his opponent immediately wins.

# CALL OF TAULAU

## THE CARD GAME

### TURN SEQUENCE

#### 1. Refresh

**Ready** all exhausted characters.

**Restore** 1 insane character to *exhausted*.

**Refresh** drained domains.

#### ACTIONS

#### 2. Draw

**Draw** 2 cards.

#### ACTIONS

#### 3. Resource

**Attach** 1 resource to a domain as a **resource** (optional).

#### ACTIONS

#### 4. Operations

#### ACTIONS

**Play** character or support cards by draining resources (the active player playing a card from hand is considered taking an **action**).

#### 5. Story

#### ACTIONS

Active player **commits** characters to stories.

#### ACTIONS

Opponent **commits** characters in opposition.

#### ACTIONS


Each story is **resolved** (see below).


#### RESPONSES TO STRUGGLE & SUCCESS RESULTS


#### ACTIONS


**Uncommit** characters from stories.

### RESOLVING A STORY CARD

 **Terror** Loser has one character go **insane**.

 **Combat** Loser has one character take a **wound**.

 **Arcane** Winner may **ready** one committed character.

 **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 defending player's total skill 0 or less.

# CALL OF TAULAU

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#### 1. Refresh

**Ready** all exhausted characters.

**Restore** 1 insane character to *exhausted*.

**Refresh** drained domains.

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Compare combined skill values; if active player has higher total, receive a **success token**. Extra token if defending player's total skill 0 or less.

## KEYWORDS

**Fast** The player controlling the most *fast* characters committed to a story wins all ties in icon struggles and when determining success (a tie of 0 still has no winner).

**Heroic/Villainous** Cannot have both types of characters in play.

**Invulnerability** Can never be wounded or chosen to be wounded.

**Loyal** Drained domain must have enough resources of card's faction to pay for its entire cost.

**Steadfast** Must have that many resources on the total number of domains you control (plus resource match).

**Toughness** May be wounded an additional X times.

**Transient** Counts as 2 Resources when the domain they are attached to is drained; then discard.


**Willpower** Can never go insane or chosen to go insane.

## OTHER CONCEPTS

**Draining Domains** the domain must have enough resources attached to it to play the card, and at least one must be of the card's faction.

**Icon Boosters** 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 3 stories have been resolved.

**Insanity** A character with a  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 (discarded) after taking a single wound. If they have Toughness, indicate wounds by placing wound tokens 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 you have 5 or more success tokens on his side of the card. You may choose whether or not to execute its effect; then discard all success tokens and draw another story card.

**Conspiracy Cards** Each player may have 1 conspiracy card in play at a time (even of the same title). A won conspiracy counts towards its winner's won story total. If you play a conspiracy card, and then win, you may then play another conspiracy card from your hand in your next Operations phase.

## WINNING THE GAME

When you win your **third story card** you immediately win the game. If at any point you have **no cards in your deck**, your opponent immediately wins.

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