

HOW IT WORKS

Welcome to the game of Cyclémental!

The rule's pretty simple: Be the **first to collect 3 Qi cards** to win the game! Use Elemental Creatures to Attack, perform Combos, or cast a Spell to take Qi cards of other players. Or if you're lucky, you might draw a Qi card for free!

SETUP

1. Remove all 8 Qi cards from the deck
2. Deal 5 cards to each player and 1 Qi card as starter (6 card total). Keep your hand secret but you can place your Qi down.
3. Shuffle the additional Qi cards into the deck. The game can now begin.

Qi cards 8 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' back are **distinct** so everyone can see
- Qi cards can be stolen through Attacks, Combos, and Spells.
- If you hold **3 Qi cards** at the start of your turn, declare it and you win!

TIPS

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

ON YOUR TURN

Start your turn by doing any of the following in any order:

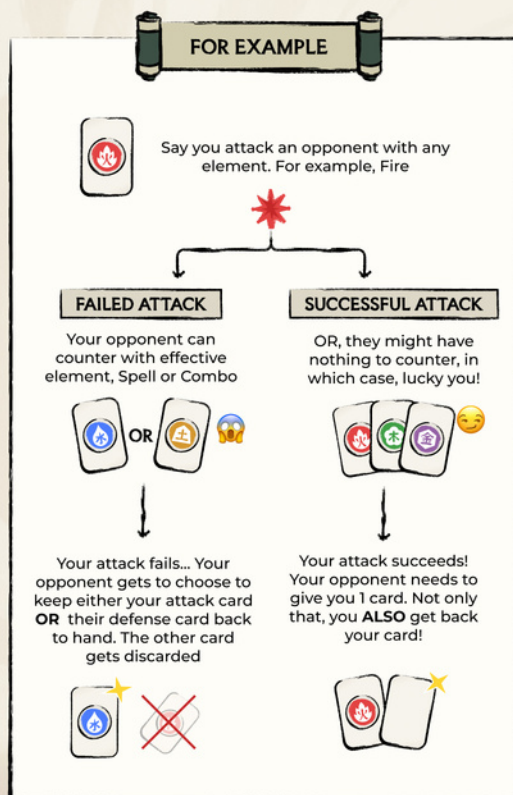
1. **Attack** another player
2. Play a **Hand Combination** (only once per turn)
3. Cast a **Spell** Card

Then, **end** your turn by **drawing** a card

1 ATTACKING

Attacking lets you take a card from an opponent if it succeeds. To attack, choose 1 Element Card (any) and declare your attack on a target player. Your opponent may counter with 1 card of an element that beats yours, if they have one.

- For example, let's say you attack with **Fire**, your target might defend themselves by playing **Water** or **Earth** card (see elemental cycle)
- If **countered successfully**, the defender can **choose** between keeping their counter card **OR** your attacking card. The other card is then discarded. You cannot counter back
- If **not countered**, your target has to **give you 1 card** of their choice. Your attacking card **also** returns to your hand
- Attacks may also be countered by Spell Cards or Hand Combos



2 HAND 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

Ignite. Force target to give you 2 cards of their choice



Ripple

Ripple. Reveal target's full hand to everyone, take 1 card of your choice excluding Qi



Harvest

Harvest. Draw the top 2 cards from the deck to your hand



Petrify

Petrify. Cancel an attack, combo, or spell targeting you



Calibrate

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



Qi Mastery

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!



Inferno

Inferno. Force target to give you half their hand (rounded down), their choice



Vortex

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



Overgrowth

Overgrowth. Draw the top 4 cards from the deck to your hand



Gravity

Gravity. Every player with more cards than you discards down to match you after using this combo.



Transmute

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

FUN FACT

Did you know? Combos are designed and inspired by the nature of the elements:

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

3 SPELLS

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



Nullify 4 cards

"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
- Yes, Nullify and Double Earth's Petrify is the same!
- You cannot Nullify someone's turn (use Freeze instead)

Hotpot 4 cards

"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 be careful of hoarding too much

Red pocket 4 cards

"Draw 2 cards from the deck to your hand"

Wheel of Karma 2 cards

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

Ancestral Offering 2 cards

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

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

Deflect 2 cards

"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, the target Nullified you, then you play Deflect, it Nullified back the target, effectively unblocking your original Attack.
- You cannot however block Spells or Combos that does 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

Devour 2 cards

"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 card/s.

Freeze 2 cards

"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.

SPECIAL CARDS

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

DOUBLE 1 card per element (total 5 cards)



Doubles count as 2 instead of 1. This makes it easier to unleash powerful hand combos!

- Double elemental creatures **cannot** be used for Qi Mastery. To use Qi Mastery, elements must be balanced (1 each).

BLOCKER 2 cards per element (total 10 cards)

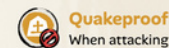
Blockers are only weak to 1 element instead of 2. They are perfect for attacking as they are hard to counter.



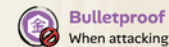
When attacking, this creature cannot be countered by Fire.



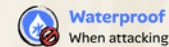
When attacking, this creature cannot be countered by Wood.



When attacking, this creature cannot be countered by Earth.



When attacking, this creature cannot be countered by Metal.



When attacking, this creature cannot be countered by Water.

STRIKER 2 cards per element (total 10 cards)

Strikers makes successful attacks more rewarding with special effect unique to their elements.



If attack is successful, target discards an additional 1 card



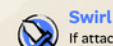
If attack is successful, draw an additional 1 card



If attack is successful, the next attack on you is cancelled



If attack is successful, take 1 card of your choice from the discard pile



If attack is successful, target gives you 1 additional card of their choice.



Cyclémental

FIELD GUIDE



THE ELEMENTAL CYCLE

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

- Fire** → burns **Wood** and melts **Metal**
- Wood** → breaks **Earth** and absorbs **Water**
- Earth** → holds **Metal** and extinguish **Fire**
- Metal** → carries **Water** and cuts **Wood**
- Water** → quenches **Fire** and dissolves **Earth**