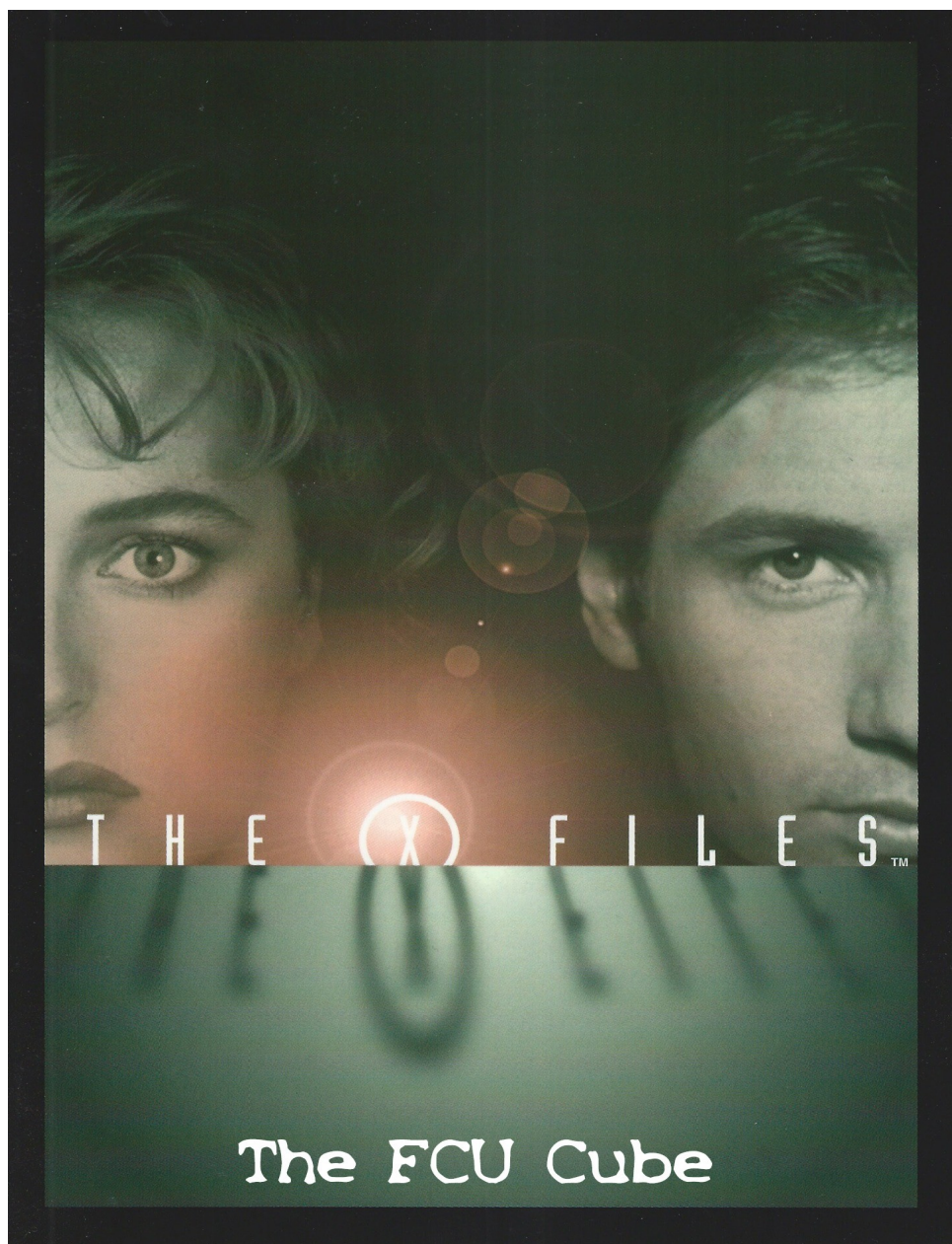


The X-Files CCG 'FCU' Cube v1.1



Cardlist and Instructions

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Introduction

The X-Files CCG 'FCU' (*Fixed, Common & Uncommon*) Cube is a card set designed to replicate the feeling of deck construction by booster pack or sealed deck opening without the need for such products.

The cardlist for this cube includes only common, uncommon and fixed cards from the Premiere and 101361 editions, with the aim that this will make creating the card pool it uses possible for the widest number of collectors, without compromising on interesting gameplay.

Instructions

SEALED PLAY

If you plan to use this cube for games by webcam then Sealed Play is the instruction set that you will use. Sealed instructions are also the ones to use if you're playing 2-player in-person.

For sealed play, first shuffle all the agents from the cardlist together. Deal 8 to each player present. These are the agents you will pick from to create your team.

After agents have been dealt, shuffle all non-agent cards together, then deal 120 cards to each player present. The cards you are dealt will be used to construct your bureau deck.

Deck construction and gameplay then proceeds as described in the official rules.

(Optional) Safe Mode:

It is highly unlikely, but possible, that sealed play without this optional 'safe mode' rule may result in a player having little or no sites that have prerequisites that can be met by their team and deck.

If you want to be certain of avoiding this situation, then set aside all Site cards from the cardlist after you have dealt agent cards. Then shuffle all non-agent, non-site cards from the list together and deal 80 to all players present. Players use these 80 cards to build their deck and *may take any number of sites from the set aside site cards to add to their deck too*. If two players are present and wish to use the same site, flip a coin or high-roll dice to choose who gets the site. Whoever loses the flip or roll can select a different site that they wish to use for their deck and take those cards immediately.

Instructions

BOOSTER DRAFT PLAY

This mode is only playable in person due to the nature of the instructions involved. It can support 3 or 4 players.

Shuffle all agent cards and deal six to each player, set any agent cards not dealt aside – they will not be used. Every player examines the six agent cards dealt to them, but does not show them to the other players. They select one to keep and pass the rest in a face-down pile to the person to their left. This process is repeated until all agent cards have been chosen and kept.

Next, shuffle all remaining non-agent cards from the cardlist. Deal 4 face-down piles of 20 cards to each player. Each player examines one of the piles dealt to them (without revealing what cards it contains to other players) and chooses a card from it to keep, then passes the rest to the person to their left. This is repeated until all cards from the 20 card pile have been kept by players. Then another of the 20 card piles is picked up and the process repeats, but this time the cards are passed to the person on your right. The process repeats two more times for the other remaining piles, with the direction of passing continuing to alternate between left and right.

Each player should wind up with a selection of 6 agents cards and 80 other cards from which to construct their team and bureau deck.

Deck construction and gameplay now proceeds as described in the official rules.

CARDLIST

AGENTS

Agent Alex Krycek
Agent Dana Scully
Agent Fox Mulder
Agent Fred Nemhauser
Agent Jack Willis
Agent Janus, Trained Medic
Agent Jerry Lamana
Agent Karen Kosseff, Counselor
Agent Kreski
Agent Lucy Kazdin
Agent Moe Bocks
Agent Nancy Spiller
Agent Reggie Purdue
Agent Rich
Agent Tom Colton
Agent Weiss
Albert Hosteen
Assistant Director Walter Skinner
Detective Angela White
Detective Manners
Dr Charles Burk
Inspector Phoebe Green
Lt. Brian Tillman, Aubrey Police Department
Section Chief Scott Blevins

SITES

Arecibo, Puerto Rico x2
Arlington, VA x2
Aubrey, MO x2
Baltimore, MD x2
Braddock Heights, Maryland x2
Browning, MT x2
Cape Cod, MA x2
Central Prison, Raleigh, NC x2
Chinatown, San Francisco, CA x2
Coastal Northwest Oregon x2
Cumberland Prison, VA x2
Eurisko Building, Crystal City, VA x2
Excelsius Dei Convalescent Home, Worcester, MA x2
Farmington, NM x2
Folkstone, NC x2
Franklin, PA x2
Genetics Clinic, Marin County, CA x2
Gibsonton, FL x2
Icy Cape, AK x2
Jerusalem, Ohio x2
Lake Okobogee, Campsite #53, Sioux City, IA x2
Los Angeles, CA x2
Mahan Propulsion Laboratory, Colson, WA x2
Marion, VA x2
Mattawa, WA x2
Miller's Grove, Massachusetts x2
Minneapolis, MN x2
Mostow's Studio, Washington, D.C x2
Mt. Avalon, WA x2
Newark, NJ x2
Olympic National Forest, WA x2
Outskirts of Atlantic City, NJ x2
Positron Emission Tomography Lab, Allentown, Pennsylvania x2
Psychiatric Hospital, Richmond, VA x2
Sea off Tildeskan, Norway x2
Strikers Cove, Heuvalman's Lake, Blue Ridge Mountains, Georgia x2
Strughold Mining Company, Rural West Virginia x2
Teso Dos Bichos Excavation, Ecquadorian Highlands, South America x2
Virgil Incanto's Apartment, Cleveland, Ohio x2
Washington Monument, Washington, DC x2

EVENTS

Autopsy x2
Clone x2
Core Training x2
Crop Circles x2
Dissection x2
Equipment Malfunction x2
Evidence Destroyed x2
Evidence Overlooked x2
Expedite Request For Resources x2
Expert Briefing x2
Fingernail Scrapings x2
Fingerprints x2
Hard Evidence x2
I Want to Believe x2
In-Service Training x2
Langly x2
Medical Treatment x2
Paperwork x2
Reading the Signs x2
Rejuvenating Caves x2
Relentless Pursuit x2
Skinner Intervenes x2
Spying Mission x2
Street Contacts x2
Successful Diagnosis x2
S.W.A.T. Training x2
The Local Law Enforcement Are Uncooperative x2
Trap x2
Travel Arrangements x2
X-Files Research x2

BLUFFS

Angry Townspeople x2
Car Troubles x2
Cigarette Butts x2
Claude Peterson x2
Darkened Forest x2
Deceiving the Flock x2
Detective Miles x2
Detective Thompson x2
Detective Tony Fiore x2
Dr. Berube x2
Government Cover-Up x2
Henry Trondheim x2
Holtzman, D.S.A x2
Intruder Counter-Measures Program x2
Nasty Surprise x2
Paul Mossinger x2
Peter Tanaka x2
Posionous Gases x2
Puzzles Within Puzzles x2
Radioactive Area x2
Sheriff Daniels x2
Sinus Cavity Implant x2
Stoner, Chick, and Dude x2
The Conundrum x2
The Overcoat Man x2
This is Not Happening x2
Unnatural Aging x2
You've Got A Tail x2

WITNESS CARDS

Billy Miles x2
Brad Wilczek x2
Byers x2
Detective Frank Briggs x2
Detective Sharon Lazard x2
Doug Spinney x2
Dr. Davey x2
Dr. Hodge x2
Dr. Laskos x2
Dr. Shelia Braun x2
Emil and Zoe x2
Gerd Thomas x2
Ish-Tribal Elder x2
Maggie Holvey x2
Michael Kryder x2
Sharon Kiveat x2
Sheriff Spencer x2
Sir Malcolm Marsden x2
U.S. Marshall Tapia x2

EQUIPMENT CARDS

Binoculars x2
Classified Ad x2
Electron Emission Microscope x2
Gas Chromatograph x2
Geiger Counter x2
Glock 19 Semi-Automatic Pistol x2
Government Car x2
High-Powered Flashlight x2
High Resolution Camera x2
Kevlar Vest x2
Laptop Computer x2
Lie Detector x2
Mini-14 Assault Rifle x2
Stationery x2
Tape Recorder x2
Walther PPK 7.65 Hold Out Weapon x2
Wire-Tap x2

ADVERSARY CARDS

Crew-Cut Man x2
Darkness Falls x2
Deadly Blur x2
Good People, Good Food x2
Hunter in the Dark x2
Joseph Patnik x2
Margi Kleinjan x2
Pheremone-Induced Psychosis x2
Puppet x2
Pvt. McAlpin, Zombie x2
Simon Gates A.K.A. Ferreau x2
Slithers in the Night x2
Squeeze x2
Suppressed Fury x2
Terri Roberts x2
The Mechanic x2
The Psychotic Attack x2
The Sandman x2
The Walk x2

COMBAT CARDS

Ambush x2
Block x2
Dodge x2
Internal Bleeding x2
Massive Internal Damage x2
Run For It! X2
Semi-Jacketed Hollow Points x2
Stunning Blow x2