

# PSYCLE



## 1. Overview

In this game, each player plays one card from their hand and compares the numbers of the cards. You will score points if your card is stronger than your opponents' cards. The key point of this game is to predict the cards your opponents will play and outsmart them. However, they will try to outsmart you too. So, at the end of your circling thoughts, which card will you play?

## 5. Goal of the game

Players play a multiple number of Psyces, each consisting of 5 rounds of games. In each round, players can score points depending on the cards played. The player who collects the most points in 5 rounds wins the Psyche and receives a victory tile. The first player who collects 2 victory tiles is the final winner.

## 6. How to play

- At the beginning of each round, reveal the top tiles of target tile deck and bonus tile deck, and place them next to the decks. These two tiles indicate the bonus of the round.
- In the subsequent rounds, arrange the new tiles next to the tiles of the previous round.
- Each player chooses 1 card from their hand, using the bonus of the round and the remaining numbers of resource gems of the other players as clues, and place it face-down in front of them.
- If the rank of a card is more than the number of resource gems you own, you cannot play the card.
- After everyone has played a card, reveal them all at once and proceed to "7. End of a round".

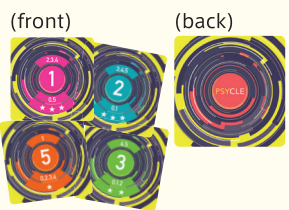
Example of a 3-player game:



## 2. Components

■ 24 cards

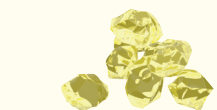
A set of 6 cards are used as a player's hand. Win/lose is determined by the cards that are played.



4 sets in 4 colors  
1 set: 6 cards (1 each of "0"- "5")

■ 50 resource gems

Resource gems are used to pay costs to play cards during the game.



■ 1 point track

Place point trackers on the point track to track points scored during a Psyche.



■ 5 target tiles

(front) (back)



■ 5 bonus tiles

(front) (back)



If you win a round with a card that has the same number as the target tile, you will receive a bonus point of the bonus tile.

■ 6 victory tiles

Take 1 victory tile when you win a Psyche.



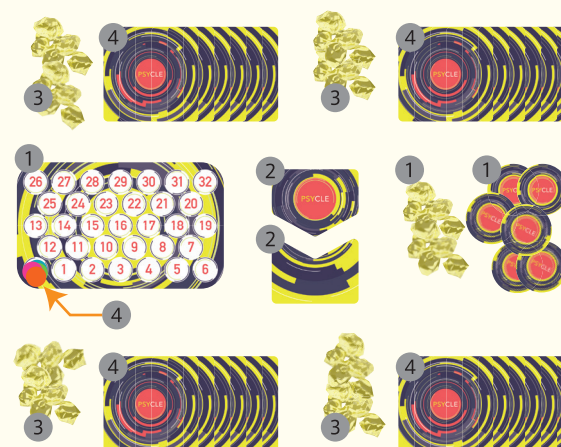
■ 4 point trackers



1 each of 4 colors

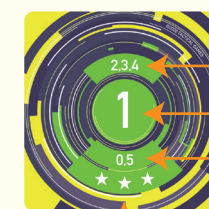
## 3. Setup

- Place point tack on one side of the play area. Gather resource gems and victory tiles separately in a pile on the other side.
- Shuffle target tiles and bonus tiles and place them separately in a face down deck at the center of the play area.
- Each player takes 10 resource gems from the pile, which are used as resources each player owns at the beginning of a Psyche.
- Each player chooses 1 color to play and takes a set of 6 cards (0-5) of the chosen color. Then, each player places their point tracker on "0" of the point track. Return any remaining set(s) of cards and point tracker(s) to the box.



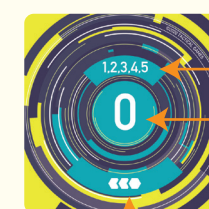
## 4. How to see cards

"1" - "5" cards



- Stronger cards ("1" loses against "2", "3", "4".)
- Number of the card / cost required to play the card (When you play "1" card, you need to pay 1 resource gem at the end of the round.)
- Weaker cards ("1" wins over "0", "5".)
- Winning points of the card (You get 3 points when winning a round with "1" card.)

"0" card



- Stronger cards ("0" loses against all cards other than "0".)
- Number of the card (No cost is required to play "0" card.)

While "0" loses against "1"- "5", when you play "0" card you receive as many resource gems as the number of the card which is the largest among the cards played in the round from the supply.

Example of a 4-player game:



- A: gets 3 points by winning over B with "1" card.
- B: gets no point for no win, but takes 4 resource gems by "0" card.
- The largest number among the all played cards is 4.
- C: gets a total of 7 points by winning over A and B with "2" card.
- D: gets a total of 3 points by winning over A, B, C.

## 9. End of a Psyche

A Psyche ends when the 5th round ends. If you have any remaining resource gem(s), add -1 point for each gem that remains. The player with the highest points is the winner of the Psyche and receives 1 victory tile.

- In a 2-player game, if there's a tie, no one takes a victory tile and start over a Psyche.
- In a 3- or 4-player game, if there's a tie, each top player receives 1 victory tile.

## 7. End of a round

- Each player returns as many resource gems as the number of the card they played to the pile. Those who played "0" card take proper number of resource gems from the pile.
- If the number of remaining resource gems becomes 0, you can only play "0" card in the next round.
- Compare the numbers of the played cards. Winning player(s) move their point trackers for the points they get.
- Do not move your point tracker if you didn't win over any player.
- If your points exceed 32, track your points in any way other than the point track.
- Each player returns the played card to their hand and start the next round.

## 8. How to score points

If your card wins over other card(s), you get the points of your card (indicated by the number of ★) multiplied by the number of card(s) lost to your card. Additionally, if the number of your card is the same as the target tile of the round, you get bonus points of the bonus tile (indicated by the number of ★).

Example of a 2-player game:



- A: gets a total of 4 points by winning with "3" card.
- B: gets no point for no win.

## 10. Prepare for a next Psyche

After the previous Psyche ends, gather target tiles and bonus tiles and set them as in the step ② of the game setup. Reset point trackers to "0" of the point track. Each player takes resource gems from the pile until they have 10 gems. Start the next Psyche.

## 11. End of the game

If a player has 2 victory tiles at the end of a Psyche, the game ends and the player with 2 victory tiles is the winner.

If more than 1 players collect 2 victory tiles at the same time, which happens when more than 1 players receive victory tiles at the end of a tied Psyche, the players share the victory.

To get updates on PSYCLE, visit <http://tactical-games.net>

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NOT A CHILDREN'S TOY  
AGE 14+  
HOBBY GAMING PRODUCT

TACTICAL GAMES

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