



Version 1.7

9/06/2005

This document contains the official rules clarifications, frequently asked questions, and errata for the *Call of Cthulhu* collectible card game. All official play and tournaments will use the most recent version of this document to supplement the rulebook found in *Call of Cthulhu* starter decks.

The version number will appear in front of every entry so you can easily see which changes are made with every revision of this document.

*Call of Cthulhu* ©2005 Fantasy Flight Games. *Call of Cthulhu* collectible card game, the logo, Fantasy Flight Publishing, Inc. All rights reserved. Permission is granted to distribute this document electronically or by traditional publishing means as long as it is not altered in any way and all copyright notices are attached.

## Rules Clarifications

### (v.1) Adding and Removing Subtypes

Players can only add existing subtypes (i.e., a subtype that exists on any tournament-legal card) to a card through card effects.

For example, a player cannot add the subtype “Direwolf” to a card using *M.U. Science Building*.

### (v.1) Committing to Stories

Once the active player has committed one or more characters to a story, opponents are able to commit their own characters even if all of the active player’s characters are somehow removed from the story beforehand.

Furthermore, that story will resolve regardless of whether any characters are at that story.

### (v.1) Deckbuilding Clarifications

A player’s three domain cards do not count toward his deck’s 50-card minimum.

### (v.1) Multiple Lasting Effects

Even if not triggered at the same time, multiple *lasting* effects may affect the same card at the

same time. The order in which the lasting effects take place is irrelevant – the net sum result of all lasting effects is applied to the card.

For example, a *Young Deep One* (with 0 skill) is affected by three *Clover Club Bouncers*, lowering that character’s skill by 3. The *Young Deep One*’s controller then attaches the *Key of Tawil at’Umr* to the character, increasing the *Young Deep One*’s skill by 2. The net sum of these four lasting effects is that the *Young Deep One* has a skill of -1.

Note, however, that a character’s skill is never considered to be below zero for purposes of resolving effects. Thus in the example above, the *Young Deep One*’s skill would count as though it were zero. However, if another lasting effect would give the *Deep One* +1 skill, the net skill would remain at zero.

Lasting effects that affect other character attributes work in the same fashion.

### (v.1) Printed Icons

Printed icons refer only to the icons printed on the left-hand side of characters. Thus, icons granted to a character by card abilities (such as *Tommygun* or *Haunter of the Dark*) would not be removed by the event *Binding*.

### (v.1) Resolving Stories

Resolving struggles and determining success at all three story cards happens all within the same “gray box” on the timing flowchart. Thus, no actions or responses can be triggered between one story’s resolution and the beginning of the next story’s resolution.

Additionally, if a story card is won by any player before it is resolved (i.e., at any point during the story resolution sequence), all success tokens are removed from the story, and all characters are no longer committed to that story. Any remaining steps of the sequence are not resolved.

### (v.1) Winning an Icon Struggle

A player wins an icon struggle even when his opponent has committed no characters, or characters with that icon, to the struggle.

For example, a player would win a Terror struggle if he had committed any characters with one or more Terror icons and his opponent had committed no characters.

### (v.1.3) Gaining Control

If a card effect allows you to take control of a

card, move that card into your playing area. If that card is an attachment, immediately attach it to an eligible card you control. (If you cannot, then you may not take control of the attachment.)

When you have taken control of a card, you are considered to be that card’s controller, but not its owner. When that card leaves play for any reason, or at the end of the game, you must return it to its owner.

Note that if you already control a Heroic character, you cannot take control of a Villainous character, and vice versa.

When you gain control of a card, that card’s status does not change. Thus, if you gain control of an insane or exhausted character, they remain insane or exhausted.

Any time a player gains control of a committed character during a story, that character is removed from the story.

**You cannot gain control of or play a unique card if you already control or own one in play.**

### (v.1.2) Heroic and Villainous

If for any reason you ever have both a Heroic and Villainous character under your control at the same time, you must immediately choose one to be discarded from play.

### (v.1.2) Insanity

If you control an insane character, that character cannot be made insane again by either player until restored.

### (v.1.3) Paying Costs

If an effect is canceled, any costs that were paid to trigger that effect are still lost. For example, if Player A drains a domain to play *Shotgun Blast*, but Player B plays *Power Drain* (which cancels the *Shotgun Blast*), Player A’s domain remains drained, even though the *Shotgun Blast* effects were canceled.

Note that sacrificing a card to pay for an effect is also considered paying a cost. For example, if a player wishes to activate *Dimensional Rift*, he must pay three and sacrifice the Rift. If the effect were canceled, the Rift would still be sacrificed.

When any player has a sacrifice effect, that cost must be paid, if able. If said sacrifice does not happen, then the cost has not been paid and the effect does not resolve.

Similarly, if the effect is a **forced response**, that sacrifice must take place, if able.

For example, Darrin has *Cthulhu, The Great Old One* (ARK R91) in play. During his draw phase, Darrin chooses a character with *Warded Flesh* (ARK R180) attached to be sacrificed.

The character with *Warded Flesh* is returned to its owner's hand, preventing the sacrifice. Thus, the cost has not been paid. However, since *Cthulhu's* ability is a **forced response**, the cost must be paid, if able.

Thus, Darrin must choose a character to be sacrificed. If *Cthulhu* was the only legal target, then he must sacrifice *Cthulhu*.

### (v1.2) Player Hand

A player only has a "hand" if said player has at least one drawn card not currently in play.

Thus, if a player does not possess at least one unplayed drawn card, he does not have a "hand" for the purposes of triggering effects, paying costs or being targeted by card effects that require having a "hand."

### (v1.2) Simultaneous Effects

When card effects, passive abilities, or forced responses simultaneously affect cards controlled by a player, all cards that are affected resolve in the order determined by the card's controller, one at a time. The player must fully resolve each effect before the next effect takes place.

Whenever a card effect affects both players simultaneously, the active player resolves his effects first.

Whenever character or support cards enter or leave play at the same time, the controlling player chooses the order in which they enter or leave play. They are not required to follow the order in which they originally entered or left play.

For example, if a player wins *The Secret of the North Woods*, the active player would resolve its effects first, and may put his characters into play in any order. Then, his opponent would do the same.

### (v1.5) Attached Cards

When a non-support card becomes attached to another card by card effects, that card is now considered a support card (instead of its normal type) with the Attachment subtype. The card loses all of its characteristics (such as skill value, icons, type, etc.) except for any text that relates to its attached state.

Also note, any time an attachment has a requirement that is not met, it is immediately discarded from play.

For example, if an attachment had the requirement "Attach to Servitor only," and if the card to which it was attached lost the Servitor subtype, the attachment would leave play.

### (v1.5) Choosing Targets

A player cannot trigger a card effect that requires him to choose a character, support card, or story card if there is no such card to choose.

For example, a player could not play *Opening the Limbo Gate* (UT R99) if there were no character cards in each player's discard pile.

Also note that if a card is targeted, but becomes an illegal target (e.g., via a **Disrupt:** action), the targeting effect is then ignored.

For example, if Darrin plays *Forced Entry* (UT C11) on Tommy's *Unstoppable Hound* (UT C96), Tommy may choose to use *Unstoppable Hound's* **Disrupt:** action, which would return the Hound to Tommy's hand. Assuming both players subsequently pass, the *Forced Entry* now resolves, but since the Hound is no longer in play and is thus an illegal target, the *Forced Entry* is ignored.

### (v1.5) Infinite Loops

It is possible, with certain card combinations, to create an "infinite loop" (such as having two cards exhaust to refresh each other indefinitely). When executing an infinite loop, the resolving player must follow these two steps:

1. Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). Thus, the player must display, using all cards involved, one full cycle of the infinite loop.
2. State how many times he or she wishes to execute this loop. For example, the player could say "I will now execute this loop seventeen million times." Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

Infinite loops should never be abused to cause the game to stall.

### (v1.5) "Put into Play"

"Put into Play" is a game mechanic that bypasses all costs (including resource matches) and

play restrictions, with the exception of uniqueness.

For example, Darrin has *Hired Gun* (FR R4) in his hand. The text states: "...**Action:** put Hired Gun into play from your hand." Thus, Darrin may choose to trigger its text and put the Hired Gun into play, without paying the cost.

### (v1.5) Working Effects

In general, Support and Character card effects can only be triggered (or affect the game) when the card is in play. Event cards can be triggered from your hand using an action. In general, card effects on non-event cards in a player's hand, discard pile, and dead pile are not considered to be actionable **unless the card specifically states that it can be triggered while in its out-of-play state.**

For example, Darrin has an *Elder Thing Scientist* (FR R91) in his hand. Normally he could not trigger the text on the card unless it was already in play. However, since the text on the card specifically states you may trigger its effect from your hand, Darrin may choose to use its ability.

### (v1.6) Card States

If a card has an ability that triggers when said card enters the discard pile, that effect does not resolve or trigger if that character had blank text, or was insane.

For example, Darrin controls *Living Mummy* (ELD R163). His opponent Tommy has blanked its text with *Forgotten Isle* (UT U69). Then, Tommy plays *Shotgun Blast* (ARK C22). *Living Mummy* takes 1 wound and is destroyed.

Once *Living Mummy* is placed in the discard pile, both players have the option to trigger responses from *Living Mummy* being placed in the discard pile.

However, since *Living Mummy's* text was blanked, Darrin cannot trigger its response. Both players have the option to respond, starting with the active player. Once both players pass, play proceeds and that window to respond is now closed.

Similarly, after a card is placed in the discard pile, returned to a player's hand, or leaves play for any reason, any effects and/or wounds are removed after all responses have resolved. Any attachments attached to a card that left play are discarded, unless otherwise stated in game text.

**(v1.6) The Letter “X”**

Unless specified by a preceding card, card effect, or granted player choice, the letter “X” is always equal to 0.

For example, Darrin controls *Slithering Formless Spawn* (ARK U194). His opponent, Tommy, targets it with *Forgotten Isle* (UT U69). Since the *Slithering Formless Spawn* has a blank text box, it does not have a value assigned to X. Thus, its skill is now zero.

**(v1.7) Passive Effects**

Passive effects are ongoing effects that are not optional, unless otherwise stated. Passive effects and abilities do not have a trigger such as Action:, Forced Response:, Response:, or Disrupt:

For example, Darrin controls *Decrepid Mausoleum*. (R137 FR). The reduction it provides is not optional.

Similarly, if Darrin attaches *Feast of Locusts* (C117 ELD) to a character, that character is immediately sacrificed when the conditions of *Feast of Locusts* is met.

## Keyword Clarifications

**(v1.2) Sacrifice and Destroy**

“Sacrifice” and “Destroy” are not interchangeable terms. Thus, a card that is “destroyed” is not considered to be “sacrificed,” and vice versa.

**(v1.2) Icon Boosters**

Icon boosters are large struggle icons that add an additional struggle of the same type. Story cards with booster icons (either added by characters or support cards) are treated as having two icons of that struggle.

Thus, if one icon was removed from the story card by a card effect, there would be one fewer struggle.

For example, if you commit an *Elder Shoggoth* to a story (which adds a Terror struggle) and your opponent plays *Inside Information* to remove a Terror struggle, there would still be one Terror struggle to be resolved.



Icon boosters are always resolved immediately following the first struggle of the matching type (i.e., if the booster icon was Terror, there would be two Terror struggles before moving onto the Combat struggle).

**(v1.3) Forced Responses**

A **forced response** must trigger, if able.

For example: Darrin has *Temple of Ramasekva* (ARK R178) in play. During a story, Darrin’s *Hired Muscle* (ARK C11) is wounded. Even during the story resolution phase when normal actions and responses cannot be used, *Temple of Ramasekva*’s **forced response** must trigger.

**(v1.3) Lowest Skill**

A character is considered to be of lowest skill if it is the only character in play.

At any time a card effect targets a character with the lowest skill and there is a tie, the card effect’s controller may choose which character is affected.

**(v1.4) Story Totals**

A player has achieved victory if he or she has three or more story cards in his “won” story card pile.

If any card effect shuffles a won story card back into the story deck, that player no longer has that story for the purposes of counting his victory total.

For example, Darrin has won two story cards and needs only one more to win the game. But his opponent then wins the story card *The Well* (ARK F9), and chooses to activate its effects, removing one of Darrin’s won story cards and shuffling it back into the story deck. Now Darrin needs two stories to win the game.

**(v1.5) Day and Night**

If at any time both Day and Night cards are both in play, it is simply considered to be both Day and Night for the purposes of triggering effects and choosing targets.

**(v1.5) “If Able”**

Certain card effects contain the text “if able.” In this case all normal rules apply for choosing targets and triggering effects with one exception: If there is no legal target during resolution, there is no effect.

For example, Darrin plays *Deep One Rising* (ARK PS M4). Both players pass on using disrupt actions and the effect now resolves. However, if there are no legal targets for Darrin to choose, the text of *Deep One Rising* has no effect.

**(v1.5) Overpay**

In order to “overpay” for a card or triggered effect, that card must have at least 1 cost.

For example, Darrin has *Seal of Isis* (UT U101) in his hand. If he chooses to play it, he cannot overpay since it currently has 0 cost. However his opponent, Tommy, has *Red Gate Mound* (ARK U177) in play. The cost to play the *Seal of Isis* is raised by 1, and thus may now be overpaid for.

**(v1.6) Triggered Effects**

A triggered effect is defined as any effect that follows the text: “**Action:**” “**Response:**” “**Forced Response:**” or “**Disrupt:**” on a character, support, or event card.

A triggered ability is a triggered effect printed on a card already in play.

**(v1.6) “Minimum of 1”**

If an effect allows a player to reduce a card’s cost, it cannot be further lowered if the reducing effect has stipulation “to a minimum of 1.”

If a player uses a combination of effects to reduce the cost of a card where one of the effects has the “minimum of 1” stipulation, and the other reducing effect does not, the “minimum of 1” takes precedence.

For example, Darrin controls *Man on the Inside* (ELD U8). He then plays *Rite of Passage* (ELD R14) which reduces the cost of \_ cards by 1 (to a minimum of 1).

Although *Man on the Inside* may be played for free, Darrin’s *Rite of Passage* takes precedence and Darrin must pay at least 1 to play *Man on the Inside*.

**(v1.6) Steadfast**

In order to play a Steadfast card from a player’s hand, that player must control at least that many resources found in the card’s title on any number of domains he controls.

If a Steadfast card has a printed cost of zero, the player must still control at least that many resources, although that player does not need to drain a domain.

**(v1.6) Text box**

A card’s text box consists of subtypes and game text relevant to gameplay including keywords such as “**Willpower**” and “**Fast**.”

A card’s cost, title, descriptors, faction symbol, skill, printed card type (i.e., character, support), collector information, and flavor text are **not** considered to be part of the text box.

A card attached to a domain as a resource does not have a text box.

**(v1.6) Multiple Effects**

If a card has multiple effects, all effects on the card are resolved, if possible, independently of whether any other effects of the card are successful (following targeting restrictions as normal), **with the following important exception:**

If a card uses the word “then,” then the preceding effect must have been resolved successfully for the subsequent dependent effect to be resolved.

For example, Darrin controls *Mother’s Avenger* (ELD C183). His opponent, Tommy then plays *Sacrificial Offerings* (UT U66), choosing

*Mother’s Avenger* to be wounded.

Darrin chooses to use *Mother’s Avenger*’s disrupt action to prevent the wound. Tommy responds with *Writhing Wall* (ELD U142) to cancel *Mother’s Avenger*’s ability. Since the wound was not canceled, Darrin may not draw a card.

**(v1.6) Resource Match**

Card effects which grant a resource match do not affect other costs, such as Steadfast. Resource match effects do, however, affect Loyal cards unless otherwise stated in gam text.

**(v1.6) Loyal**

When a player drains a domain in order to pay the resource cost of a Loyal card, the domain must contain enough resources that provide a match of that card’s faction to pay the entire cost of the card (normally just 1 resource match is sufficient).

### Tournament Banned Cards

The following cards may not be played in officially sanctioned COC CCG tournament events:

*There are no currently banned cards.*

### Arkham Edition Errata

**(v.1) Shakedown! R20**

Should have the text: “Play during the Story phase.”

**(v.1) The King in Yellow U147**

Should read: “...while *The King in Yellow* remains exhausted.”

Thus, when *The King in Yellow* is readied (for any reason, including its controller’s refresh phase), any character that had been driven insane by *The King in Yellow* can hereafter be restored (unless chosen by *The King in Yellow* again, of course).

**(v.1) The Orient Express R238**

This card was mistakenly printed with the “R” rarity label, but is in fact an Uncommon card.

**(v.1) True Magick U240**

Should read: “**Response:** after you succeed at a story with at least double...”

This card was mistakenly printed with the “U”

rarity label, but is in fact a Rare card.

**(v.1) Expedition Leader U35**

This card was mistakenly printed with the “U” rarity label, but is in fact a Rare card.

**(v1.2) Dockside Speakeasy R26**

Should read “**Action:** exhaust and to choose a resource attached to your Domain...”

**(v1.2) Persuasive Friends C81**

Should read : “**Action:** lower the cost of the next } character card...”

**(v1.2) Shadowed Reef U117**

This is a support card and should be indicated as such in the bottom left.

**(v1.2) Behind the Pallid Mask R135**

Should read “**Action:** reveal and discard the top X cards of your deck. For each ] card revealed this way, each opponent must choose to either discard that number of cards from hand (or his entire hand) or discard the top four cards of his deck.”

In accordance with the general “Player Hand” rule (see page 2), a player may not choose the first option unless he has a “hand.”

For example: If player A played *Behind the Pallid Mask* and revealed four Hastur cards, and player B only had two cards in hand, player B may choose one of two options:

1. He may choose the first option on *Behind the Pallid Mask*, and discard his hand. Even though he only has two cards, he has now satisfied the game text and will not suffer any further ill effects, such as being forced to discard anything from his deck.

2. He must discard 16 cards off the top of his deck.

A player may not however, choose to discard just one card from his hand and then 12 from his deck.

**(v1.4) Mi-Go Scientist R189**

Should read: “...or returns that character to its owner’s hand.”

**(v1.2) Power Drain U139**

Should read: “**Disrupt:** cancel an Action or Response just triggered.”

**(v1.2) To See Another Day** **R239**  
This is a support card and should be indicated as such in the bottom left.

**(v1.6) Dream Messenger** **R166**  
Should read: "...Until the end of the phase, that card gains a *Subtype* of your choice.

### Unspeakable Tales Errata

**(v1.4) Cthulhu** **R55**  
Cthulhu has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

**(v1.3) Sacrificial Offering** **U66**  
Should read: "**Action:** choose and wound a character. Then, that character's controller may choose and wound a character."

**(v1.3) Lair of the Deep Ones** **R70**  
Should read: "...exhaust to choose and destroy..."

**(v1.4) Yog-Sothoth** **R91**  
*Yog-Sothoth* has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

**(v1.4) Shub-Niggurath** **R109**  
Shub-Niggurath has the **Invulnerability** keyword. It is misprinted as **Invulnerable**.

**(v1.6) On Ice** **R12**  
Success tokens remain on the story targeted by *On Ice*.

### Arkham Edition Premium Starter

**(v1.5) Deep One Rising** **M4**  
Should read: "...after Deep One Rising enters play from your hand."

**(v1.6) Witch Tree** **M13**  
Should read: "...If that card is a > card, attach it to one of your Domains as a resource. If not, place the revealed card on the top of its owner's deck."

### Forbidden Relics Errata

**(v1.6) Chant of Thoth** **R98**  
Should read: "...you may play those cards as though you were playing them from your hand. If any of the chosen cards are event cards, put them on the bottom of your deck instead of your discard pile after playing them."

**(v1.6) Spawn from K'n-Yan** **R112**  
*Spawn from K'n-Yan* is sacrificed at anytime the controlling player controls neither an *Artifact* or *Environment* card. A player does not need to control both.

of 1)."

**(v1.7) Birthing Pit** **U206**  
Should read: "...printed cost 4 or higher, pay 1 to draw a card."

### Eldritch Edition Errata

**(v1.6) Ghoul Khanum** **C187**  
Should read: "**Response:** after you win an icon struggle by at least 2 icons, put a success token on the story that Ghoul Khanum was committed."

**(v1.7) Man on the Inside** **U8**  
Should read "Lower the cost to play Man on the Inside by 1 for each resource type other than \_ attached to the domain drained to play Man on the Inside (to a minimum of 1)."

**(v1.7) Seduction of the Tombs** **C50**  
Should read: "...or discard pile a non-*Ancient One* { character. At the end of the phase, sacrifice that character."

**(v1.7) Military Escort** **U39**  
Should read "...Lower the cost to play Military Escort by 1 for each resource type other than { attached to the domain drained to play Military Escort (to a minimum of 1)."

**(v1.7) Expatriate Reporter** **U69**  
Should read "...Lower the cost to play Expatriate Reporter by 1 for each resource type other than } attached to the domain drained to play Expatriate Reporter (to a minimum of 1)."

**(v1.7) Auto-de-fe** **R76**  
Should read: "...put into play all characters and support cards with the printed subtype..."

**(v1.7) Thing from the Stars** **U132**  
Should read "...Lower the cost to play Thing from the Stars by 1 for each resource type other than ] attached to the domain drained to play Thing from the Stars (to a minimum of 1)..."

**(v1.7) Spectral Hunter** **U162**  
Should read "Lower the cost to play Spectral Hunter by 1 for each resource type other than < attached to the domain drained to play Spectral Hunter (to a minimum of 1)..."

**(v1.7) Black Spawn from Below** **U184**  
Should read "...Lower the cost to play Black Spawn from Below by 1 for each resource type other than > attached to the domain drained to play Black Spawn from Below (to a minimum