



# Call of Cthulhu - The Card Game Non-Official Multiplayer Rules "1 versus 2"

For 3 Players

THIS DOCUMENT CONTAINS the unofficial rules for the Call of Cthulhu multiplayer format "1 vs 2" edited by *Le Cenacle Chthonien*. Call of Cthulhu The Card Game, Living Card Game, card illustrations are ©2003 Fantasy Flight Publishing, Inc., all rights reserved. The cenacle's logo and the illustration for the domains are ©2009 Alexandre Temple for "Le Cenacle Chthonien".

## SET UP

Each player must bring their own deck and story deck. **Important:** you'll need at least one story deck for each player. Players can choose either the story deck from the Coreset or from the Secret of Arkham.

No changes to deckbuilding rules. You keep the usual LCG tournament format (50 cards at least, no more than 3 copies of each card in a deck).

Each story deck is shuffled. Then each player draws 2 cards from his story deck and place one story in front of him. This story will be shared with the 3 players. He places the second one at the left hand between him and the left player. This story will be only shared with the 2 players. (For visibility, you can put a token or something else on the stories shared by the 3 players). Once done, you will have in play 6 stories (you can have a same story in play at the same time). *The diagram on the right gives you an idea of the suggested play area.*

One player is appointed *First Player* (choose who starts with a dice or a jan-ken-pon).

## RULES CHANGE

### Commitment

An active player can only commit his characters as attackers in the 3 stories in front him (the story shared by the 3 players, and the 2 story only shared with the right or the left player).

A non-active player can commit characters to defend in only 2 stories: The story shared with the active player and the story shared with the 3 players only if the other non-active player choose to not commit to defend this story (proceeding clockwise to know if a player wants to defend the story). You can't have at the same time characters from both non-active players to defend the story shared with the 3 players. He can commit only in stories where the active player has committed at least one character (as the normal rule).

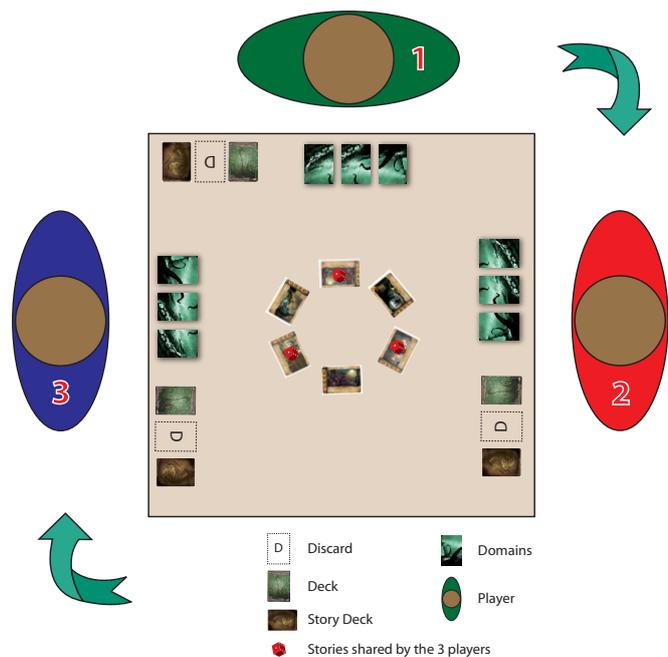
### Winning a story

After a story card has been won by a player, he must draw another story card from his OWN's story deck and place it where the old story was.

### First turn

On the first turn of all players, the player draws only 1 card and skips his entire story phase.

**Important:** Play proceeds clockwise beginning with the *First Player*.





### Playing Event cards and triggering effects

Every player may trigger card effects or play an action as normal, targeting an active or non-active player during the turn of each player, starting with the active player and proceeding clockwise. You can also play an effect on characters committed to a story where you cannot commit your characters at.

### Conspiracies

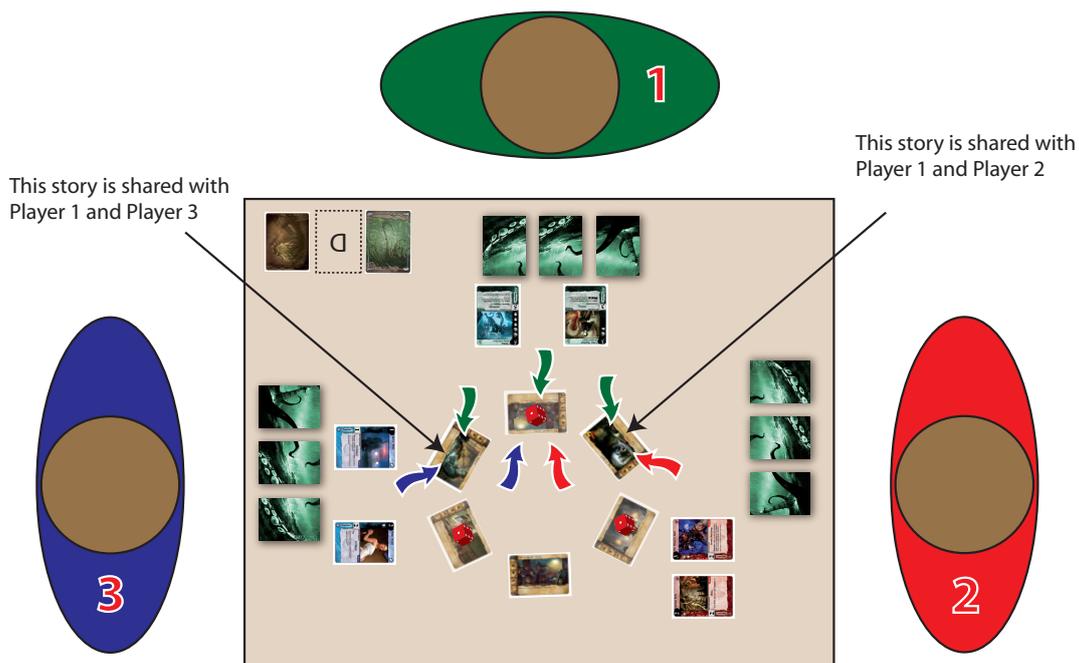
You cannot have more than 3 copies of the same conspiracy on your deck. Conspiracies are played from the hand or from the deck normally (you need to pay for them in a way to have them coming into play), but their use is different. You play a conspiracy in a way to replace a story card actually in play. There is no restriction to target a story card, you can target all story cards in play.

The story card is kept under the conspiracy card, and the conspiracy becomes the legal story card. She inherits every success tokens that were on the previous story card. If the conspiracy card is blanked or leave play by any means, she is removed from the game and the previous story card take its place back on the board, keeping the success tokens that were on the conspiracy.

### Talking and Negotiations

You can speak with your opponents, propose them alliances and betrayed someone if you want to. The only thing is you cannot take any advice concerning how to resource or how to commit. This is strictly personal to the player.

*The diagram bellow give an example to commit yours characters to the stories.*



*Player 1 is the active player, he can commit his characters to the three stories in front of him (green arrow).  
Player 2 can only commit to defend in the story shared with player 1 (red arrow), he can also choose to defend in the central story if Player 1 has characters.  
Player 3 can only commit to defend in the story shared with player 1 (blue arrow), he can also choose to defend in the central story if Player 1 has characters AND Player 2 have not committed characters.*





# Call of Cthulhu - The Card Game

## Non-Official Multiplayer Rules "1 versus 3"

For 4 Players

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### SET UP

Each player must bring their own deck and story deck. **Important:** To play, you need to have 2 identical story decks (2 from the Coreset or 2 from the Secret of Arkham). One deck is the *main* story deck, the other one is the *extra* story deck.

No changes to deckbuilding rules. You keep the usual LCG tournament format (50 cards at least, no more than 3 copies of each card in a deck).

One player is appointed *First Player* (choose who starts with a dice or a jan-ken-pon). The *Second Player* is at left hand, etc.

The *First Player* takes the main story deck and shuffles it. Then each player draws 1 card from this story deck and places it at the left hand between him and the left player. This story will be only shared with the 2 players. You have for the moment 4 stories in play. Then, the *First Player* draws another story card from the main deck and places it in front of him. This story will be only shared by Player 1 and Player 3. For visibility, the Player 3 takes in the extra story deck the **same** story card and places it in front of him (*see the red arrow*). Player 2 and 4 do the same thing (draw a story card from the main story deck and the Player 4 takes the **same** story in the extra story deck, *see the green arrow*). This story will be only shared by Player 2 and Player 4.

Once done, you will have in play 8 stories. *The diagram on the right gives you an idea of the suggested play area.*

### RULES CHANGE

#### Commitment

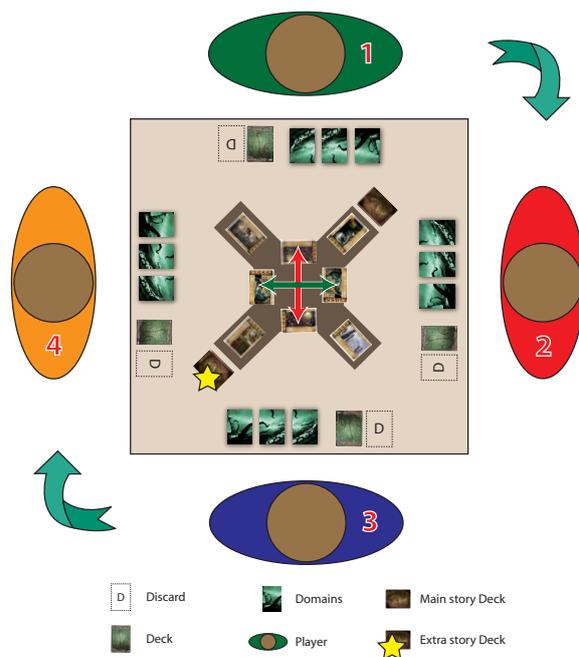
An active player can only commit his characters as attackers in the 3 stories in front him.

A non-active player can only commit characters to defend in the story shared with the active player. *See the example on the next page.*

#### Winning a story

After a story card has been won by a player, he doesn't keep the story near him but returns it at the bottom of the main story deck (*he takes a token or something else to show he has won a story*). He draws a new story from the main story deck and places it where the old story was (and if necessary, he takes in the extra story deck the same story card and places it in front of its opponent).

The game ends when a player has won 3 story cards.





### First turn

On the first turn of all players, the players draw only 1 card and skip their entire story phase.

**Important:** Play proceeds clockwise beginning with the *First Player*.

### Playing Event cards and triggering effects

Every player may trigger card effects or play an action as normal, targeting an active or non-active player during the turn of each player, starting with the active player and proceeding clockwise. You can also play an effect on characters committed to a story where you cannot commit your characters at.

### Conspiracies

You cannot have more than 3 copies of the same conspiracy on your deck.

Conspiracies are played from the hand or from the deck normally (you need to pay for them in a way to have them coming into play), but their use is different. You play a conspiracy in a way to replace a story card actually in play. There is no restriction to target a story card, you can target all story cards in play.

The story card is kept under the conspiracy card, and the conspiracy becomes the legal story card. She inherits every success tokens that were on the previous story card. If the conspiracy card is blanked or leave play by any means, she is removed from the game and the previous story card take its place back on the board, keeping the success tokens that were on the conspiracy.

If a conspiracy is played upon a story shared by player 1 and 3 or by Player 2 and Player 4, flip face down the story in front of the other player to symbolize the fact this story is now a conspiracy.

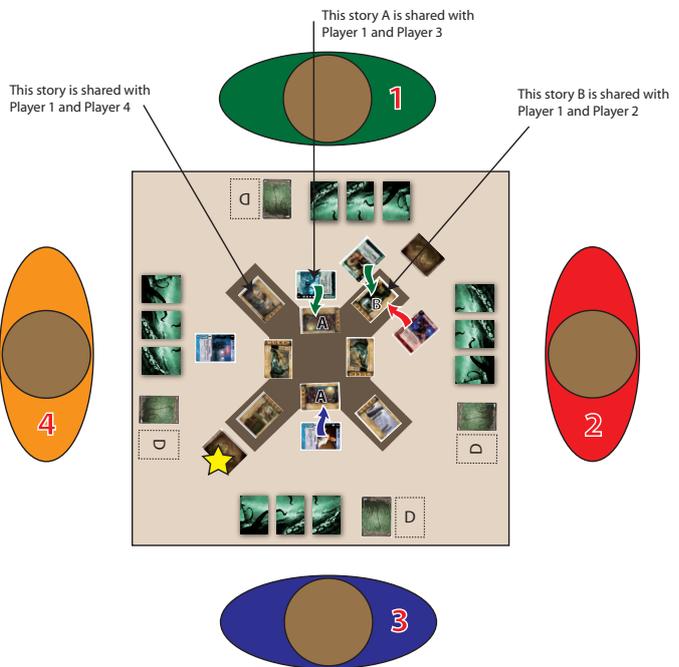
### Talking and Negotiations

You can speak with your opponents, propose them alliances and betrayed someone if you want to. The

only thing is you cannot take any advice concerning how to resource or how to commit. This is strictly personal to the player.

### Alternative

If you have 4 story decks you can also make a big main story deck with 20 story cards and an extra story deck with 20 cards also. The cards in the 2 decks must be the same (you could for example use 10 stories from the Coreset and 10 stories from the Secret of Arkham to build your big story deck). In this case, when you win a story card you keep it next to you as the normal rules.



*Player 1 is the active player. He commits a character in the story A in front of him (the story shared by Player 1 and 3) and a character in the story B at the left hand (the story shared by Player 1 and 2). An action step is possible, then defenders can be committed. Player 2 can only commit to defend in story B, Player 3 can only commit to defend in story A. Player 4 can't commit characters because there are no attackers in the story shared by Player 1 and 4.*

