

CALL of CTHULHU[®]

THE CARD GAME

Tournament Rules v2.0



The organized play program for Call of Cthulhu: The Card Game ("CoC"), sponsored by Fantasy Flight Games ("FFG") and its international partners, will follow the organization and rules provided in this document. Changes to this document are noted in **red text**.
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CALL of CTHULHU THE CARD GAME

1. PLAYER CONDUCT

CARD INTERPRETATION AND RULES

Sanctioned tournaments are played using the most recent rules set and most updated version of the official FAQ document, which can be found at (http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=11&esem=4) at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ also found on the website. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork or card titles. Also, remember the golden rule when interpreting card effects and interactions: if the rules text of a card contradicts the game rules, the rules on the card take precedence.

The Tournament Organizer ("T.O.") is the final authority for all card interpretations.

UNSPORTSMANLIKE CONDUCT

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, inappropriate behavior, treating an opponent with a lack of courtesy or respect, artificially manufacturing results of a match (i.e. intentionally taking a loss or a draw to improve or lower another players standing), etc. The T.O., at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

CHEATING

Cheating will not be tolerated. The T.O. reviews all cheating allegations, and if he or she believes that a player has cheated, he or she can immediately remove the offending player from the tournament.

SLOW PLAY

Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to

time limits specified in the tournament. Players must maintain a pace to allow the match to be finished within the announced time limit. Stalling is not acceptable. Players may request a T.O. to watch their game for slow play.

2. TOURNAMENT ORGANIZERS

TOURNAMENT ORGANIZER PARTICIPATION

The T.O. may participate in a tournament for which he or she is responsible only if there is a second Tournament Organizer present. This second T.O. must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary T.O. is playing.

3. DECKS AND TOURNAMENT FORMAT

CARD SLEEVES

For all officially sanctioned regional, national, invitational, and world championship events, players are required to use protective sleeves for their decks. These sleeves must all be identical and cards must be placed in these sleeves in an identical manner. For all local level events, card sleeves are not required, but players are encouraged to use sleeves to protect their cards.

DECK LIMITATIONS

For Call of Cthulhu: The Card Game, decks must contain a minimum of 50 cards. Additionally, no more than 3 copies of any card, by title, can be included in a player's deck. All decks must consist of LCG legal cards.

Legal Story Deck for play for the 2012 tournament season is found in CT47 The Shifting Sands, F1-12.

Legal Sets for play for the 2012 tournament season are as follows:

CT12e-17e Forgotten Lore Cycle
CT18 Call of Cthulhu The Card Game Core Set
CT32 Secrets of Arkham Deluxe Expansion
CT33 The Order of the Silver Twilight Deluxe Expansion
CT19-24 Summons of the Deep Cycle
CT26-31 Dreamlands Cycle
CT34-39 The Yuggoth Contract Cycle
CT40-45 The Rituals of the Order Cycle
CT47-52 Ancient Relics Cycle

The banned and restricted lists can be found in the current FAQ document, which is located at (http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=11&esem=4).

DECK LISTS

Players are required to submit a deck list upon in order to enter an officially sanctioned regional, national, invitational, or world championship event. Decklists must detail the name and quantity of each card in the deck. No substitutions of cards are allowed during the entire tournament.

TOURNAMENT FORMAT

All officially sanctioned tournaments for Call of Cthulhu: The Card Game will use the following format:
Swiss Format
50 minute rounds
1 game per round

4. PRE GAME SETUP

DETERMINING PLAYER ORDER

For the first game of a match, the players must decide who will choose to play first or play second by using a random method (such as a die roll or coin flip). The winner of this random method must state his or her choice before looking at his or her starting hand. The player who plays first will only draw 1 card during the Draw Phase and will skip his or her Story Phase. After each game in a match, the loser of the previous game decides whether he or she will play first or play second in the next game.

CARD SHUFFLING

Decks must be randomized by some form of shuffling prior to the start of every game and whenever instruction requires it. Once a deck is randomized, the opponent must be given an opportunity to shuffle and/or cut the cards as well.

DISCARD PILE ORDER

A player may not change the order of the cards in any discard pile unless a card effect instructs him or her to do so.

5. MATCH STRUCTURE

Players play 1 game in a round of Swiss. If time is called and the players have

not completed their game, then they complete the round they are currently playing and then the player who has won the most stories wins the round.

For example: If Matt and Bob play a round, and when time is called, Matt has won 1 story, and Bob has won one, then Matt is the winner of the round.

If both players are tied at the number of stories won and time is called, then the match is scored as a tie.

If both players are playing in the semifinal round, and are tied in the number of stories in their won piles, then the player who has the most success tokens across the stories in play is declared the winner.

If both players are tied in the number of success tokens they have across all stories in play, then the winner will be determined by die roll.

6. ABOVE ALL ELSE

Please remember that these tournaments are designed for players who want to celebrate and enjoy the most challenging aspects of Call of Cthulhu: The Card Game. Players should be respectful to others and follow the instructions set forth by the T.O.