

CALL of CTHULHU





COLLECTIBLE CARD GAME

Turn Sequence

A Actions may be taken

- 1. Refresh** ready all exhausted cards, restore 1 insane character to *exhausted*, refresh Domains, **A**
- 2. Draw** draw 2 cards, **A**
- 3. Resource** attach 1 card to a Domain as a *Resource* (optional), **A**
- 4. Operations** play *character & support* cards from hand by draining Resources, [active player playing a card from hand is considered an Action] **A**
- 5. Story** **A**, active player **commits** characters to *stories*, **A**
opponent commits **commits** characters in opposition, **A**
each story is **resolved** (see below), **A**
responses to Struggle and Success results may be played, **A**
uncommit characters

Resolving a Story Card

-  **Terror** loser has one character go *insane*
-  **Combat** loser has one character take a *wound*
-  **Arcane** winner may *ready* one character committed to the story
-  **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 *unchallenged*. A story is considered *unchallenged* when the defending player's total skill is 0 or less.

Keywords

Heroic/Villainous	cannot have both Heroic & Villainous characters in play
Loyal	drained Domain must have enough resources of card's faction
Fast	wins all ties in icon struggles & determining success (not 0)
Toughness +X	may be wounded an additional X times
Willpower	can never go insane
Invulnerability	can never be wounded
Steadfast	must have that many resources on the total number of domains
Transient	counts as 2 Resources when that Domain drained; then discard

Other Concepts

Draining Domains the Domain must have sufficient *Resources* attached to it to play the card, & at least one be of the card's faction.

Icon Boosters (large struggle icons on a card) 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 three stories have been resolved.

Insanity A character with a terror 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 (go to the discard pile) after taking a single wound. If they have *Toughness*, indicate wounds by placing a token 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 a player has **5 or more success tokens** on his side of the card. The player may choose whether or not to execute its effect. Then discard all success tokens and draw another story card.

Winning the Game

When a player wins his **third story card** he immediately wins the game. If at any point a player has **no cards in his deck**, his opponent immediately wins.