

# CALL of CTHULHU<sup>®</sup> THE CARD GAME

## Tournament Rules v2.3.1



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](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 intentional scouting (trying to gain pre-game knowledge of an opponents deck or strategy), intentionally stalling a game for time, inappropriate behavior, treating an opponent with a lack of courtesy or respect, predetermined 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 deduct points or 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  
CT53 Written and Bound  
CT54 Words of Power  
CT55 Ebla Restored  
CT56 Lost Rites  
CT57 The Unspeakable Pages  
**CT58 Touched by the Abyss**

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](http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=11&esem=4)).

### DECK LISTS

Players are required to submit a deck list upon registration 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.

### 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. TOURNAMENT AND MATCH STRUCTURE

Tournaments for the Call of Cthulhu card game are held in a series of 50 minute tournament rounds using standard Swiss style pairings. Each tournament round, players will score points based on the result of their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament, if there is no championship round scheduled. For larger tournaments, the field will cut to a final elimination bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play off in single elimination championship brackets to determine the tournament champion.

Players play 1 game in a round of Swiss. If time is called and the players have not completed their game, then the player who went second completes his final round and then the player who has won the most stories wins the game. For example: If Matt (who was first player) and Bob play a game, and when time is called, Matt has won 1 stories, and Bob has won none. Bob either finishes out his turn or gets one last turn. If he wins no stories then Matt is the winner of the game.

If both players are tied at the number of stories won and time is called, then the player who has the most success tokens across the stories in play is declared the winner. If the number of success tokens are tied, the match is ruled a draw.

If a tournament champion is to be determined by championship brackets, the number of players who will make the cut into the championship bracket must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds will determine his or her seeding in the championship brackets; the player with the best record in the preliminary rounds will play against the player with the worst record in the preliminary rounds, the player with the second best record will play against the player with the second worst record, and so on. A player moves on in the brackets with a win,

a player is eliminated from contention with a loss. There is no time limit in the championship rounds, and all games are played to their conclusion. The winner of the final game is the tournament champion.

## 6. WIN/LOSS RECORDS

Each match is worth 1 point which goes to the winner. If there is a tie the point is split between both players at 0.5. A loss is worth 0.

## 7. 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.