

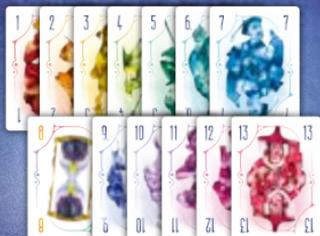
LOOP

Rules



Components

78 cards numbered 1-13
(6 of each number)



1 score pad



6 scoreboards
(5 blues and 1 golden)



1 Value token



42 wooden markers
(7 pieces in each of the 6 colors)



Overview & goal of the game

Loop is a shedding-type game in which cards are only dealt once. By the end of each game, you'll have played one round with each of the hands dealt.

To win the game, you'll need to score more points than your opponents.

Game components & setup

- 1 Prepare the deck of cards as required for the player count:
 - If there are 6 players, shuffle all the cards in the deck.
 - If there are 5 players, return all cards marked with a 6+ symbol to the box. Shuffle the remaining cards.
 - If there are 4 players, return all cards marked with a 5+ or 6+ symbol to the box. Shuffle the remaining cards.

Deal 13 cards face down to each player.

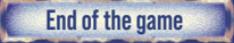
- 2 Take as many scoreboards as players, and include the golden board. Give one to each player at random. Return the remaining boards to the box.



- 3 Each player chooses a color, and takes as many pieces in that color as the number of players + 1 [for example, if there are 4 players, take 5 pieces. You have one extra piece to help you remember your color]. Keep them in front of you, and return the rest to the box.
- 4 Place the Value token in the center of the table, with the  side face up.



How to play

Play as many rounds as there are players. Score the most points by playing all your cards before your opponents can! Once you have played the final round, proceed to the  .

PLAYING A ROUND

Round setup

Flip the Value token so the  is face up (if it was flipped in a previous round).

Look at the cards you have been dealt (or received from your neighbor); these make up your hand. **Choose 2 of your cards and place them face down** to the right of your board. You won't be playing them this round. You will now have 11 cards left in your hand.



Playing your cards

Take turns clockwise, starting with the player who holds the golden board .



On your turn, play a combination of cards that meets the requirements set, and beats the other combinations already in play (see below). Play your cards into your playing area, next to the combinations you have already played.



PLAYING A COMBINATION

If no one has any cards in their playing area:

You can play any combination from your hand into your playing area (see **COMBINATION TYPES** below). This combination sets the type and number required for subsequent combinations.

COMBINATION TYPES

- | | |
|----------------------------|-------|
| ● A single card | 10 |
| ● 2 to 4 identical cards | 2 2 |
| ● 2 to 4 cards in sequence | 3 4 5 |

If a player has one or more cards in their playing area:

You must play a combination that meets the requirements, or choose to pass.

Your combination must:

- Match the combination type
- Contain the same number of cards
- **Beat the other combinations already in play**
(see **BEATING A COMBINATION**)



BEATING A COMBINATION

If the Value token is showing the  side, your combination must contain **at least one card with a higher value** than the ones in the combination to be beaten.



If the Value token is showing the  side, then your combination must contain **at least one card with a lower value** than the ones in the combination to be beaten.



Example

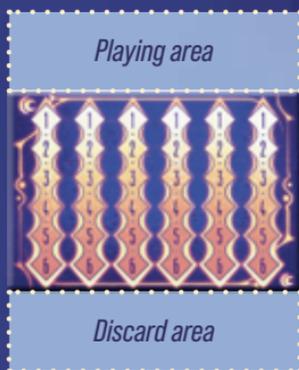
VALUE TOKEN	COMBINATIONS TO BEAT	POSSIBLE COMBINATIONS
	10	13
	2 2	7 7 OR 10 10
	9 10 11	4 5 6 OR 8 9 10
VALUE TOKEN	COMBINATIONS TO BEAT	COMBINATIONS NOT PERMITTED
	3 3 3	2 2 <i>(Not the same number of cards)</i>
	3 4 5	6 6 6 <i>(Not the same type of combination)</i>

PASS

If you can't or don't wish to play a combination, you can skip your turn. Passing does not mean leaving the round; you stay in the game. When it's your turn again, if someone else has played in between your turns, you can play again.

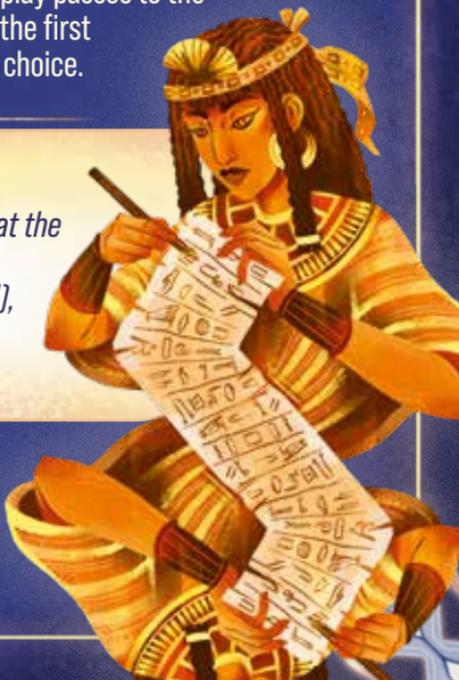
If you played a combination, **but all your opponents then pass**, follow these steps:

- Each player moves the cards in their playing area to their discard area [face down].
- You are now the first player. There are no cards in any of the playing areas, so you can play a combination of your choice (this combination sets the new combination type and number—see page 5).



If you have no cards left in your hand, play passes to the player on your left. They now become the first player and play a combination of their choice.

IMPORTANT: You must not combine or redistribute the hands of 13 cards dealt at the start of the game. Since you play your 11 cards in front of you (above the board), and discard them below, your cards always remain around your board.



Once you have played all your cards, you're out of the current round. Immediately place a wooden marker of your color on your scoreboard, in the column for the current round and on the corresponding line:

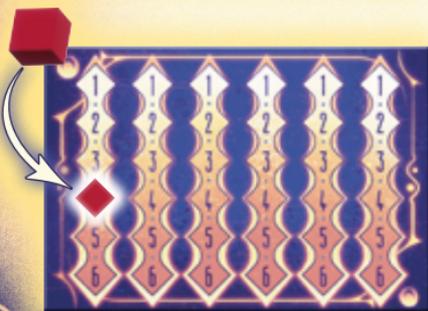
- If you're the first to play all your cards, place your marker on the first line.
- If you're second, place your marker on the second line.
- Continue likewise.

When only one player is left in the game, that player immediately places their marker on the final line (for the player count). **The round ends:** Proceed to **End of the round**.

Example



During the first round, Turquoise finished 3rd and therefore places their marker on space 3.



During the first round, Red finished last (of 4 players) and therefore places their marker on space 4.



PLAYING AN 8

If the combination you play includes an 8 (whether as a single card or with other cards), all your opponents must skip their next turn. Each player clears their playing area. There are no cards in any of the playing areas, so you can play a combination of your choice again. When included in combinations, 8s must still be played in the same way as the other cards.

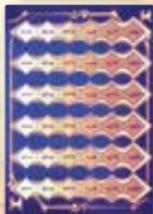
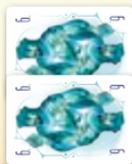
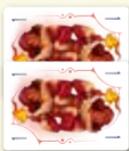
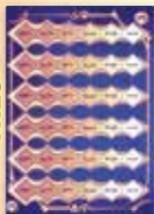
On your turn, before playing any cards, if you set one aside at the start of the round, you can use an unrevealed 8 from the two cards you set aside. If you do, flip the token in the center of the table: If it was on the  side, flip it onto the  side (or vice versa). Now your combinations must contain lower cards to beat other combinations (or vice versa). You can only reveal an 8 if you can play cards after doing so.



Example

Theo plays a pair of 1s. The token is on the  side, so no one can play a lower combination. However, Molly reveals an 8 that she placed to one side at the beginning of the round. She flips the token to the  side, which means she can play a pair of 6s.

THEO



MOLLY

End of the round

The round ends when everyone has placed a marker on their current board in the column for the current round. If you have played as many rounds as there are players, proceed to the **End of the game**. Otherwise, complete the following steps:

End of the game

- 1 Reform your hand with all of your cards (including the two cards set aside).
- 2 Shuffle your 13 cards.
- 3 Pass your board and hand of cards to the player on your left. *Each board is linked with a single hand of cards for the entire game.*
- 4 Start a new round by following the instructions on page 4—Round setup.



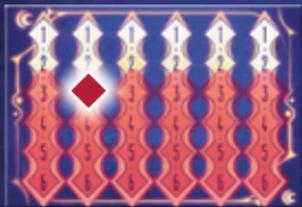
End of the game

The game ends when you have each played each hand once (i.e. the hands have gone around the table with their respective boards once).

Use the score pad to note down everyone's points.

For each board, score your points as follows:

A marker scores as many points as:



The number of markers
on the same line

+

The number of markers
below it.

Do this for all markers.

The player with the most points wins the game. In the event of a tie, play again!

FINAL SCORING EXAMPLE

On this board,  is alone on its line = 1 point.
There are 3 markers below it = 3 points.
So $1+3 = 4$ points in total for .

 is also alone = 1 point.
And there are two markers below,
so $1+2 = 3$ points.

Finally,  and  are both on the
same line = they each score 2 points.
There are 0 markers below them,
so $2+0 = 2$ points.

The following chart shows the total
points scored by each player.





4

3

2

2



2

4

4

2



4

4

2

1



3

1

4

3

TOTAL

13

12

12

8

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