



FIELD GUIDE

EST. MIN 20-40
PLAYERS 2-5
AGES 8+

Want to shape the next evolution of Cyclémental? Get in touch!

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THE ELEMENTAL CYCLE

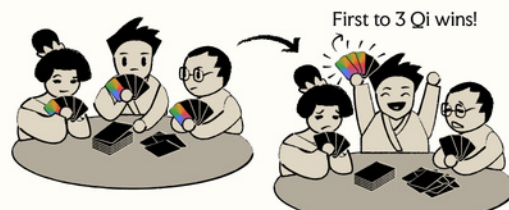
The Elemental Cycle balances each other by working like rock paper scissors, but with 5 elements:

- Fire** → melts **Metal** and burns **Wood**
- Wood** → breaks **Earth** and absorbs **Water**
- Water** → extinguishes **Fire** and rusts **Metal**
- Earth** → dams **Water** and smothers **Fire**
- Metal** → cuts **Wood** and drains **Earth**

HOW IT WORKS

Welcome to the game of Cyclémental! The rules are pretty simple: Be the **first to collect 3 Qi cards** to win the game!

You play the game by putting the deck face down and taking turns to try to steal Qi cards from each other. You can do this by using your cards to launch an **Attack**, perform a **Combo**, or cast a **Spell** on each other. Or if you're lucky, you might even draw a Qi card for free from the deck!



Qi cards



- When drawn, Qi cards enter your hand like any other card
- Qi cards cannot be used as elemental cards or discarded voluntarily.
- Qi cards' backs are **distinct** so everyone can see
- If you hold **3 Qi cards** at the start of your turn, declare it and you win!

SETUP

- Remove all Qi cards from the deck.



- Deal **5 cards** to each player from the deck plus **1 Qi card** as starter (6 cards total). Keep your hand secret!



- Shuffle the leftover Qi cards back into the deck. This is now your Draw pile.



- Make sure there's also space for the Discard Pile. You'll need it after using your cards on your turn!



- Pick a player to start and go in a clockwise direction. The game can now begin!

TIPS

- For 2 players, insert 2 Qi cards into the deck (4 Qi cards in play)
- For 3 players, insert 3 Qi cards into the deck (6 Qi cards in play)
- For 4 players, insert 3 Qi cards into the deck (7 Qi cards in play)
- For 5 players, insert 3 Qi cards into the deck (8 Qi cards in play)

ON YOUR TURN

- Play a card/s from your hand by placing it **FACE UP** on top of the Discard Pile. If you don't want to play any card on your turn, that's fine! Just draw a card from the Draw Pile and end your turn.



- The cards with Elemental Creatures can be played to **Attack** or perform **Combos**. Meanwhile, playing **Spell** cards activates powerful effects. These are the key to getting Qi cards from other players!



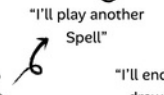
Single = Attack Double / Triple = Combo No element = Spell

- On your turn, you can do ANY combination of the following in any order:
 - ATTACK** another player (if you win, they give you a card!)
 - COMBO** (more powerful but **ONLY ONCE PER TURN**)
 - SPELL** (has unique effects that could turn the table!)

- This means you can choose to just attack on your turn. Or you can chain attack, combo, then spell. Or multiple attacks and multiple spells. Or if you have no good cards, you can just end your turn by drawing a card.

- Finally, end your turn by drawing a card.

EXAMPLE TURN



TIPS

- If the Draw Pile has no more cards, gather all the Discard Pile and shuffle back into a new Draw Pile.
- There is **no maximum or minimum hand size**. If you run out of cards, you can still keep playing. Just draw a card on your next turn.

A

ATTACK

A successful Attack forces your opponent to give you 1 card from their hand. This helps you to accumulate more while reducing your target's hand. However, beware that Attack can be countered by the element it is weak against!

- For example, let's say you attack a target with **Fire**.



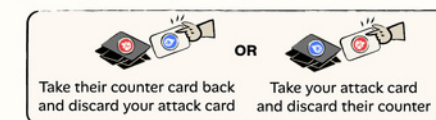
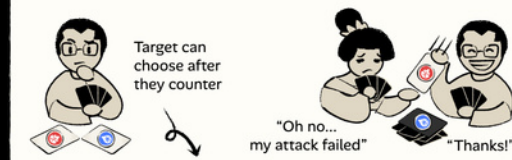
- If your target cannot counter, this means your attack is successful! You **keep** your attack card (instead of discarding) and your target also needs to **give you 1 card** of their choice.



- However, if your target has **Water** or **Earth**, they can **counter** your Fire attack.



- This means they get to **choose** between getting their Water card back to their hand, **OR** taking your Fire attack card. The other card gets discarded. **You cannot counter back!**



BASICALLY

Attacking helps you to get more cards if successful, but there is always a risk of getting countered!



YOU: +2

TARGET: -1



YOU: -1

TARGET: +1

- Attacks may also be countered by Spells or Combos.
- You **cannot** counter with the same element.
- Check the element weakness and strength on the card!

B

COMBOS

You can play Doubles or Triples combos to trigger special effects unique to each element. Combos can only be countered using Spell Cards and not other hand combos (except for Earth's Petrify). After playing a combo, discard the cards used.

**Ignite**

Force a target to give you 2 cards of their choice

**Inferno**

Force a target to give you half their hand (rounded down), their choice (exclude Qi)

Example: A target with 10 cards needs to give you 5 cards. However, if they have 11 cards, they still give you 5 cards (rounded down)

**Ripple**

Reveal target's full hand to yourself, take 1 card of your choice (exclude Qi)

**Vortex**

All players pool their hands (exclude Qi), then shuffle, and redeal evenly. Leftover cards go to you.

Example:

- You and your friends have 5, 4, and 7 cards respectively.
- You play Vortex so you only have 2 cards left (uses 3 cards)
- Then gather $2 + 4 + 7 = 13$ cards into a pool then shuffle.
- Redeal 13 cards back to 3 people. That gives 4 cards to each person with additional 1 card goes to you.

**Harvest**

Draw the top 2 cards from the deck to your hand

**Overgrowth**

Draw the top 4 cards from the deck to your hand

**Petrify**

Cancel an attack, combo, or spell targeting you. This combo cannot be played out of turn.

**Gravity**

Every player with more cards than you discards down to match you after using this combo (exclude Qi)

Example:

- You and your friends have 5, 4, and 7 cards respectively.
- You play Gravity so you only have 2 cards left (uses 3 cards)
- Your friends now need to discard 2 and 5 cards respectively so everyone ends up with 2 cards each to match you.

**Calibrate**

Look at and rearrange the top 3 cards of the deck. Take 1 card into your hand.

**Transmute**

Look through the entire discard pile. Take any 3 cards into your hand.

**Qi Mastery**

Lastly, when you have one of each element, you can demand 1 Qi card of your choice from any player! Be careful of getting Nullified though!

FUN FACT

Did you know? Combos are inspired by the element's nature:

- Fire** → Destructive, aggressive, passionate → **Discard**
- Water** → Fluid, revealing, adaptive → **Intel**
- Wood** → Growth, accumulation, patience → **Draw**
- Earth** → Rigid, immovability, determined → **Defence**
- Metal** → Precision, control, cunning → **Deck manipulation**

C

SPELLS

Spell cards can be played freely on your turn without spending elemental cards. Discard Spell cards after activating their effects.

**Nullify**

"Cancel any single Attack, Combo, or Spell targeting you. This card can be played out of turn."

- You can Nullify a Nullify to negate it, and so on
- You can Nullify any player at any time even if it's not your turn
- Nullify and Double Earth's Petrify are almost the same, except Petrify cannot be played out of turn.
- You cannot Nullify someone's turn (use Freeze instead)

**Red pocket**

"Draw 2 cards from the deck to your hand."

**Wheel of Karma**

"Choose a player. You and that player swap hands (exclude Qi)."

**Ancestral Offering**

"Retrieve any 2 cards from the discard pile into your hand."

- These can be any cards, including elemental creatures, and Spell cards

**Hotpot**

"Player with the largest hand must give cards to the smallest hand until equal (exclude Qi). If the difference is odd, the larger hand keeps the one extra."

FOR EXAMPLE

- You have 2 cards and target has 10, making it **12** total cards between you both. They need to give you **4** cards so you and target should have **6** each.
- You have 3 and target has 10, making it **13** total. They need to give you **3** cards so the split will be **6** for you and **7** for the target.

- Do not include Qi cards in the calculations
- This card acts as an equaliser so beware all hoarders!

**Deflect**

"Redirect any Attack, Combo, or Spell targeting you onto another player of your choice instead."

- You can deflect a Nullify / Petrify combo back to the caster.
- For example, if you Attack a target and they Nullify it, you can play Deflect to bounce their Nullify back to them. This effectively unblocks your original Attack.
- You cannot block Spells or Combos that do not target you. For example, if someone plays Red pocket to draw a card, there is nothing to deflect.
- Likewise, if someone plays a hand combo that affects everyone like Vortex or Gravity, you also cannot deflect it as there is no one to deflect to

**Freeze**

"Discard 1 card, then choose a player. Their turn is skipped entirely. This card can be played out of turn."

- Frozen player cannot do anything for one turn, including drawing a card
- This card can be countered by another Spell like Nullify or Deflect, or through hand Combo like Petrify.

**Devour**

"Discard 1 card, then choose a player. They must give you 2 cards of their choice."

- If the player has no cards in hand, they must give their Qi/s

SPECIAL CARDS

But wait, there's more! Some creatures have special effects that make them unique from the others.

Doubles

Doubles count as 2 instead of 1. This makes it easier to combo! However, they **cannot** be used for Qi Mastery.

1 Weakness

Some creatures are only weak to 1 element instead of 2, making it perfect for attacking as they are hard to counter.

Attack effect

Some creatures have an additional effect when you attack with them (provided the attack is successful). Check the instructions on the card for more details.

