INTRODUCTION
Welcome to the strange and terrifying world inspired by the stories of Howard Phillips Lovecraft, his literary circle, and the classic Call of Cthulhu roleplaying game.

In the Call of Cthulhu CCG, players take on the roles of intrepid investigators and unspeakable horrors, trying to succeed at their dangerous missions while opposed by the forces of their opponents.

IMPORTANT CONCEPTS
Unlike traditional card games where all players share a deck, each Call of Cthulhu CCG player customizes his own deck of cards from any cards in his collection.

The starter box that you have purchased contains the rules, story cards, and game cards needed for one player. However, there are over 200 different cards for you to collect and trade in Eldritch Edition alone. You may purchase more cards or trade with your friends in order to add to your collection, giving you more options for building your own deck.

GAME OVERVIEW
The focal points of the Call of Cthulhu CCG are the story cards, which are drawn at random from a fixed common story deck and placed in the middle of the table between the players. During the game, players take turns playing character and support cards from their hands, then using these cards to achieve success at these stories.

While characters are committed to a story, they may face opposition in four different arenas: Terror, Combat, Arcane, and Investigation.

Every turn, as a story resolves, the active player may receive success tokens on his side of a story card. When a player has accumulated five success tokens on his side of a story card, he wins that story. A player that wins three stories immediately wins the game!

THE ELDRICHT EDITION
This brand new edition provides a fresh start to the Call of Cthulhu CCG for new players and experienced players alike. It introduces over 200 new cards as well as a few exciting new options for building your own deck.

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THE CARDS
There are four different types of cards in the Call of Cthulhu CCG. Each card has a unique title, piece of art, and collector statistics.

There are four levels of rarity in this game: fixed (F) (meaning you will only find this card in a starter deck), common (C), uncommon (U), and rare (R). Rarity and collector numbers are printed on each card.

Story Cards
This deck of 10 cards (found in your starter box) represents the strange tales and horrors of the city of Arkham and its surrounding areas.

FFG plans to release a new story deck once a year with different cards and rules to be used in organized play.

You only need one deck of story cards for a two-player game.

THE GOLDEN RULE
If the rules text of a card contradicts the text of this rulebook, the rules on the card take precedence (with a few exceptions, as listed in the rules).
3. Cost: The number of resources you need when draining a domain in order to pay for a card that you wish to play from your hand. Note that at least one of the domain’s resources must match that of the played card’s faction.

4. Faction Symbol: The faction the card belongs to.

5. Icons: The abilities of the character during the icon struggles of a story card.

   - Terror
   - # Combat
   - $ A r c a n e
   - % Investigation

6. Skill: A measure of how much a character can contribute towards your success at a story. Skilled characters contribute more to the success of a story card.

7. Subtypes: Special designators that have no rules, but may be affected by other cards in play. Examples include Deep One, Investigator, and Government.

8. Card text: The special effects unique to that card.

9. Keyword: Keywords are found at the top of a card’s text effect, in bold type. Examples include Heroic, Willpower, and Fast. The presence of a keyword indicates that the card has one of the special abilities described later in these rules.

10. Resource Icon: When a card is attached upside down to one of your domains, it is considered a resource, and adds its resource icon to a domain when drained to pay for cards or card effects.

11. Art Credit: The name of the card’s illustrator.

12. Collector Info: Denotes the rarity and collector number of the card.

13. Struggle Icon: (story card only): The order in which the icon struggles of a story are resolved. These icons can be added or removed by card effects.

**Icon Boosters**

There are a few cards that have a large struggle icon (identical to those on the story cards) printed in their text box. When such a card is either attached to a story or committed to a story (in the case of a character), it forces an additional icon struggle of that type while the story is being resolved. This additional icon struggle is resolved according to the order of the printed icons. For example, if the “Cairo Mercenary” (which has two Combat booster icons) is committed to a story, a Combat struggle would resolve three times, once as normal, and two additional times immediately thereafter. If the card that added the icon struggle is removed from play, ignore the extra icon struggle it provided.

**Unique Cards**

Some cards in the game are unique. They are marked with a bullet (•) before their card name to indicate their uniqueness. You cannot play, or put into play, another copy of a card if you own and/or already control one in play. It is possible, however, for both players to have the same unique card in play at the same time. If a unique card is destroyed or leaves play for any other reason, you are allowed to play another copy of that unique card according to the normal rules.

**Setup**

Before you begin playing the Call of Cthulhu CCG, both players follow these quick steps in order:

1. Shuffle Your Deck
   As you would with a deck of playing cards, shuffle the cards in your deck until they are sufficiently randomized.

2. Shuffle and Deal Story Cards
   One player shuffles his story deck (the other player puts his away), and deals three story cards faceup to the center of the table between the two players.

3. Place Domains
   Find your three domain cards and place them next to your deck. They should form a “back row” in your playing area.

4. Draw Setup Hand
   Draw eight cards from your deck. This is your setup hand. Choose five of these cards to be your opening hand. The remaining three cards will become your starting resources.

5. Attach Resources
   Take the remaining three cards from your setup hand and attach one, upside down, to each of your three domains. The card bottom and resource icon should be all that is visible above the domain card. The attached cards are now considered resources. (Your opponent may look at your resources if he wants to.) Once these steps are complete, the game is ready to begin!

**Turn Sequence**

The Call of Cthulhu CCG is played over a series of turns. Each player completes his entire turn before the other player takes his turn. Before the game begins, randomly determine which player will take the first turn. Your turn is divided into five phases, which must be taken in this order:

1. Refresh phase
2. Draw phase
3. Resource phase
4. Operations phase
5. Story phase

When you have completed all five phases, your turn is over. Below is a detailed outline of the turn sequence.

**Important Exception:** During the very first turn of the game, the starting player may only draw one card during his draw phase and must skip his entire story phase. This is known as the “first player penalty,” and only applies to the starting player on the very first turn of the game. The starting player may not perform any story phase actions during this turn.

**Refresh phase**

First choose and restore one of your insane characters (if any) by flipping it faceup and exhausting it (or leave it exhausted if it is exhausted already). A restored character is no longer considered insane, but remains exhausted until your next turn.

Then ready all of your exhausted cards in play (except the one just restored) and refresh your drained domains by removing any tokens on them.

**Draw phase**

Draw two cards from your deck. If at any point you have no cards remaining in your deck, you are immediately eliminated from the game and your opponent is the winner.

**Resource phase**

During this phase you may choose a single card from your hand, and attach it, upside down, to one of your domains as a resource. There is no limit to how many resources can be attached to a domain. The number (and type) of resources attached to a domain is important when that domain is drained to pay for playing cards (or card effects). A resource is no longer a part of your hand, and cannot be used for anything else.

**Operations phase**

This is the only phase in which you are allowed to play character and support cards from your hand. Only the active player (the player whose turn it is) may play character and support cards during this phase.

In order to play a card from your hand (or to activate certain card effects), you must pay for it by draining a domain with sufficient resources (place a token on the domain to illustrate that it has been drained).

A domain cannot be drained to pay for a card (or card effect) unless the number of resources attached to it is equal to or greater than the cost. Also note that when draining a domain to play a non-neutral card, at least one of the attached resources must be of that card’s faction (this does not apply to neutral cards). This is called making a resource match.

A domain that is drained cannot be drained again until it is refreshed by card effects or during the refresh phase.

**Story phase**

This is where most of the action in the Call of Cthulhu CCG takes place. During this phase, the active player commits his characters to stories in an effort to place success tokens on his side of those story cards, while his opponent tries to prevent him from doing so.

The story phase is played in three steps:

1. Active Player Commits
2. Opponent Commits
3. Stories Are Resolved

**Step 1 – Active Player Commits**

The active player decides which of his ready characters in play will commit to which of the three stories, and then commits all of those characters to the three story cards at one time. When a character has been committed to a story, exhaust that character and move it in front of the specific story card. You may commit any number of characters to each story, as long as they are not already exhausted. Each character may only be committed to one story.

The active player may choose to not commit to any or all of the stories during this step. If the active player decides to not commit at least one character to a story, the phase ends and the player’s turn is over.

Example: Darin has five characters in play. During step 1 of the story phase, he decides to commit one character to story A and two characters to story B, but does not commit his two remaining characters to story C, because he believes that he will need them during his opponent’s turn.
Step 2 – Opponent Commits
Your opponent (the non-active player) may now commit any number of his ready characters to any story where you have committed at least one character during step 1.

Step 3 – Stories Are Resolved
The active player now selects one story at a time to be resolved. When resolving a story, the committed characters will go through a series of struggles, and finally the active player will determine if he has met success at that story (see the detailed section “Resolving a Story Card” for more detail).

At the end of your story phase, play passes to your opponent, who then must complete his entire turn. In this way, turns pass back and forth between players until one player has won the game.

Resolving a Story Card
During the story phase, in the order determined by the active player, each story card (that contains committed characters) must be resolved. This is done by following these five steps:

1. Terror Struggle
2. Combat Struggle
3. Arcane Struggle
4. Investigation Struggle
5. Determine Success

Resolving an Icon Struggle
To resolve an icon struggle (such as “Terror”), the active player counts the total number of the relevant icon on all his committed characters at that story. Then the opponent does the same for his characters that are committed to the story. The player (active player or opponent) that has the most icons of the relevant type wins that struggle and immediately exercises its specific effect (see below).

If the players tie in number of icons (they both have an equal number of icons of the relevant type, including zero) then nothing happens and the game proceeds to the next step.

Note that icon boosters do not count as icons when comparing the total number of icons during an icon struggle.

@ Terror Struggle
The player who loses a Terror struggle must immediately choose one of his characters (committed to that story), if able, to go insane. That character is no longer considered to be committed to the story (the character is thought to have fled the scene, gibbering and drooling).

Important exception: Characters that have a terror (@) icon, or the Willpower keyword, can never (regardless of card effects) go insane for any reason, nor may such a character be chosen to go insane. Thus, if all of the losing player’s characters (at that story) possess the Terror icon, then losing the Terror struggle has no effect on that player.

# Combat Struggle
The player who loses a Combat struggle must immediately choose one of his characters (committed to that story) to take a wound, if able.

Most characters are destroyed (go to the discard pile) after taking a single wound. Some characters, however, have the Toughness keyword which allows them to take additional wounds before being destroyed. A character with Toughness +2, for example, will be destroyed only after receiving its third wound. Each time a character is wounded, indicate this by placing a token on that character.

$ Arcane Struggle
The player who wins an Arcane struggle may immediately ready any of his characters committed to that story (the character is still considered to be committed to that story, but is no longer examines). Note that the readied character does not need to have the Arcane icon.

% Investigation Struggle
The player who wins an Investigation struggle may immediately place a success token on the story card currently being resolved. This could cause you to instantly win a story card. If this is the case, take that story card and resolve its effects before continuing.

Determine Success
After the four icon struggles, the active player determines if he has been successful at the story. He now adds the combined skill values of all his characters currently committed to the story. This number is the total skill. If the total skill value of the active player exceeds the total skill value of the opponent, then the active player may place a success token on his side of the story being resolved.

In addition, in order to be successful at a story, the active player’s total skill must always be at least one or higher. If his total skill is zero or less, he does not succeed at the story.

Note that characters that were destroyed or driven insane during the icon struggles do not add their skill value to determine success.

Note also that only the active player may place a success token for being successful at a story. If the non-active player has the most total skill at this story, nothing happens.

Unchallenged Stories: If the active player succeeds at a story, and the total skill of his opponent was zero (or less), the story is considered unchallenged, and the active player may place an additional success token on the story card.

If, at any time, a player has five or more success tokens on his side of a story card, he immediately wins the story and may choose to execute its effect (see below). When a player wins his third story card, he immediately wins the game!

Winning a Story Card
Immediately after a player has won a story card (which happens the moment that a player has five or more success tokens on his side of the story card) that player takes the story card, chooses whether or not to execute its effect, and then places it prominently face-up in his game area to illustrate that he has won the story.

After a story card has been won, and its effect executed or declined, it is replaced by a new story card from the story deck. Thus, if a story card has been won before it is fully resolved (usually by having the fifth token placed from an Investigation struggle), it is replaced before players compare total skill to determine success.

Characters that were committed to a story that was won are no longer considered committed to any story.

The Story Card’s Effect
Every story card has a special powerful effect. When a player wins a story card, that player chooses whether or not to execute the effect. Once the effect has been executed (or declined), the story card (and its effect) are no longer a part of the game, except for victory purposes.

After a story card has been won and its effect executed (or not), discard all success tokens (for both players) that had been placed by that story. These success tokens are now lost. Then draw another story card from the story deck and place it where the old story used to sit. In this way, there will always be three story cards between the players on the table.

If, through card effects, multiple story cards are won at the same time, the active player decides the order in which they are won. Resolve each win as above before moving on.

If, through card effects, both players would simultaneously win a story card, the active player wins the story.

Note that the story deck must always contain the same 10 story cards found in this starter box. You may not change the contents of the story deck before a game.

End of Turn
At the end of the story phase, players have one more chance to take actions (such as playing event cards or using card abilities in play), and then all characters are uncommitted from their story cards. They are no longer considered at that story, and may commit to different story cards in the future, when and if they are able.

Play then passes to your opponent, who begins his turn with his refresh phase.

Keywords
Characters may have one or more of the following keywords (this is always indicated in bold type above their rules text or printed up-side down at the bottom of a card). The keywords in the Eldritch Edition are as follows:

Heroic/Villainous
During the game, you cannot play (or bring into play via card effects) a Heroic character if you control any Villainous characters. Similarly, you cannot play a Villainous character if you control any Heroic characters in play. If at any time you control both a Villainous and Heroic character, you must immediately choose one to be discarded from play.

Loyal
When you drain a Domain in order to pay the resource cost of playing a Loyal card, the Domain must contain enough resources of that card’s faction to pay for its entire cost (normal, one resource match is sufficient).

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 at that story. Note, however, that a tie of zero is still even and has no winner. If the players have an equal number of Fast characters at that story, ties are resolved as normal.

Toughness +X
Characters with Toughness may be wounded an additional X times (mark each wound by putting a token on that character). For example, a character with Toughness +2 can take two wounds without being destroyed. The next wound would then destroy it.

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

Invulnerability
Characters with Invulnerability can never be wounded or chosen to be wounded, regardless of card effects.

Steadfast (New)
Certain cards in the Eldritch Edition have faction symbols in their title. These symbols are part of the card’s cost. These new cards are know as “steadfast” cards. When you drain a domain in order to pay the resource cost of 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).

Example: Darin wants to play the character card “Government Liaison” during his operations phase. “Government Liaison” is a cost 3, Steadfast member of the Miskatonic faction, with two faction symbols in its title. In order to play this card, Darin must first have at least 2 Miskatonic resources attached to any number of domains he controls and drain a domain with at least 3 resources (one of which is Miskatonic).

Transient (New)
Cards with the Transient keyword count as two resources when the domain they are attached to is drained to play a card. Once a domain with Transient resources attached to it is drained for any reason, all Transient resources attached are destroyed and placed in the discard pile.
**DECK BUILDING RULES**

In this starter box you will find 10 story cards, 3 domain cards, and 47 game cards. When constructing your own deck from your collection for tournament purposes, you must use the following restrictions:

1) Your deck must contain at least 50 cards.
2) No more than 4 copies of a card with the same title and descriptor may be in your deck. (If 2 cards have the same title but different descriptors, they are considered to be the same card.)

Note that as more cards become available for the Call of Cthulhu CCG, the minimum number of required cards in your deck may increase for organized play.

Organized Play

Join the Call of Cthulhu community at www.cthulhuccg.com to find retailers, special events and tournaments near you. You can also visit the site to become a Servitor and help FFG organize Call of Cthulhu CCG events and organized play in your area.

Additionally, on www.cthulhuccg.com you will be able to find updates, rules clarifications, community message boards, and exciting articles about the game. See you there!

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