

CALL OF THULHU

COLLECTIBLE CARD GAME

Rules Summary

Setup

Shuffle Decks

3 Story cards placed face up in the centre

3 Domain cards for each player

Each player draws 8 cards Attach one card upside down to each Domain as **Resources**

On the first turn first player (determine randomly) may draw only 1 card in Draw phase and skips Story phase

Cards

There are four different types of cards: **Stories**, **Characters**, **Support** and **Events**. Cards belong either to one of the seven **factions** or are neutral.

Card names marked with (•) are *unique* and each player may have only one copy of that card in play at one time.

A card put into play is normally in the *ready* position: face up. When a card is 'used' (eg. committed to a story or its ability activated) it is turned 90° sideways and *exhausted*. It cannot be used again until *refreshed*. A character card that has become *insane* is turned sideways and flipped over.

Cards that are *attached* to another card are destroyed when that card leaves play.

Refresh Phase

First choose and restore one *insane* character by flipping it face up and *exhausting* it (placing it sideways). Then *ready* (turn upright) any *exhausted* cards (except the one just restored) and *refresh* drained Domains by removing tokens on them.

Resource Phase

In a player's Resource Phase, a single card may be attached upside down under a Domain as a **resource**. A resource is no longer part of player's hand and cannot be used for anything else.

Operations Phase

This is the only time character and support cards may be played from a player's hand. A card played from a player's hand must be paid for by *draining* a domain with sufficient resources (place a token on the domain to indicate it has been drained).

Unless the card is **neutral**, at least one of the attached resources must match that card's faction (a **resource match**). Cards with a cost of zero do not require a domain to be drained or a resource match.

You can never drain more than one Domain to pay for a card. Once drained, the Domain cannot be drained again until *refreshed*.

Story Phase

The active player may **commit** ready characters to the story cards by *exhausting* those characters and moving them up to the card(s). His opponent may then commit ready characters to any story to which at least one character has been committed.

In the order chosen by the active player, each story card with committed characters is resolved with **four icon struggles** followed by comparing **skill values**.

In an icon struggle, the player with the most of the relevant icon wins the struggle and exercises its specific effect. In a tie nothing happens. **Icon boosters** force additional icon struggles (but do not count as icons).

After the struggles, add combined skill values of all characters still committed to the story. If the active player has a higher total skill (must be 1 or higher), he may place a **success token** on his side of the story card. If the total skill of his opponent was zero, he may place an *additional* token.

Only the active player may place a skill token—if the non active player has the most total skill, nothing happens.

Once a player has **five or more tokens** on the card he wins the card and chooses whether or not to execute its effect. All success tokens on the card are then discarded and the card is replaced by a new one.

Actions

Actions may be taken (by paying for cards with events or special abilities) one at a time at the points shown in the turn sequence. 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. An action is resolved completely before another may be taken (except **Disrupts** and **Forced Responses**). During the *Resolve Story Card* step, no card effect or actions may be taken until all three stories have been resolved.

Winning

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