

A man in a dark trench coat is shown in profile, lighting a cigarette with a match. The scene is dark and atmospheric, with rain visible in the background and a street lamp providing a warm, yellow light. The overall mood is noir and mysterious.

CALL of CTHULHU[®] THE CARD GAME

**ADVENTURE SURVIVAL LEAGUE
GUIDE**

Call of Cthulhu LCG Adventure Leagues are run in six week sessions. These leagues provide an organized, structured play experience for new and old players alike. Since leagues are played with a limited card pool, they are accessible allowing new players to begin building their collections for constructed play, while simultaneously gaining experience against veterans in a more casual setting. Experienced players will have the opportunity to rediscover the game from exciting new perspectives. Store owners and Tournament Organizers are encouraged to use these leagues to build up a community of players who will come back to play the Call of Cthulhu LCG on a regular basis.

Each six week session revolves around an encounter designed by FFG that guides and shapes the play experience of that league. Encounters are flavorful “adventures,” and each comes with its own set of special rules guiding the game play, deck-building, card pool options, and player interactions, thereby providing a new environment of challenging decisions for the



participants. Each encounter also comes with its own set of game aides, promotional items, and prizes. Once an encounter has been released by FFG, it remains available to any interested play group while supplies last. New encounters are introduced periodically throughout the tournament season, and there will always be at least one encounter featured on our site.

Signing up for league play is easy. The “How do I sign my store up” section (below) provides a step by step overview of how to take part in a Call of Cthulhu



LCG Adventure League as a retail store, or servitor. Interested players or retailers can sign up as a Servitor Tournament Organizer on the [Fantasy Flight Games Organized Play site](#). Servitors are ambassadors of the Call of Cthulhu LCG, and they are responsible for making arrangements with the store, running tournaments, reporting results and signing up for organized play. Once you have been approved you will receive an e-mail confirmation and instructions on how to purchase your league kit.

League Kit Information

League kits for each encounter contain everything needed for an eight person Call of Cthulhu Adventure League encounter including a league guide, player record sheets, and prizes. League kits cost \$15 (an additional charge for shipping will be added to kits sent outside of the US). The cost and the prizes will vary for each league kit, and many of the kits feature custom prizes, or game aides that will enhance the theme of the encounter. The contents of each encounter will be posted in advance so that players know exactly what is available. In addition each store will receive a poster that will advertise the their adventure league, and “store space” on the [FFG Organized Play site](#).

League Standings

Wins and losses in recorded match games are reported to the TO running the league, and recorded on the official league standings sheet. At the end of the league, the player with the best overall record is named league champion and receives the league prize. To be crowned the league champion, a player must have reported an average of 2 match games per week, for a total of 12 reported games over the 6 week period. In case of a tie a playoff between the tied competitors is played at the end of the league to determine the champion.

Match Play

Each week, each player is allowed to play 1 recorded match game against every other player enrolled in the league. These matches are recorded on the official league standings, and count for special encounter rewards. Practice games are allowed, but they do not count towards league standings, or any rewards.



How to Sign Up

Where is league play held?

League play is held at a Friendly Local Game Store. To receive sanctioning and league kits the Servitor Tournament Organizer and the venue must be approved on the [FFG Organized Play Site](#).



What benefits does hosting Call of Cthulhu Organized Play provide Retailers?

Hosting Call of Cthulhu Organized Play provides your players with a focal point where they know they can come and find opponents to enjoy the game with on a regular basis. League play also gives players a reason to make regular Asylum Pack purchases from your store. Also, by signing up on the [Fantasy Flight Game's Organized Play site](#) you will have a "storespace" on the Fantasy Flight Games website where you can add information about your store and advertise to the community.

What Benefits does league play offer players?

Call of Cthulhu Adventure League play offers participants a great way to meet other players interested in card gaming as well as H.P. Lovecraft's Mythos. These leagues bring together like-minded people who share an interest in the Call of Cthulhu LCG, developing a stronger community making the game and all levels of its organized play more exciting. Taking part is easy, and the varied encounter rules will create a multitude of organized play experiences. Additionally, it will be the only place for players to get certain custom Cthulhu prizes.

I am a player who is excited about CoC LCG OP, How can I run a Adventure league to Friendly Local Gaming Store?

First you need to get in contact with your local store, and make sure that they are onboard with having a CoC LCG Adventure League. This is important since they will be the one who is purchasing the league kit, and the place where it will be shipped to.

The next step is to sign up for a username on the [Fantasy Flight Games Organized Play website](#).

Once registered please sign in using your the email address and password. Select "Tournament Organizer Application" under "Users" and select "Call of Cthulhu Servitor Questionnaire."

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Applications

Which application do you wish to fill out?

- AGoT Night's Watch Tournament Organizer Questionnaire
- Call of Cthulhu Servitor Questionnaire
- UFS Scout Tournament Organizer Questionnaire

Fill in your information to apply to become a Call of Cthulhu Servitor.

Once your application is approved, you will receive an e-mail with all the information on signing up your venue, ordering your League Kit and getting your League running.

I am a retailer who would like CoC LCG OP run at my store, how can I run a Adventure league?

First nominate a player or a store employee (potentially you) to be the store's Servitor Tournament Organizer, they will be responsible for running the league, and signing up for leagues and other Organized Play programs. Then have them go through the steps outlined in the above section.

For more information on the Call of Cthulhu Adventure League, please contact Paul Broman at pbroman@fantasyflightgames.com.

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Player Registration

Please enter your information below. You can edit the information after you register (except for your date of birth). You **must** be 18 years or older to register.

Please use a valid email address for your login and use a mix of letters and numbers in your password. Your login name will not be shown, instead other users will see your Display Name.

Login (email):

Display Name:

Password:

First Name:

Last Name:

Date of Birth:

Postal Code:

ENCOUNTER ONE: "HEADS OF FATE"

At the start of the league, the Faction Head cards are either drafted by the players, or dealt out randomly to the players. Each player will receive a single faction head card, which represents the leader of that player's primary faction. In addition to the primary faction, each player can choose 1 other faction as an allied faction, and use this faction as a part of his card pool. The allied faction can be changed at the beginning of each game, but only cards from the primary faction, the allied faction, and neutrals are legal in a player's deck (John has received the Thomas F. Malone as his Faction head card, so Agency is his primary faction and he picks Cthulhu to be his ally faction. He can only build his deck using Agency, Cthulhu and neutral cards when building his league deck).

Cardpool

A player in a CoC LCG League starts off with a CoC Core Set, 1 copy of Asylum Pack 7, and player's choice of any other LCG Asylum Pack. (AP5 and up.) An additional LCG Asylum Pack (player's choice) is added to a player's cardpool at the beginning of week 2 and at the beginning of week 4.

Currency Rules

Currency tokens are collected during recorded match games. It is used to power up faction-head abilities at the beginning of each game. One faction-head ability can be purchased for each game. Spent currency tokens are returned to the TO.

Currency is collected in the following ways:

- Starting Currency: Each player starts off with 1 currency token.
- Playing a match: +1 currency token at the end of the game.
- Winning a match: +1 currency token at the end of the game.

For example: Thomas and Victoria play a match game against each other, and Victoria wins. Thomas earns 1 currency token for this game (for playing a match), and Victoria earns 2 currency tokens for this game (1 for playing a match and 1 for winning a match).

Faction Head Cards

Each Faction Head has 3 abilities, one that costs 1 currency token, one that costs 2 currency tokens, and 1 that costs 3 currency tokens. At the beginning of each game, the players will determine which (if any) of the 3 Faction Head abilities they would like to use for that game, and pays the required amount of currency. (The spent currency tokens are placed next to the ability to remind the players that the ability is in effect.) At the end of the game, spent currency tokens are returned to the TO. Only 1 Faction Head ability can be purchased for each game.

Each faction head card is outlined below:

Thomas F. Malone

Faction: Agency

Calling the Shots (Cost 1 currency token)- At the start of this game, choose one of the starting story cards before shuffling the story deck and drawing the remaining story cards.

Higher Ground (Cost 2 currency tokens) - Attach an additional resource (from your hand) to one of your domains at the start of this game.

Government Policy (Cost 3 currency tokens)
- Each time you play a Government character from your hand, choose and wound a character controlled by an opponent.

Professor Albert Wilmarth

Faction: Miskatonic

Deep Domain (Cost 1 currency token) - Start this game with a 4th domain in play. This additional domain does not have a resource attached to it at the start of the game.

Prophetic Visions (Cost 2 currency tokens) - Before this game begins, search your deck for a card and place that card in your hand. Then, shuffle your deck, and draw the remainder of your opening hand.

Unearthing the Past (Cost 3 currency tokens) - Each time a player wins a story card at which at least 1 Investigator character is participating, shuffle your discard pile back into your deck and draw 3 cards.

Richard Upton Pickman

Faction: Syndicate

Calling the Shots (Cost 1 currency token)- At the start of this game, choose one of the starting story cards before shuffling the story deck and drawing the remaining story cards.

Criminal Intent (Cost 2 currency tokens) - Each time you play a Criminal character from your hand, choose and ready a Criminal character you control.

Subversive Measures (Cost X currency tokens) - After faction-head abilities are chosen, choose and negate one of your opponent's faction-head abilities. (X is the cost the opponent spent on their Faction Head ability. You must place 3 currency tokens here to use this effect, taking back any unspent currency tokens after both players have chosen abilities.)

Cthulhu

Faction: Cthulhu

Deep Domain (Cost 1 currency token) - Start this game with a 4th domain in play. This additional domain does not have a resource attached to it at the start of the game.

Deep One Raid (Cost 2 currency tokens) - Each time you play a Deep One character from your hand, choose and destroy a Support card with a printed cost lower than the printed cost of the Deep One just played.

Ancient Hoard (Cost 3 currency tokens) - Draw 10 cards instead of 8 for your set-up hand for this game.

Hastur

Faction: Hastur

Lapse of Reason (Cost 1 currency token) - Each time you play a Madness event card, choose a character controlled by an opponent. That character goes insane. Then, shuffle the Madness event card back into your deck.

Higher Ground (Cost 2 currency tokens) - Attach an additional resource (from your hand) to one of your domains at the start of this game.

Subversive Measures (Cost X currency tokens) - After faction-head abilities are chosen, choose and negate one of your opponent's faction-head abilities. (X is the cost the opponent spent on their Faction Head ability. You must place 3 currency tokens here to use this effect, taking back any unspent currency tokens after both players have chosen abilities.)

Yog Sothoth

Faction: Yog Sothoth

Calling the Shots (Cost 1 currency tokens) - At the start of this game, choose one of the starting story cards before shuffling the story deck and drawing the remaining story cards.

Prophetic Visions (Cost 2 currency tokens) - Before this game begins, search your deck for a card and place that card in your hand. Then, shuffle your deck, and draw the remainder of your opening hand.

Dark Sorcery (Cost 3 currency tokens) - Each time you play a Spell card from your hand, remove an opponent's success token from a story card of your choice and discard the top card of that opponent's deck.

Shub-Niggurath

Faction: Shub-Niggurath

Deep Domain (Cost 1 currency token) - Start this game with a 4th domain in play. This additional domain does not have a resource attached to it at the start of the game.

Dark Curse (Cost 2 currency tokens) - Reduce the cost of all Dark Young and Ancient One characters you play by 1 (to a minimum of 1).

Ancient Hoard (Cost 3 currency tokens) - Draw 10 cards instead of 8 for your set-up hand for this game.

Trading

After each recorded match game, the players involved in that game are allowed to make a single, 1 card for 1 card trade with one another. All trades must be recorded on both involved player sheets. The traded cards then become available to their new owner's card pool. Making a trade after a match game is not mandatory, although it could be a useful means for players to enhance the power and efficiency of their decks, should they choose to take advantage of it.

Reinforcements

Any player who records a loss against every other player in the league can add an additional Asylum Pack to his card pool as reinforcements. There is no limit to the number of times a player may do this, and the losses do not need to be recorded during the same league night. (Tim loses to all of the other players in the league over the course of two weeks, he may add another Asylum Pack to his cardpool).