



Version 1

09/22/2004

Call of Cthulhu Official Tournament Rules for the 2004-2005 Season

The Organized Play program for the Call of Cthulhu Collectible Card Game ("CoC"), sponsored by Fantasy Flight Games ("FFG") will follow the organization and rules provided in this document.

Except for official CoC events sponsored by FFG, all local organized play events (or "Tournaments") will be organized by Servitors (local volunteers). CoC Tournaments hosted by Servitors will be referred to as "Local Events." For information on how to become a servitor, please refer to the CoC official website at www.cthulhuccg.com.

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Tournament formats and Rankings

The type and format of all local events will be decided by the local Servitor running the event. For the 2004-2005 COC seasons, the Servitors can choose from two types of events:

- Constructed Format
- Limited Format (Sealed Deck or Booster Draft)

Players will gain points and be ranked in both formats separately. In other words, a player playing in a specific format will gain points towards his ranking in that format only, leaving his rankings in the other format unaffected. The basic rules for playing all three formats are found under the "Floor Rules" section of this document.

In addition to the "Floor Rules," these are rules that apply to Constructed Format and both Limited formats during the 2004-2005 organized play seasons.

Limited tournaments are broken down into the following two types: sealed deck or booster draft. Regardless of which type of limited tournament you play in, the results will be applied towards your limited player ranking.

Constructed format

Deck Size Limits

Decks must contain a minimum of fifty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance.

Story decks must contain exactly 10 cards. A player's main deck may contain up to 4 copies of any specific card. (NOTE: No more than 4 copies of any card with the same title can be present in a deck, even if the cards come from different sets.)

Materials Provided

Each player participating in the tournament must have the following:

- 1 constructed deck (Please note this deck is comprised of a player's collection, following normal constructed deck rules and observing all banning/errata in the official Call of Cthulhu FAQ.)
- 10 card story deck containing no duplicate story cards.

Sealed Deck format

Deck Size Limits

Decks must contain a minimum of forty cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Story decks must number exactly ten cards. A player's main deck may contain any number of any specific cards (i.e. more than four copies of a card).

Materials Provided

Each player participating in the tournament must have the following:

- 1 sealed starter deck
- 2 sealed booster packs

It is recommended that the starter deck is from the most recent base set (i.e. Arkham Edition) and the booster packs are from the most recent expansion. If the most recent expansion was a base set, then both starter and boosters should be

from that set.

Deck Construction

Each player now has a pile of cards that they have taken from their starter deck and boosters. Decks are then constructed using these cards only (players cannot add cards from their collection).

Players should be allowed a minimum of twenty minutes for the deck construction process.

Booster Draft format

Booster draft is a type of limited environment tournament format in which players construct decks made from only the contents of five booster packs.

Deck Size Limits

Decks must contain a minimum of 40 cards. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Story decks must number exactly ten cards. A player's main deck may contain any number of any specific cards in Sealed Deck format (i.e. more than four copies of a card).

Materials Needed

Each player participating in the tournament must have the following:

- 5 sealed booster packs
- 10 story cards (brought beforehand)

Drafting

Each player opens one booster pack, picks one card to keep for his or her deck, and then passes the remaining cards to the left. The player then picks one card from the cards passed to him from the player on his or her right, and then passes the remaining cards to the left. This process is repeated until each player's first booster pack is depleted.

Next, each player opens the second pack, picks one card, and passes the remaining cards to the right, following the process outlined above until each player's second booster pack is depleted. The third booster gets passed to the left, and then the fourth gets passed to the right. The fifth booster back gets passed to the left. Players should be allowed a minimum of 30 minutes for the Drafting process.

Booster Draft Deck Construction

Each player now has a pile of 59 cards that they have drafted from the booster packs, as well as 10 story cards (brought by the players beforehand). Decks are then constructed using these cards only (players cannot add cards from their collection). Players should be allowed a minimum of twenty minutes for the deck construc-

tion process.

floor Rules

100. Card Interpretation and Rules

Sanctioned tourneys are played using the most recent rules set and the most updated version of the official FAQ document, both downloadable from the CoC website at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ found on the Call of Cthulhu web site. 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. The head judge is the final authority for all card interpretations, and he or she may overrule the FAQ when, in his or her opinion, a mistake or error is discovered.

101. Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, to play within the rules and not abuse them. This includes intentionally stalling a game for time, abusing an infinite combo, inappropriate behavior, etc. The Tournament Organizer, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

102. Minimum Number of Players

A minimum number of four players are required for a sanctioned tourney.

103. Tournament Organizer Participation

The Tournament Organizer (Servitor) may participate in the tourney for which he or she is responsible only if there is a second Tournament Organizer present. This second TO must be present and announced at the beginning of the tourney, and is responsible for all rulings for games in which the primary TO is playing.

104. Match Time Limits

The minimum time limit for any match is 45 minutes. The Tournament Organizer may choose to use a longer time limit.

105. Deck Size Limits

Decks must contain a minimum of fifty cards for constructed tournaments and 40 for both sealed deck and booster draft. There is no maximum deck size; however, you must be able to shuffle your deck with no assistance. Story decks must number exactly ten cards.

106. Pairings

Standard Swiss style pairings are preferred. Random pairings are allowed for the first round. The tournament director should avoid pairing family members or players who traveled together to get to the tournament, if at all possible, for

the first round. For future pairings, pair players within the same score group as per Swiss style pairings.

A good rule of thumb is to always pair in halves, rather than randomly, within score groups. This allows for the subtle adjustment of players if one has already played another player. (Note: If the tournament director has access to rankings or ratings, or can number his players by estimated strength, this will make pairings much easier.)

When pairing in halves, always sort the players by score group, then by the player number. Split the score group in half, pairing the top half versus the bottom half.

This has the same effect as using brackets so that the top 2 players do not meet until the last round, similar to the seeding process used at Wimbledon, for example.

Round two example: If there are eight players in the 3 score group, sort them in player number order, then separate into two groups, 1-4 and 5-8. Pair player number 1 vs. 5, 2 vs. 6, 3 vs. 7 and 4 vs. 8. If there are seven players in the 3 score group, sort them in player number order, then separate into two groups, 1-3, 4-7. The "odd" player is always put on the bottom stack, and will be paired down to the next score group playing the highest ranked player of that score group.

107. Byes

Byes are awarded when there are an odd number of players. Byes are not awarded to late entrants except by special permission from the TO. A player may only be awarded one full win by (three points) per tournament. If applicable, a bye is always given to the lowest-ranked player of the lowest score group.

108. Pregame Procedure

Before a game begins, players randomly determine who goes first. This may be done any time during the pregame procedure before the players look at their hands. The following steps must be performed before each game begins:

1. Players shuffle their decks.
2. Players present their decks to their opponents for additional shuffling and cutting.
3. If the opponent has shuffled a player's deck, the player may make one final cut.
4. Each player draws eight cards as their hand.

109. End-of-Match Procedure

If the match time limit is reached before a winner is determined, both players finish the current turn through the end of the Story phase.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

110. Determining a Match Winner

Players are awarded match points at the end of each match as follows:

Match Win = 3 points
Match Loss = 0 points
Draw = 1 point

If the time limit has been reached without a winner being declared, tally both players "won" story piles. The greater pile wins. If that is equal, then both players are awarded a draw.

111. Breaking Ties

If a tiebreaker between players with identical win-loss records is needed, use the following method: Award "tie breaker points" by calculating the strength of each player's schedule by combining total match points of all their opponents. The player with the most tie-breaker points wins the tie and advances. This way, the person who played the most "difficult" games wins the tiebreaker. This procedure is also called the "strength of schedule."