

ループ LOOP

🕒 15 min 🧑‍🎓 2-4



This is a shedding game in which the players race to get rid of their hands of cards. As a feature of the game, instead of shuffling and dealing cards at the end of each round, the players leave the cards they have used on the table and change seats. Thus, the players each use a hand of cards used by another player in the previous round. Will the result be the same as in the previous round? Or will something change somehow and lead to a different outcome?

Components

- 45 number cards (3 colors of "1" to "15")
- 4 Rank cards, 1 start player card, 1 rule sheet
- * Prepare a pen and paper or chips to keep track of scores

How to Play: Normal Round

1. Start the game with each player having **2 pt**. The players each receive 1 Rank card and place it in front of themselves with the Normal Round side face up.
2. The person who has most recently experienced **deja vu** is the initial start player. Otherwise, determine the start player in whatever way you like.
3. Shuffle the cards to form a deck and deal **11 cards** to each player. The remaining cards will not be used in this game, so put them aside face down in the center of the table.
4. The players each **pick 2 unwanted cards** from their hand and place them face down underneath the Rank card.
5. Players take turns clockwise beginning with the start player. The "leader", who plays the first card(s), can play any card(s) they like. **Same-number cards** can be played as a pair or three of a kind. **Consecutive number with the same color** can be played as a "sequence".

6. Subsequent players can only play **the same number of cards of higher numbers in the same manner**. If the leader plays a single card, subsequent players can only play one card each on their turn. After a sequence of cards is played, only a sequence of higher number cards can be played on each turn. The same applies to a pair and three of a kind.
7. The players each place the card(s) they play in front of themselves so that the cards **do not get mixed with other players' cards. (Important!)**
8. You can pass even if you have cards that can be played. Even if you pass, you can play again on your next turn. If everyone except you passes, you can still take turns to play card(s) as you like.
9. If everyone passes, the last person who played card(s) becomes the next leader and plays whatever card(s) they like.

10. The card **"8"** is a special card. If "8" is played, subsequent players cannot play any cards. The same applies to a pair or sequence of cards including "8".
11. If you placed a card "8" face down in Step 4, you can reveal it on your turn and announce **"Twist"**. From then until the end of the round, the card strength order is reversed with "1" being the strongest and "15" the weakest.
12. If "Twist" is announced again after that, the card strength order is **"twisted back"** to the normal order.
13. You can "go out" by emptying your hand of cards. Continue the game until only one player is left.
14. When everyone except the last player has "gone out", calculate the score. The players acquire points according to the order in which they emptied their hands, as follows.

	1st	2nd	3rd	4th
4 players	4 pt	2 pt	1 pt	0 pt
3 players	3 pt	1 pt	0 pt	
2 players	2 pt	0 pt		

Loop Round

15. In the next and subsequent rounds, **the players change seats** without while leaving the cards just played on the table. First, place the Rank cards in front of each corresponding player ("1st", "2nd" and so on) with the Loop Round side face up. Next, everyone stands up and the players in ascending order of their rank in the previous round each take the seat of their choice, starting with the person who came last. In a game with 3-4 players, please be considerate so that no one ends up taking the same seat as the previous round. The player who sits in the seat of the previous start player is the new start player.
16. Repeat Steps 4 to 13 with each player using the same hand of cards used by the player in that seat in the previous round.
17. The score calculation in the Loop Round differs between each seat. **Calculate the score according to the Rank card** in front of that seat.

The scores on the Rank card are calculated with the following formula: In addition to the basic score, compare your rank with the rank of the player who sat at the same seat in the previous round. Apply +1 pt for rising in rank by 1, +2 pt for 2. Conversely, apply -1 pt for descending in rank by 1, -2 pt for 2.

- * The total score will not go below 0 pt. Any score that goes below 0 pt in total counts as 0 pt.
- 18. Repeat the Loop Rounds and the game ends when someone scores **12 pt** in a 4-player game, **10 pt** in a 3-player game or **7 pt** in a 2-player game.

Long Game

Count each game as 1 set Continue the game until anyone wins 2 sets.

Note from the Author:
The normal game is designed to be short, so I recommend playing a long game comprised of multiple sets.

Optional rules

If three 8 cards are in a player's hand, that player must reveal it immediately, get 1 point, and re-deal all the cards.

Contact for Inquiries

<https://boardgame.web-saito.net/loop/>

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December 2023 First edition published

Special thanks to cooperated in the test play:
Tyra (SunnyBird), Shark, Bousi, Yog Akase, Kitsune Udon, K, XieXie, Shima, Masa, Yakou, Sumy, Mitton, Izumi, Qurage Daisuke Yamashita (Velocityyut), Yuichi Terada (Sumire-sha)