

CALL of CTHULHU[®] THE CARD GAME Tournament Rules v4.1.1



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

I. 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/en/products/call-of-cthulhu-lcg/>) 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 your own or 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.

Tournament Organizers and Judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own Regional, National, or World Championship events as players.

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. If a player's deck contains alternate art cards, the sleeves must be art sleeves or opaque. For all local level events, card sleeves are not required, but players are encouraged to use sleeves both to protect their cards and to protect themselves against accusations of marking or manipulating decks by the size of 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 2013 tournament season is found in CT47 The Shifting Sands, F1-12.

AUTHORIZED CARDS (NEW)

In North America, all cards are Tournament legal upon release. Regionals competitors outside North America should check with their TO to determine which cards are tournament legal.

The banned and restricted lists can be found in the current FAQ document, which is located at (<http://www.fantasyflightgames.com/en/products/call-of-cthulhu-lcg/>).

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, and state which, if any, restricted card is being used. No substitutions of cards are allowed during the entire tournament.

ILLEGAL DECK PROCEDURE

If an illegal card is discovered in a player's deck during a tournament, that player immediately forfeits the game in which the card was discovered. The opponent in the round in which the illegal deck is discovered is credited with a full win. The player may drop from the tournament, or continue to play. If continuing, the player must turn each offending card around in its sleeve (this cannot be done while playing with transparent sleeves) and play with what are considered blank cards for the rest of the tournament. Results from previous rounds are not modified.

Examples of illegal decks include (but are not limited to): multiple different restricted cards; too many copies of a card; out of print (CCG era, non-reprint) card; proxies.

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 first player will decide if he or she would like to take their single mulligan first.

Once both players have either taken their mulligan or elected to keep their hands, they will lay out the three cards from their hand to be resourced and reveal them simultaneously.

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

ILLEGAL GAME STATE

An illegal game state (involving missed passives, missed game steps, overlooked restrictions, or an after-the-fact recognition of anything that “should” or “should not” have happened) may arise through inattention or distraction on the part of both players. If this occurs, the players’ first recourse is to reach a compromise among themselves as to how best to proceed. If they cannot reach a compromise on their own, they may call a judge for arbitration. Once a judge is called for an illegal game state, the judge’s solution is binding.

Spectators are not participants in a game, and cannot interact with the players in the game. If a spectator believes that a player is actively and intentionally breaking the rules of the game or the code of conduct, that spectator should immediately notify a judge of his or her suspicions.

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games’ Organized Play

events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with a Call of Cthulhu LCG tournament. In addition, the Competitive and Premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

CASUAL

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using a Call of Cthulhu LCG variant.

COMPETITIVE

Competitive events require players to have general knowledge of a game’s rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of Call of Cthulhu LCG rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the X-Wing™ Wave 4 Assault at Imdaar Alpha event or the Android: Netrunner Chronos Protocol Tour.

PREMIER

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game’s rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

TOURNAMENT 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.

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 may be time limits in the elimination rounds depending on the needs of the tournament. There is no time limit on the final championship game.

6. SCORING

Match Win = 5 points
Modified Match Win = 4 points
Draw = 2 points
Modified Match Loss = 1
Match Loss = 0 points

Players play 1 game in a round of Swiss. If time is called and the players have not completed their game, then each player will complete 1 additional turn and then the player who has won the most stories is awarded a modified match win for the game.

For example: If Danielle (who is the current active player) and Tommy play a game, and when time is called, Danielle has won 1 story, and Tommy has won none. Tommy and Danielle each get one additional turn. If Tommy wins no stories then Danielle is the winner of the game receiving 4 points and Tommy receives 1.

If after each player has played their last turn and are tied at the number of stories won, then the match is ruled a draw.

7. TIES

If a tiebreaker between players with identical win-loss records is needed, any player who has defeated each opponent in the tied group is advanced. If no player has defeated each of the other tied players, the player who has won the most stories in Swiss is advanced. If players are still tied strength of schedule is used. This is calculated by totalling and comparing the match points of each tied player's opponents. The player with the most tie-breaker points wins the tie and advances. If the strength of schedule of two or more tied players is also tied, calculating and comparing the strength of schedule of each tied player's set of opponents (in other words, the strength of schedule of each player's schedule) should be the next tie-breaker.

FFG's tournament software, TOME, is currently in beta and accessible to some tournament organizers. This software uses a different strength of schedule calculation than what is outlined in this document. We have made this change to improve the tournament experience for players and more accurately represent each player's actual standing in the tournament.

TOME calculates a player's strength of schedule by dividing each opponent's score by the number of rounds the opponent has played, then adding the results of all opponents played by that player. The software then divides that total by the number of rounds the player has played to find a player's strength of schedule.

Tournament organizers using TOME should communicate that use to players before the tournament starts so that players are aware of the different strength of schedule.

8. 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.

LEGAL PRODUCTS

Note: Any product that debuts for sale at Gen Con 2015 will not be legal for the 2015 North American Championships.