

Mythos CCG CYOA Scoring - NEW & IMPROVED! (2/11/2007 revision)

This document details a system for computing the Adventure and Sanity Point values for player designed Create Your Own Adventure (CYOA) cards for the Mythos CCG.

The **Valuation Table** gives all the basic information in one handy reference:

Requirement	Value
Named, Unique Transient	3
Named, Unique Permanent	2
Named Transient	1.5
Named Permanent	1
Transient Attribute or Subtype	0.666667
Permanent Attribute or Subtype	0.5
Common Transient	0.333333
Common Permanent	0
Named Adventure	1.5
Adventure	1
Named Ally from the Past	3
Ally from the Past	2
Named GOO	4
GOO	2
Strange Requirement	variable
each additional Subregion (including each non-Island, non-Exotic, Country Location)	0.5
each additional Region (including each Exotic and any Island)	2
each additional Dimension	2
Exotic Special/Hazard Bonus	1
Tome in a Fantastic Language (Atlantean, Glyphs, Hyperborean) Bonus	1

The remainder of this document explains the application of, and rationale for, the Valuation Table.

Adventure Point values are composed of a base value, which depends on the type, commonality and permanence of the requirement, and one or more modifiers usually having to do with interactions between requirements. Sanity bonuses are then derived from the computed Adventure Point values.

Base Value

Type: Standard, Adventure, 'Ally from the Past', GOO, or Strange.

Most Adventure requirements are of the Standard variety. This type encompasses basically all card requirements that do not fall into one of the other types. Adventures which require other Adventures, Allies from the Past or Great Old Ones or Elder Gods (GOO) are valued separately by requirement. Strange requirements are generally non-card requirements; these are often difficult to value, and should be avoided.

Commonality: Common, 'Attribute or Subtype', Named, or 'Named, Unique'.

The more specific or limited a requirement is, the more it is worth. Conversely, the more different cards that can be included in a deck to satisfy a requirement, the less that requirement is worth.

The most specific and limited requirement is for a 'Named, Unique' card. By the deck building rules there can only be one copy of such cards in your 52-plus card Mythos deck; it will be hard to find and difficult to replay if it is somehow Discarded or Buried. **Named, Unique cards have a base value of 2 AP.**

The next most limited requirement is for a Named (non-Unique) card. Here the deck building rules limit your deck to four copies maximum. (Note, however, that a requirement for either of two Unique, Named cards is equivalent to a Named card requirement, as standard deckbuilding practice is to merely double all requirements.) **Named cards have a base value of 1 AP.**

Even less limited is a requirement for a specific 'Subtype or Attribute'. Examples here include Phobia Event, Lesser Servitor Monster, Yellow Sign Spell, Professor Ally, Cemetery Location, Weapon, Travel by Air, Night Event, and Gate Location in the Middle East. Note that additional modifiers aren't cumulative. While the number of Named cards satisfying these requirements theoretically varies from zero to large numbers, the assumption is that there are somewhere between two and less than 50% of the base type (Location, Event, etc.) that will satisfy the criteria. If this is not true, then one of the other commonalities should probably be applied instead. **Cards requiring a specific Subtype or Attribute have a base value of 1/2 AP.**

Finally, Common requirements cover the least specific and most available cards. Common requirements include most unqualified base types (Ally, Monster, Tome, etc.), and Subtypes or Attributes which are common to 50% or more of the base type's cards. Examples here are things like Inside/Outside-, Country/City-, or Artifact/Tome Location, and Steadfast/Corrupt- or Male/Female Ally. **Common cards are worth very little – see below.**

Note that while Gates are very common features of Locations, Gate is still treated as a 'Subtype or Attribute', largely because most Gates are single-use, unlike, for instance, Tome Locations.

Permanence: Transient or Permanent.

Permanent requirements include Adventures, Allies, Artifacts, Spells, Tomes, and many Events (most Day, Night, Philia, Phobia, Star, Storm). These cards stay in play unless some action is taken to bury or discard them (either by the player or an opponent), and thus can often be counted on to persist in play long enough to be used in multiple Adventures, or, at any rate, in an Adventure other than the one currently being attempted.

Permanent requirements are worth the base value given for their commonality, with Common Permanents worth 0 AP.

Transient requirements include Locations (after the first*), Monsters, and many Events (Epidemic, Threat, Travel, most non-Subtyped Events). These cards are necessarily buried as a consequence of normal play. They will not, in general, be available for use in later Adventures unless replayed. Note that if a card which is otherwise 'permanent' is required to be buried or discarded either by the text of the Adventure or by explicit interaction (e.g. a second Night card), that card should be considered 'transient'.

Transient requirements are worth approximately 50% more than the base value given for their commonality, with Common Transients worth 1/3 AP.

Here are some examples of Standard requirement Type AP values. The initial values are for Permanents; the parenthetical values are for Transients:

- 2 (3) points for each NAMED, UNIQUE card required (e.g. Yithian Mental Contact [3], R'lyeh Disk [Left Fragment] [2]).
- 1 (1 1/2) point for each NAMED (non-Unique) card required (e.g. Lavinia Whateley [1], Byakhee [1 1/2], The Sphinx [1 or 1 1/2]*).
- 1/2 (2/3) point for each specific ATTRIBUTE or SUBTYPE card required (e.g. Phobia [1/2], Lesser Servitor [2/3], Yellow Sign Spell [1/2], Professor [1/2], Cemetery [1/2 or 2/3]*, Weapon [1/2], Travel by Air [2/3], Night [1/2 or 2/3], Gate Location in the Middle East [1/2 or 2/3]*).
- 1/3 point for COMMON TRANSIENT card requirements (Inside/Outside-, Country/City-, or Artifact/Tome Location*, Monster).
- 0 points for COMMON PERMANENT card requirements (Steadfast/Corrupt- or Male/Female Ally, Spell, Tome).

Non-Standard requirement Types are generally more straightforward to value:

- 1 1/2 points if a NAMED ADVENTURE card is required to complete another Adventure (e.g. The Gathering is required for The Hero's Journey).
- 1 point if a GENERIC ADVENTURE card is required to complete another Adventure (e.g. a Mythos Experience is required for Save the World!).
- 3 points if a NAMED ALLY FROM THE PAST card is required (e.g. Abdul Alhazrad).
- 2 points if a GENERIC ALLY FROM THE PAST card is required (e.g. Save the World! requires a Cultist from the Past).
- 4 points if a NAMED GOO card is required (e.g. Bokrug is required by Doomed if You Do).
- 2 points if a GENERIC GOO card is required (e.g. Seeking Everlasting Life II requires a GOO).

- 1/3 - 3 points for STRANGE requirements -- try not to use these (e.g. 'Re-roll Investigator', 'Adventure must be played while Cthulhu is in play', 'Unique card').

It should be noted that all of the above values are computed on the basis of a 'naked' requirement. That is, the points for a Named GOO take into account the two required precursors of that GOO. Similarly, Ally from the Past values take into account the Uniqueness of those Allies and the need to fetch them from the Past. (However, this is not really true of the Generic GOO value; almost any Location or Day/Night/Storm Event could be used as a precursor for one GOO or another. Two points is a pretty minimal value for any GOO regardless of other requirements.) If some or all of these 'implicit' requirements are already part of the value of the Adventure, see the discussion of 'double-dipping' below.

Bonus

While the previous AP values have all been associated with individual requirements, bonus values generally are derived from the interaction of multiple requirements. The first three bonuses are for progressively more difficult types of **Travel**:

- 1/2 point for each SUBREGION **change** required by the Adventure (e.g. Providence to Arkham), **or** for **each** (non-Island, non-Exotic) COUNTRY LOCATION required.**
- 2 points for each REGION **change** required (e.g. Lovecraft Country to Europe), including **each** Exotic and **any** Island.
- 2 points for each DIMENSION **change** required (e.g. Waking World to New Aeon).

An Adventure may only receive bonus points for one type of Travel; choose the most expensive type of Travel and ignore all others.

The last two Bonuses are for implicit requirements of cards:

- 1 point for each SPECIAL or HAZARDOUS EXOTIC LOCATION required (e.g. Yuggoth Attacks! requires Yuggoth, which has a hazard: survival in Space). The only non-Special, non-Hazardous Exotics are DBZ Spacelab, Tycho Base, N'Kai, and R'lyeh (the latter of which gets many more points for its Special, if it is not already required). This is in addition to any points for the Exotic Location itself, and any points for Travel to the Exotic. Thus the Yuggoth requirement is worth 1 point for a Named Permanent (it's probably the most expensive Location required) plus 2 points for Exotic Travel plus 1 point for its Exotic Hazard - a total of 4 points!
- 1 point for each TOME in a FANTASTIC LANGUAGE (Atlantean, Glyphs or Hyperborean) required (e.g. Out of My Mind requires the Pnakotic Manuscripts). This is in addition to any points for the Tome itself. The rationale here is that no Investigator speaks a Fantastic Language, so these Tomes implicitly require play of (often difficult to procure and/or protect) Allies.

Implicit Requirements

Additional bonus points can be awarded for other 'implicit' requirements of Adventures. In general, the cheapest probable solution for an implicit requirement should be used to value it as if it were an explicit requirement. For example:

A CYOA which requires ELDER THINGS (which are always Discarded after Combat) would also implicitly require a method for playing Monsters as Allies. While the Kitab Al-Azif [2] or Shub-Niggurath [4] will do this, and could be used in an actual deck, a cheaper (and more reliable) method would be to use Call the Unnamed [1]. Thus, the ELDER THINGS requirement would be worth 1 point for a Named Permanent (Why Permanent? 'Cause we're going to force them to be Allies!) plus 1 point for the implicit Call the Unnamed. Note, though, that a Spell also requires a Tome or Spell using Ally, so if neither is already required by the Adventure, one or the other would also be an implicit requirement. Of course a generic Tome is worth zero points, and the implicit requirement for a Tome Location is also worth nothing - however, note that if the Adventure requirements do not already include any Locations which could be Gate Locations, the implicit Gate requirement is worth an additional 1/2 to 2/3 points...

Clearly, this can get quite complicated; for even more complications, see 'double-dipping' below.

Finishing

Maximum Rule: No CYOA should be worth as much or more than the AP total for the game. (In a usual Campaign or Tourney game, this is 20 AP, so no CYOA for such a game should be worth more than 19 AP.)

Minimum Rule: Removing a requirement from an Adventure should never make it worth more AP. I.e. no requirement should be worth less than 0 points.

Subset/Superset: No CYOA should consist of requirements which are a subset or superset of an official Adventure's requirements (or of another CYOA of the same player's in the same deck). Tailoring a CYOA to a deck is also poor form; ideally the CYOAs should be made before the deck, not vice versa.

Double-Dipping: Of particular concern in CYOA valuation is the problem of 'double-dipping'. This occurs when points awarded for implicit requirements (either via bonuses like Travel or Exotic Hazard/Special or through the use of the Named GOO type or, rarely, through explicit adjustments for implicit requirements) duplicate points explicitly or implicitly included already in the valuation of other requirements.

As an example, consider the Adventure SUMMON GREAT CTHULHU, which requires CTHULHU. Normally a Named GOO is worth 4 points. However, Summon Great Cthulhu also requires both a WAXING MOON and an ISLAND, R'lyeh. As stated previously, the points for a Named GOO take into account the two required precursors of that GOO, both of which are already listed in the requirements for this particular Adventure. As a result, Cthulhu here should be reduced in value to, say, 2 points (keeping in mind that he does need to be 'in play' as a Strange requirement).

Another possibility is demonstrated by the Adventure ASSAULT ON Y'HA-NTHLEI, which requires Y'HA-NTHLEI. Ordinarily, Y'ha-Nthlei, an Exotic, would get points for itself as a Named, Unique Permanent [2], points for Exotic Travel [2], and points for Exotic Hazard (breathe Underwater) [1]. However the Adventure also already requires a U-BOAT and a DIVING SUIT; these are, respectively, the cheapest path for Exotic Travel to Y'ha-Nthlei and the cheapest way to avoid Y'ha-Nthlei's Exotic Hazard. Here points should be given only for the explicitly required cards - not for redundant bonuses. Thus, instead of 4 total points, Y'ha-Nthlei ends up being worth only 2. Except... Now the Minimum Rule comes into play. Removing the U-BOAT requirement at this point would actually cause the Adventure to gain value, as the U-BOAT is worth 1 1/2, while the Exotic Travel bonus is 2. So instead of removing the bonus, instead remove the points for the U-BOAT. Got it?

Sanity

Once you have totaled the points for an Adventure, divide that number by 3, retaining fractions. This is the Sanity base. Next, sum up the costs (negative) and awards (positive) required to play the Adventure; include both adjustments associated with explicit and implicit requirements. For named cards this is easy; the KITAB AL-AZIF costs -4 Sanity, DAWN OF A NEW DAY awards +1. Some cards or other requirements, though, while not named, predictably cause Sanity loss or gain. For example, a CULTIST FROM THE PAST will almost always cost 3 Sanity; 1 for the Cultist himself, and another 2 to either cast Resurrection (with the Grecian Lekythos) or to play a Lamp of Alhazrad and use it.

Additionally, the following generic adjustments should be used:

Requirement	Value
Special Sanity	-0.5
Sanitarium/Temple Sanity	4

The 'Special' Sanity adjustment should be used for each CORRUPT CULTIST or DIMENSIONAL TRAVEL requirement; each of these commonly, though not necessarily, requires Sanity expenditure. The 'Sanitarium/Temple' Sanity adjustment is pretty self-explanatory; it represents the minimum gain one can generally expect from a 'generic' Sanitarium or Temple.

The final Sanity value is then computed by dividing the summed Sanity adjustments by 5 and subtracting them from the Sanity base. (Subtracting, so that costs increase the final Sanity award.) The final Sanity value itself should be rounded to the nearest whole number.

Insanity

Remember that the basic aim of valuation is to judge the relative difficulty of playing a particular CYOA. Difficult cards or interactions should be worth points; trivial cards which persist in play and cannot easily be removed shouldn't. If, after trying your CYOA out at a particular value a few times, you find it to be too easy or too hard, take a look at why that is true, and see whether that insight should have been reflected in its valuation.

Finally, keep in mind that CYOA value computation is not an exact science, and that all values are subject to review by the judge of a tournament game and all other players in a casual game.

Oh, and have fun!

* Locations after the first are transient; the first is permanent. Count the most expensive single Location as the 'first' one if there are multiple, different valued Locations required - after all, that's how you'd probably like to play it.

** If your Adventure reads "TRAVEL BY CAR to the CHURCH OF STARRY WISDOM (Providence), then by TRAIN to the SILVER TWILIGHT LODGE (Boston) and finally WALK to back to THE HOUSE ON OLNEY COURT (Providence)" this is one Subregion change, Providence <-> Boston, not two Subregion changes. If the last requirement were changed from THE HOUSE ON OLNEY COURT to 197 E. PICKMAN ST. (Arkham), then the Adventure would count as requiring two Subregion changes, Providence <-> Boston <-> Arkham. The same principle applies to Regional and Dimensional changes. (And note that WALKing is worth at best 1/3 points, as it's not even a card requirement, and that the TRAVEL BY CAR and TRAIN requirements will count against up to two Subregional Travel bonuses...)