

EMPEDOCLE

KYKLO

Livret de Règles / Rulebook



Alexis Suard

PPTALKS

ENGLISH

2-5 players / 10+ / 45 minutes

The EMPEDOCLES cycle is still not broken, and the Terrestrial World is still unstable. With a better control of elements, would you succeed in getting rid of Hatred and stabilize the Terrestrial World in Love?

Content

- 5 small and big gems
- 1 rulebook

This expansion needs EMPEDOCLE board game components and gems of EMPEDOCLE Boon expansion.

Introduction

This rulebook introduces the rules of **Kyklo**, an expansion of the EMPEDOCLE board game.

This expansion adds a new play method through tiles choice during phase 1 (Strife) and avoid eliminations linked to the secret choices of the dices in base version. The specific rules are framed in yellow.

Goal – Victory condition

A player wins the game when he gets rid of all his Hatred fragments (black tokens).

Game concepts

All components of EMPEDOCLE board game are used by this expansion, except white dice cups. They are associated to the same concepts than for the base game.

The players are the primary strengths who participate in the balance of the cycle. On behalf of the Great Architect, each of them tries to get rid of their Hatred in order to stabilize the Terrestrial World in Love.

Dices are only used if a player chooses the Whirl tile.

Boon white gems are now used during players positioning on the tiles. This energy is still called the second chance.

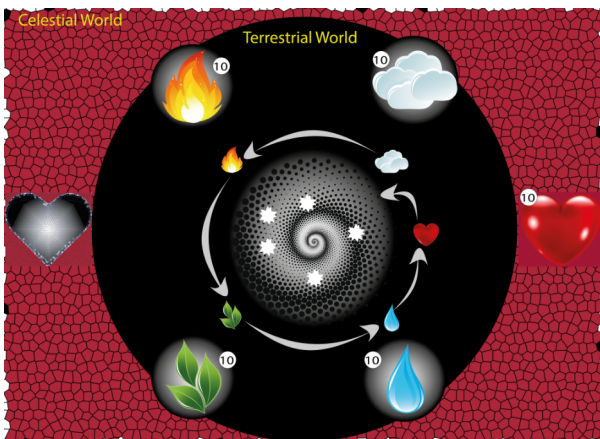
The big gem represents the strength itself controlled by the player. The small gem allows a player to remember his color.

Setup

The setup is similar to EMPEDOCLE board game.

- a) The Whirl tile is put at the center of the table.
- b) The 4 element tiles are always setup around the Whirl tile, in this order: Air, Fire, Earth and Water anticlockwise. The Aether and the Serenity star tiles are placed outside the circle formed by the other tiles, the first between Air and Water, and the second between Fire and Earth. The element symbols on the Whirl tile help you to settle the game.
- c) We put a total of tokens equal to 2 times the number of players on each element tile: Air (white), Fire (yellow), Earth (green), Water (blue) and Aether (red).

d) All players take one dice, 2 white gems and 2 or 3 (longer game) black tokens that they put on their black Heart tile.



Each player takes the big and the small gems of the same color.

Note: you can use two dices for all or one dice per player.

e) Players can choose the angriest player who takes the Lightning stone at the first round. He is the first player.

f) The Celestial World dice and the Cylinder are given to the first player.

g) One white gem per player is put on the Whirl tile.

Starting from the first player and then anticlockwise, each player chooses an element tile and puts his strength (big gem) between that tile and the next element tile anticlockwise. Some players can choose the same tile.

The small gems always stay in front of each player as a reminder of their color.

Rules

This chapter describes the rules for 3 to 5 players.

The 2-players rules are described after this chapter. There is no solo mode.

Round description

One round is an Empedocles cycle.

Each round will be played in 3 phases:

- Strife: choose a tile to take position on one element or to take an element by chance before the other players.
- Attraction: take an element and make some exchanges.
- Union: get rid of Hatred if you have unified the 4 elements Air, Fire, Earth, and Water.

Round details

Phase 1) Strife

1.1) Whoever disposes of the Cylinder, rolls the Celestial World dice. This dice stays under the Cylinder unknown to all players.

1.2) Starting from the first player and then anticlockwise, each player can move his strength to the next tile in the order displayed on the central Whirl tile (Air, Fire, Earth, Water, Aether, and then Air again) or can move to the Whirl tile directly. If a player starts from the Whirl tile, he can move to any free tile.

By playing one or several Boons, he can move of one or several more element tiles, even through a tile already chosen in this round. In such case, each Boon is put on each intermediate element tile.

A player can't stay on the same tile if another tile is available, with or without Boon. In case a player could not reach any tile, he would stay on the current tile and would put his strength on it.

If a player stops on an element tile (not the Whirl tile) with at least one Boon, he can get one or he can play that Boon immediately to move to the next tile.

A player can't stop voluntarily at a tile already chosen during the round.

1.3) Once all strengths are placed, if a player has chosen the Whirl tile, he rolls his dice. Then the player puts his strength and this dice on the designated tile and takes the element; it's called the Whirl strength like in EMPEDOCLE game.

1.4) He can take one Boon if some is available, whichever tile he goes.

1.5) If the tile was chosen by another player, that player rolls another dice and moves his strength to the designated tile. He can take one Boon if some is available.

Note: the EMPEDOCLE rule that could lead to a general defeat for all players, if all of them choose the Whirl side, is not applicable here.

Phase 2) Attraction

2.1) If two players are on the same tile, they can't take anything.

Otherwise, each player, except the one already served, will take an element or a Boon while respecting the EMPEDOCLE rules.

Golden rules of EMPEDOCLE are applied:

Elements are always taken in the order described on the central tile: Air, Fire, Earth, Water and Aether.

A player can never have more than 2 identical elements Air, Fire, Earth, Water and more than one Aether after the Attraction phase. Otherwise, he needs to exchange two terrestrial elements against one Aether or two Aethers against one element. He can also exchange two useless elements while respecting the same rule.

Only one player can unify all the four elements Air, Fire, Earth, and Water during a round. The first who unifies them prevents other players to do it during that round.

The player who chose the Whirl tile at the beginning of the round may have unified the 4 elements before the others since he was served first.

The Celestial World dice is revealed once elements are taken. It will provide a second element or a Boon to a player that is alone on the tile designated by the dice.

It's possible to unify the 4 terrestrial elements after an exchange or a double exchange only if nobody else unified them during the round.

Note: There is no more a second method to get rid of Hatred.

Phase 3) Union

3.1) If a player has unified the 4 elements of the Terrestrial World, Air, Fire, Earth, and Water, he gets rid of Hatred by one fragment on the Serenity Star and takes or keeps the Cylinder and the colored dice. We can refer to victory condition.

If the game is not finished, he puts back the 4 elements to their tile while keeping the doubles and the potential Aether.

Other players keep their elements.

3.2) If an element tile is empty, each player refills that tile while discarding the associated element.

3.3) Players prepare the next round.

Players put their strength between the tile they were located, to release it, and the next element tile to identify their new starting point. When they leave the Whirl tile, they put the strength between it and the Serenity star tile.

The Lightning stone is given to the next player anticlockwise and a new round can start.

2-players rules

Each of the players takes control of 2 strengths and their tile. Each strength is played separately but this mode allows more strategic games because a player can seek to block one of the other player's strength with one of his strength while being able to take a lower priority element and to unify the 4 elements with the other strength.

The victory of one of the strength gives victory to the team.

Contributors

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Special Thanks

I'd like to thank my friend Jean-Marc for his feedback on this expansion. Thanks to Prince Kumar for his review of the English rules.

Thanks to all players who have always tested this game with a good mood during festivals.

And a big thanks to the first buyers of the EMPEDOCLE board game. This mini expansion will be offered to them if they request it.

EMPEDOCLE Kyklo is a mini expansion published by POPTALKS included in the base game

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EMPEDOCLE

KYKLO

2 - 5  / 10+ / 45 minutes



Attention !
Ne convient pas aux enfants
de moins de 3 ans. Petites
pièces. Risque d'étouffement.

Warning! Choking Hazard!
Not suitable for children
under 3 years old
due to small parts.