LEARN THE LOOP AND BREAK THE RULES

but before that... let's learn the rules and break the loop!

Content

Click the page number of each page to return to here.

1.0 Game Modes 1
2.0 Components & Terminologies 2
3.0 Summary & Player Area 4
4.0 Basic Mode Setup 6
4.1 Centre Board 7
4.2 Player Area
5.0 Game Flow (Basic Mode) 7
5.1 Start of Game
5.2 Starting the Turn
5.3 Optional: Achieve Goal 9
5.4 Optional: Play Favour 10
5.5 Optional: Spend Reputation 11
5.6 Optional: Non-binding Negotiation
5.7 Ending the Turn
5.8 End of the Game
5.9 Final Scoring
6.0 Favours & Goals 12
7.0 Competitive Mode 13
7.1 Setup Variation
7.2 Gameplay Variation
7.3 Event 14
7.4 Credit Card 15
8.0 Cooperative Mode 16
9.0 Solo Mode 17
10.0 Career Overview 18
11.0 Event Overview 21
12.0 Challenge Scenarios 24
13.0 Credits 25

1.0 Game Modes

There are 4 game modes in LOOP. The **Basic Mode** is recommended for beginners. View the detailed rules on each mode's specific page.

The win conditions vary, but all games end the same when A) Depletion is revealed, or B) Any player reaches 9; The game ends after the final round is finished.

		Advanced Modes		
	Basic P.6	**Competitive** P.13	**Cooperative** P.16	**Solo** P.17
Setup				
Career	Intern Only	Any	Remove	Remove
Starting No. of Goals	Random 3	Random 3	Random 3	Random 4
Favour	Red Only	Red Only	Red Only	Blue Only
Starting No. of Favours	Positional P.7	Positional P.7	1 of Each Type	All 5
Event	✗	All	Remove	Remove
Credit Card	✗	✓	✓	✓
Gameplay				
When you play a Favour, it is...	...given to the target player.	...given to the target player.	...placed in a row below the Goals.	...placed in a row below the Goals.
Burn the top Material	✗	✗	Per Round	Per Turn
Final Scoring				
Depletion Penalty P.11	✓	✓	✓	✓
Landfill Penalty P.11	✓	✓	✓	✓
Debt Penalty P.11	✗	✓	✓	✓
Win Condition				
	The player(s) with the most wins.	The player(s) with the most wins.	Win if all players reached Happiness 8 or above.	Win if you reached Happiness 8 or above.

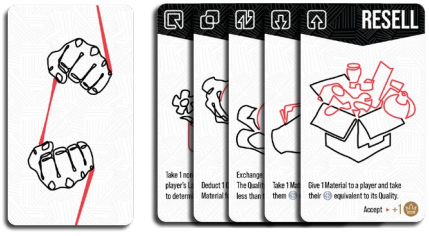
2.0 Components & Terminologies

Terminologies are capitalised, and "they" is used as a generic singular 3rd person pronoun.

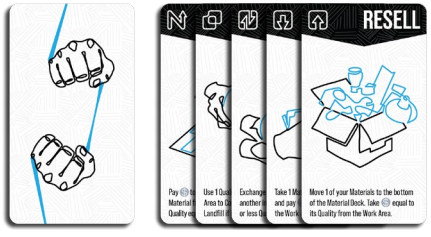
2.1 Base Game

Material x 30

Activity x 30



Red Favour x 30



Blue Favour x 5

Goal x 18

Event x 30

Career x 20

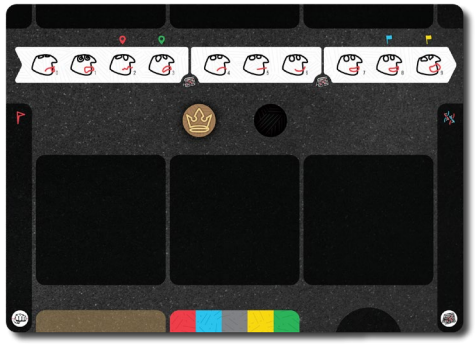
Quick Start Guide x 6

Credit Card x 9

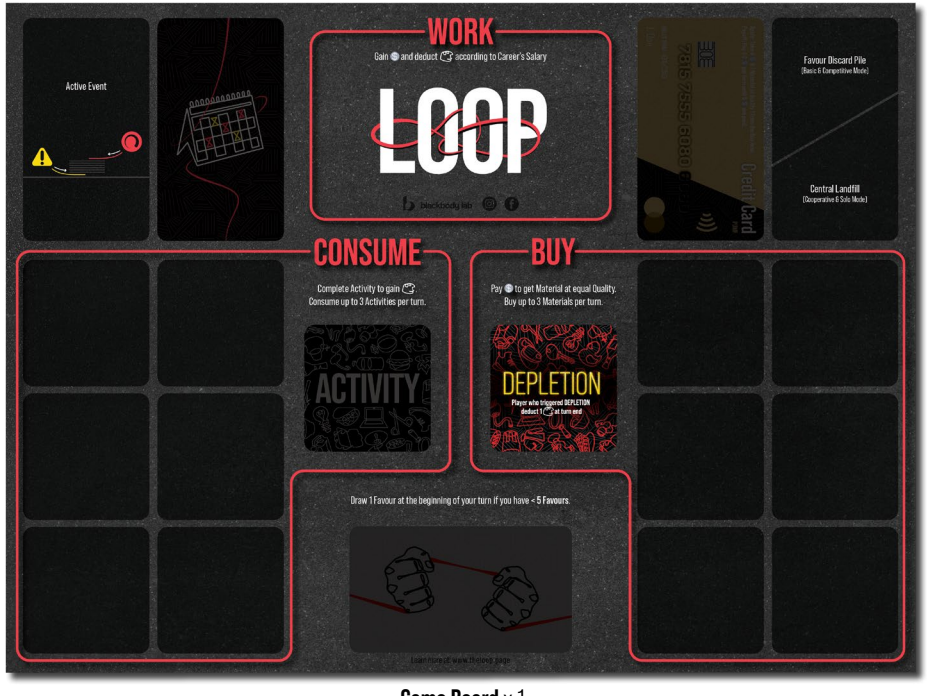
Coin x 54

Happiness Marker x 6

Reputation x 6



Player Mat x 6



Game Board x 1

2.2 The Future Expansion *(Sold Separately)*

Futuristic Careers x 6
New Challenges x 7
Special Events x 9

2.3 Solo Story Campaign *(Sold Separately)*

Manga x 1 (56pp)
Solo Challenges x 4 levels

3.0 Summary & Player Area

Goal
There are 18 different Goals. Start the game with 3 random face-up Goals (Basic Mode). Achieve Goals by fulfilling their requirements with the 3 Activities you kept on your Player Mat. Achieved Goal will be flipped face-down.

Material
5 types, 6 each, 30 in total. You may keep unlimited Materials.

Starting Happiness
Intern starts the game at Happiness 3.
Other Careers start at Happiness 2.

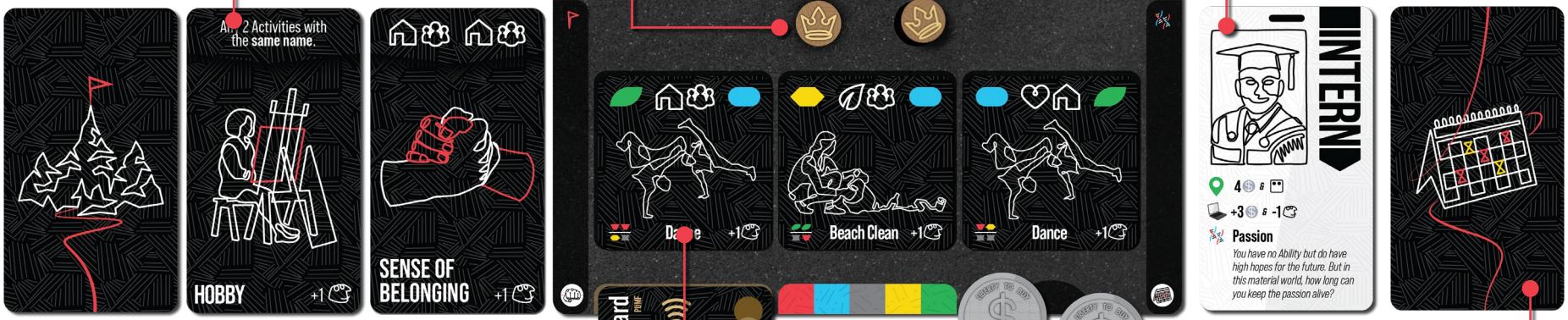
Reputation
You may keep up to 2 Reputations.
Flip the token to cover the icon to indicate your Reputation.

Quality
The white dots at the top indicate the Quality of a Material.

Happiness Marker
Use this Marker to track your current Happiness (score).
The starting player uses the **golden** side (P.3).

Objective
Reach Happiness 9 to win (P.11).

Career
Play as an Intern in the Basic Mode and at the start of the Story Campaign.



Credit Card *(Advanced Modes only)*
Apply for a Credit Card to get 4 extra Coins and 1 Material anytime during your turn or when an Immediate Event is activated (P.15).

Activity Display
Display up to 3 completed Activities here. Cover one of the previous ones when completing any more Activities.

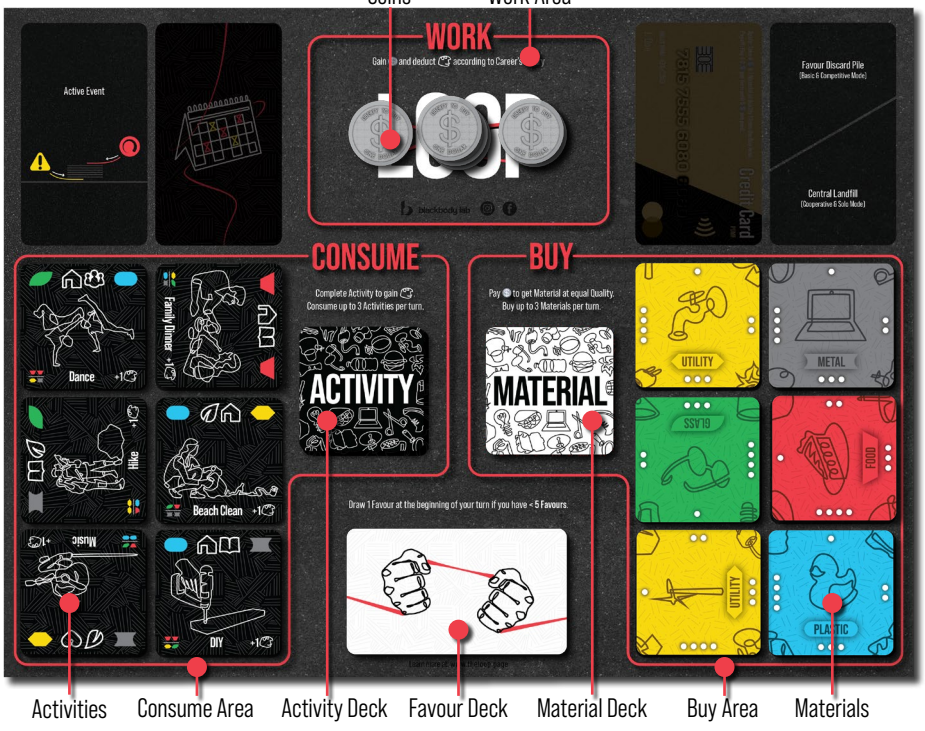
Favour *(Held in your hand)*
Red Favours: 5 types, 6 each, 30 in total | Blue Favours: 5 only.
The starting number of Favours for each player is based on their Seat Position and the total number of players. (P.7)

Stored Event *(Advanced Modes only)*
Draw and store Events here. Reveal all at once at the end of your turn.

Coin
Place all of your Coins here.
They must be visible to all players at all times.

Landfill
Place your Broken (P.8) Materials here. You may only Recycle (P.12) from other player's Landfill.

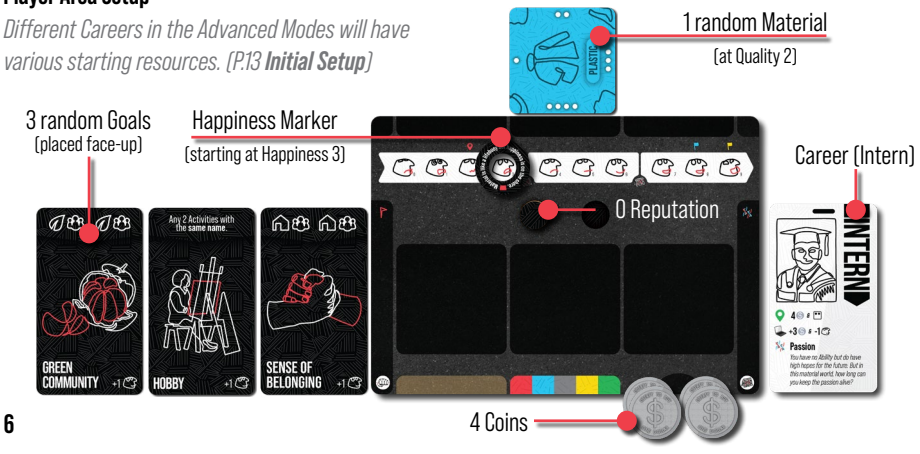
4.0 Basic Mode Setup



Centre Board Setup

Player Area Setup

*Different Careers in the Advanced Modes will have various starting resources. (P.13 **Initial Setup**)*



Remove Materials from the game based on the table below. **1 set of Materials contains 1 Material of each type: Food, Glass, Metal, Plastic and Utility.**

No. of Players	1	2	3	4	5	6
No. of Sets to be removed	2	2	1	1	-	-

4.1 Centre Board Setup

1. Remove all Events, Credit Cards, and Blue Favours.
2. Shuffle and place **6 Materials** face-up in the Buy Area. Form a Material Deck with the remaining Materials covering the Depletion icon.
3. Shuffle and place **6 Activities** face-up in the Consume Area. Form an Activity Deck with the remaining Activities.
4. Place all Coins inside the Work Area.
5. Shuffle all Red Favours to form a Favour Deck.

4.2 Player Area Setup

1. Obtain a Player Mat and place an **Intern** to its right.
2. Deal **3 Goals** to each player and place them face-up to the left of the Player Mat.
3. Deal Favour(s) to players according to their Seat Position:

Seat Position	Player No. : 2	3	4	5	6
1st	2	1	1	1	1
2nd	3	2	2	1	1
3rd	-	3	2	2	2
4th	-	-	3	2	2
5th	-	-	-	3	3
6th	-	-	-	-	3

4. Place a Happiness Marker on **Happiness 3**. The starting player uses the **golden** side of the marker.
5. Place a Reputation token face-down covering the Reputation icon on the Player Mat.
6. Take **4** Coins and draw **1** random Material at **Quality 2** at the top of the Player Mat.

5.0 Game Flow (Basic Mode)

5.1 Start of Game

The player who has most recently spent over $100 starts first, then proceed clockwise.

5.2 Starting the Turn

Draw 1 and only 1 Favour if you have less than 5 in hand. If the Favour Deck runs out, shuffle all Favours from the Discard Pile to make a new Favour Deck. If the Favour Deck and the Discard Pile are both empty, you cannot draw. In your turn, you **must do 1 and only 1** of these 3 actions: *(Passing a turn is not allowed)*

a) Work

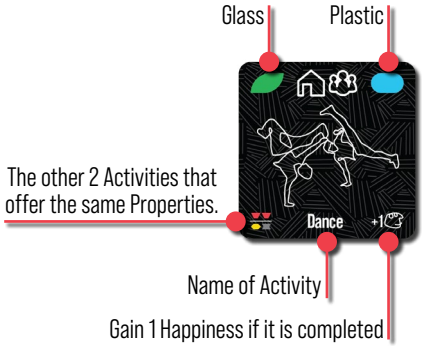
Lose 1 Happiness and gain 3 Coins (follow the Salary as indicated on your Career). If you have insufficient Happiness left to Work, you must Buy or Consume (P.8) instead.

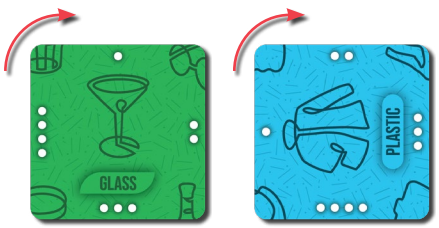
If you cannot Work, Buy, or Consume, take 1 Coin from the Work Area and end your turn. *In Advanced Modes, you must Apply for a Credit Card instead.*

If the supply of Coin runs out, please use any reasonable substitute.

A Food at Quality 3.

A Utility at Quality 1.





To Consume the Dance Activity, deduct 1 Quality from a Glass (Quality 1 to 0, move to Landfill) and 1 Quality from a Plastic (Quality 2 to 1).

b) Buy

Spend Coin(s) to get Material(s) from the Buy Area. You may Buy up to 3 Materials in a single turn. You determine the price for each Material. The price you pay equals the Quality of that Material (1 to 4). Move the Material to the top of your Player Mat and rotate the Material, so the correct number of white dots are at the top.

Note: Only refill empty Material spaces in the Buy Area at the end of the turn (P.11).

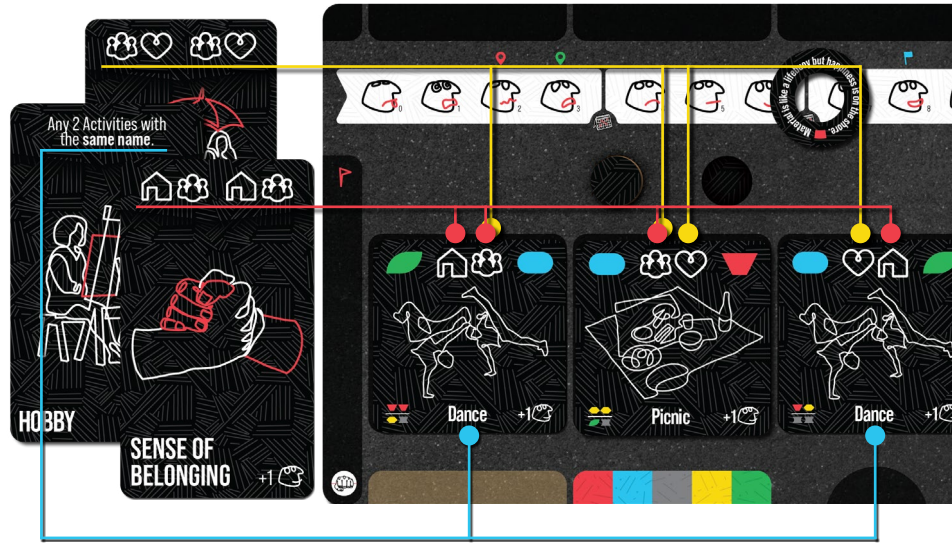
c) Consume

Deduct 1 Quality from each of the 2 required Materials indicated by the 2 colours at the top of that Activity. An Activity with 2 same colours will need 2 separate Materials of the same type, not 2 Qualities from the same Material.

If a Material's Quality reaches 0, it is **Broken** and must be moved to its owner's Landfill (P.5) immediately.

e.g. If you Share (P.12) a player's Material at Quality 1, that Material is then Broken and will be moved to that player's Landfill.

Move the completed Activity to 1 of your 3 Activity Displays on your Player Mat and gain 1 Happiness. You may display up to 3 Activities on your Player Mat and **Consume up to 3 Activities in a single turn**. Replace any previous Activity by covering it with the new one if all spaces are occupied.



5.3 Optional: Achieve Goals

Achieve Goal(s) to boost your Happiness. Each Activity produces 2 different Properties. Collect the required number of Properties to achieve a Goal.

e.g. As shown by the red line above, to achieve SENSE OF BELONGING, you need to collect 3 Activities that produce 2 Houses and 2 Groups.

The 5 **Properties** are:

House	*- represents family*
Group	*- represents community*
Leaf	*- represents nature*
Book	*- represents knowledge*
Heart	*- represents health*

Advanced Strategy: There are always 3 out of the total 30 Activities producing the same pair of Properties. The Material requirements for the other two are indicated at the bottom left of each Activity.

Use the 3 displayed Activities to fulfil multiple Goals.

e.g. As indicated by the yellow and blue lines above, achieve HOBBY and SOCIAL WELLBEING with the same 3 Activities.

Once achieved, flip the Goal face-down and gain 1 Happiness.

It is optional, but you must **achieve a Goal within the same turn its requirement is met**. If you missed it, you must complete another new Activity to meet the requirement again.

Each player will only have 3 Goals in the Basic Mode and can only achieve each Goal once.

5.4 Optional: Play Favour(s)

Play Favour(s) to trade resources with other players.

May play any number of Favours anytime during the turn, before and after choosing to Work, Buy, or Consume. There are 5 different types of Favours. See P.12 for the detailed effects.

When another player plays a Favour that targets you, you must choose to either Accept or Reject it:

a) Accept the Favour & gain Reputation

Take that Favour into your hand, and you may play it later in your turn. The Favour's effect then takes place. *There is no hand limit, so you can always Accept and take the Favours. You just cannot draw a new Favour at the beginning of your turn if you start with 5 or more Favours.*

You may also gain Reputation depending on the type of Favour you have Accepted. You gain:

- 2 if you Accepted Share.
- 1 if you Accepted Acquire, Barter, or Resell.
- 0 if you Accepted Recycle.

This information is available on the corresponding Favour and the beginner's side of the Player Mat.

Flip over the Reputation token to cover/uncover the same icon on your Player Mat to indicate your current Reputation.

You gain Reputations mainly by Accepting Favours. You may collect up to 2 Reputations, at which point you may still Accept Favours but gain no more Reputations.

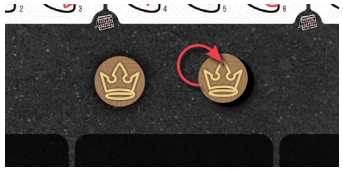
b) Reject the Favour

May Reject a Favour either by discarding another same Favour from your hand; or by deducting 1 Reputation. If you can do neither, then you must Accept the Favour.

Place Rejected Favours to the Favour Discard Pile. *Note that, Accepted Favours always go into the target player's hand, and Rejected Favours always go to the Discard Pile.*

0 Reputation

1 Reputation



2 Reputations

5.5 Optional: Spend Reputation

Use Reputation according to different situations:

a) Only when Work

Spend a Reputation to gain 1 extra Coin.

e.g. Spend 2 Reputations when Work to gain 5 Coins if you are an Intern.

b) Only when Buy

Spend a Reputation to get 1 extra Quality on the newly bought Material.

e.g. Spend 2 Reputations and 2 Coins to Buy 1 Metal at Quality 1 and 1 Utility at Quality 3.

Must pay at least 1 Coin for every Material. Spend 1 Reputation to Buy 1 Material at Quality 1 is not allowed.

c) Only when Consume

Spend 2 Reputations to gain 1 Happiness.

You must spend 2 Reputations at once and must be after completed an Activity.

d) Only when a Favour targets you

Spend 1 Reputation to Reject (P.10).

5.6 Optional: Non-binding Negotiation

You may negotiate and make deals with other players before you play, Accept, or Reject a Favour. However, such an agreement is not enforced by rules.

5.7 Ending the Turn

Refill empty spaces on the Centre Board with cards from the corresponding deck only at the end of the turn. If the Activity Deck is empty (rarely), collect and shuffle old Activities from all players to form a new deck. Turn, then goes to your left.

5.8 End of the Game

When either of the following happens, the game will end after the final round is completed.

a) When Depletion is revealed (Material Deck is empty)

(Even if there are still Materials in the Buy Area.)

Depletion Penalty

The player who revealed Depletion loses 1 Happiness immediately.

b) When any player reaches Happiness 9 ( )

The game continues if the player cannot stay at Happiness 9 throughout the final round.

e.g. In a 4-player game:

1. *The game immediately ends when P4 reveals the Depletion at their turn end.*
2. *P3 reached Happiness 9 but dropped to 8 during P4's turn because of an Event. The game continues.*
3. *P1 and P2 reached Happiness 9, but later only P1 dropped to 8. The game ends when P4's turn ends.*
4. *P4 activated an Event that helped P1 to reach Happiness 9. The game immediately ends.*

5.9 Final Scoring

Calculate each player's score after the game ends. The one(s) with the most Happiness wins. If it is a tie, the one with higher Reputation wins. If it is still a tie, they all win.

Landfill Penalty

Lose 1 Happiness for every 3 Materials in Landfill.

e.g. Lose 2 if you have 8 Materials in Landfill.

Debt Penalty (in Advanced Modes only)

Lose 2 Happiness for every Credit Card that is not fully Paidoff. (P.15)

6.0 Favours & Goals

6.1 Favour

Use Red Favours in Basic, Competitive, & Cooperative Mode and Blue Favours in Solo Mode. Play Favours to trade Materials or Coins with others. Accept Favours to gain Reputation.

Acquire

Take a player's Material and pay them Coins equal to its Quality. Cannot Acquire from those who have no Material. If Accepted, they gain 1 Reputation.

Barter

Exchange 1 Material for another player's Material with the same or less Quality. The difference in Qualities will not be compensated. If Accepted, they gain 1.

Recycle

Take 1 Material (except Utility) from **another** player's Landfill (not from your Landfill). Pay Coin(s) to the **Work Area** to determine its Quality. Accepting Recycle will not gain Reputation.

Resell

Give 1 Material to a player and take their Coin(s) equal to its Quality. Cannot Resell to a player who has insufficient Coins. If Accepted, they gain 1.

Share

Use 1 Quality of another player's Material to Consume. You will not get the Material and will only deduct 1 Quality if it is used. If Accepted, they gain 2.

e.g. You played 2 Shares in a row. The 1st Share is Accepted, but the 2nd one is Rejected. If you do not use the 1st Material by the end of your turn, no Quality will be deducted from it.

6.2 Goals

Complete and display Activities on your Player Mat to collect the required Properties to achieve a Goal (P.9), Most Goals call for 3 to 5 Properties, except:

Hobby

To achieve Hobby, 2 of the display Activities must share the same name, as indicated at the bottom of each Activity. There are 30 Activities in total, 15 pairs have the same name.

Curiosity

The 3 displayed Activities are completed with 5 different types of Materials: Food, Glass, Metal, Plastic, and Utility.

7.0 Competitive Mode

Competitive Mode is the Basic Mode with the addition of various Careers, Events, and Credit Cards. It is the recommended game mode.

Initial Setup

e.g. Nurse starts with 1 Coin, 1 random Material at Quality 2, and 1 Reputation.
means 2 Materials each at Quality 1.

Salary

e.g. When Work, the Nurse gains 4 Coins and loses 1 Happiness.

Unique Ability

Each Career has its unique Ability. (P.18)

Career Type

Exclude Careers marked with in Solo Mode and in Cooperative Mode. Use all Careers in Competitive Mode.

7.1 Setup Variation

Centre Board

Setup as in the **Basic Mode**, then place all Events and Credit Cards on the board accordingly.

Player Mat

1. Shuffle all Careers and deal 2 to each player.
2. Choose to play one of the Careers or the Intern (the back). Place it to the right of your Player Mat.
3. Place the Happiness token on Happiness 2 (or on Happiness 3 if you play the Intern).
4. Get Coins, Materials, and Reputations according to the **Initial Setup** of your Career.

7.2 Gameplay Variation

It is the same as the Basic Mode (P.7 - 11), and you:

- must draw 1 Event and place it **face-down** to the right of your Career whenever your Happiness Marker enters another zone. (P.14)
- may Apply for a Credit Card (P.15) anytime during your turn or when an Immediate Event is activated.

7.3 Event

Continuous Event affects the active player in their turn until another Continuous Event replaces it. When first activated, **the effect takes place at the beginning of the next player's turn.**

Immediate Event affects all players immediately. The game is paused, and players take turns clockwise to resolve the card's effect before the game resumes. Unless specified otherwise, the player who activated the Event will go first.

1. Accumulate Event

The Happiness scale on the Player Mat is divided into **three zones**, as shown below. Whenever your Happiness Marker enters another zone, immediately draw and place 1 Event face-down next to your Career (without looking at it). Even if it is not in your turn, say, you lost 1 Happiness due to another Event, you will still draw an Event.

e.g. If your Happiness Marker is moved across 2 zones (as shown below) or jumped back and forth between 2 zones, you draw 2 Events.

2. Activate Event

Activate all of your face-down Events **at the very end of your turn**. Reveal all at once and resolve them one by one. When two or more Continuous Events are activated, only the latest one takes effect.

3. Display Active Event

Place the active Continuous Event on top of the Active Event pile on the game board and place the resolved Immediate Event to the bottom. Immediate Event will not replace the effect of the current active Continuous Event.

Zones

Draw 1 Event per entering into another zone.

Accumulate your Events here.
Trigger only at the end of your turn.

7.4 Credit Card

Adding Credit Cards to the game introduces a Debt System. Apply for a Credit Card when you need Coins and Material immediately.

Apply for a Credit Card

Take a Credit Card from the Centre Board and place it at the bottom of your Player Mat. Immediately **take 4 Coins** from the Work Area **AND** 1 face-up Material from the Buy Area **at Quality 1** as a Welcoming Gift.

You **may** Apply for one or more Credit Cards anytime during your turn; or when you are resolving the effect of an Immediate Event.

Payoff a Credit Card

Place 1 or 2 Coins on a Credit Card to Payoff. Each turn, you must Payoff every one of your Credit Cards.

A Credit Card's debt is clear when 5 Coins are paid. Return the Credit Card and the 5 Coins to the Centre Board.

Forced into Debt

You **must** Apply for a Credit Card when:

- Work is your only option, but you have not had enough Happiness to deduct. Apply for a Credit Card, then choose to Buy or Consume instead.
- you have insufficient Coins to pay for an Immediate Event.
- you have insufficient Coins to Payoff your current Credit Card(s).

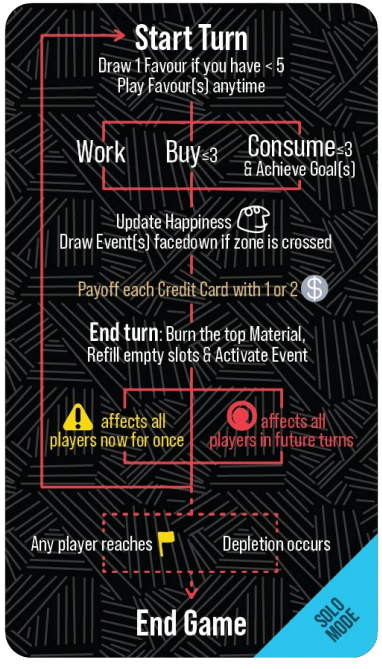
You must take the Welcoming Gift that comes with the Credit Card. Depletion may occur.

Debt Penalty

Lose 2 Happiness per Credit Card that is not Paidoff in the Final Scoring.

8.0 Cooperative Mode

In Cooperative Mode, you are helping each other to all reach Happiness 8 ([flag]) or above. You may play open-handedly (show all your Favours).



8.1 Setup

Setup is the same as the **Competitive Mode**, except:

- Remove all Careers and Events with the Not-For-Coop Icon: .
- Each player starts with a set of 5 **Red** Favours in hand (one of each type). Remove the rest from the game.

8.2 Gameplay Variation

Burn 1 Material per round

At the end of the last player's turn (when one full round is completed), **discard the top card from the Material Deck face-up to the Central Landfill** on the board. If Depletion is revealed now, the Depletion Penalty does not apply to any player.

Replenish Favours when Work

You will not draw a Favour at the start of your turn. When you play a Favour, you place it face-up in a row below your Goals instead of giving it to the target player. **Take all played Favours back into your hand when you Work.**

Players cannot Recycle from the Central Landfill or Reject Favour but will still gain Reputation(s) when Accepting one.

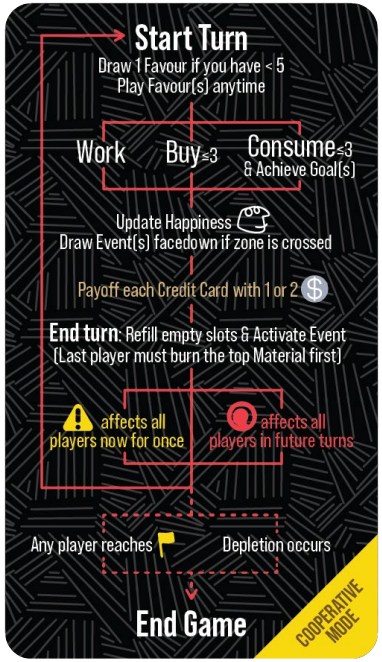
8.3 End of Game & Win Condition

The End of the Game is identical to the **Basic Mode**, but the win condition differs.

You win if **all players have reached Happiness 8** ([flag]) or above after the final scoring.

9.0 Solo Mode

In Solo Mode, you are trying to reach Happiness 8 or above at the end of the game.



9.1 Setup

Setup is the same as the **Competitive Mode**, except:

- Remove all Careers and Events with the Not-For-Solo Icon: .
- Use the 5 **Blue** Favours instead of the **Red**s.
- Start the game with 4 Goals instead of 3.

Exhibited Quality (Only in Solo Mode)

The Exhibited Quality of a Material in the Buy Area is equal to the number of white dots shown at the top.

9.2 Gameplay Variation

Burn 1 Material per turn

Discard the top card of the Material Deck to the Central Landfill at every turn's end. If Depletion is revealed now, Depletion Penalty does not apply.

Replenish Favours when Work

Only use the 5 Blue Favours, and you will not draw a Favour at the start of your turn. When you play a Favour, place it face-up in a row below your Goals. **Take all played Favours back into your hand only when you Work**.

Blue Favours Effects

Acquire: Get 1 Material from the Buy Area & pay Coins equal to its Exhibited Quality to the Work Area.

Barter: Exchange one of your Materials for another in the Buy Area with the same or less Exhibited Quality.

Renew: Pay 1-4 Coin to the Work Area & take any 1 Material (including Utility) from the Central Landfill. Its Quality equals the No. of Coins paid **minus 1**.

Resell: Move one of your Materials to the bottom of the Material Deck. Take Coins equivalent to its Quality from the Work Area.

Share: Deduct 1 Exhibited Quality from any Material in the Buy Area for Consume. If it is Broken, move it to the Central Landfill.

9.3 End game

The game ends when you reach Happiness 9 ([flag]) or when Depletion is revealed. To win, **get a final scoring of Happiness 8** ([flag]) or above.

10.0 Career Overview

Legend:

Initial Happiness | Unique Ability

Initial Happiness | Once-per-turn Ability

Salary for Work | Conditional Ability

1 random Material at Quality 1

1 random Material at Quality 2

Excluded from the Cooperative & Solo Mode

AI-DL ☑
The Future Expansion

: - | : +6 -1

Take Over - When Work, must pay 1 Coin to another player who cannot Work in his next turn.

Artist ☑

: 1 & | : +1 -1

Create - When Work, must take 1 Material at Quality 4 from the Buy Area.

Backer ①
Kickstarter Exclusive

: - | : +4 -1

Pledge - When Buy, add a free Quality to that Material.

Banker ①

: & 1 | : +7 -2

Influence - Once per turn, may give 1 Coin to a player and take 1 Reputation from them, or vice versa.

Chef ☑

: 2 & | : +4 -1

Season - When Buy, Recycle, or Renew (in Solo Mode) a Food Material, get 2 free Qualities.

Clerk ☑

: 1 & | : +4 -1

Slack Off - When Work, may also Buy 1 and only 1 Material at any Quality from the Buy Area.

Clone ①
The Future Expansion

: 1 | : +4 -1

Copy - Once per turn, may use another player's Ability whose Happiness (point) is higher than yours.

Craftsman ①

: 1 & | : +4 -1

Forge - Once per turn, change any 1 Material (yours or others) into a non-Food Material for the entire turn. It returns to its original type when your turn ends.

Cryptominer ☑
The Future Expansion

: 1 & | : +3 -1

Over Mine - Gain 2 Coins when a Broken Utility is moved to any player's Landfill or the Central Landfill.

De-Extinctionist ①
The Future Expansion

: & 1 | : +7 -2

Revive - Once per turn, may take 1 Reputation from a player and move 1 Material from their Landfill to the bottom of the Material Deck.

Engineer ①

: | : +6 -2

Repair - Once per turn, add 1 Quality to any Material (yours or others).

Freelancer ①

: 1 & | : +7 -2
+4 -1
+2 -0

Freedom - Once per turn, may discard 1 Favour and draw a new one.

Future Thief ①
The Future Expansion

: 2 & | : +3 -1

Get Back - Once per turn, may take 1 Coin from the player who has and has the most Materials in their Landfill. If there are more than 1 player, take 1 Coin from 1 of them.

Homemaker ☑

: 2 & | : +3 -1

Minimalist - Gain 1 Reputation if you have no more than 1 Material at the end of your turn.

Intern

: 4 & | : +3 -1

Intern has no Ability but starts the game with 1 more Happiness at Happiness 3.

Investor ①

: 1 | : +6 -2

Invest - Once per turn, may toss 1 of your twice. Gain 1 if either toss lands on "$", otherwise lose 1 . Cannot Invest if you have no Coin .

Lawyer ☑

: & 1 | : +7 -2

Objection - May discard any 1 Favour to Reject a Favour, even if it is not targeting you. Objection overrules Officer's: Enforce.

Nurse ①

: 1 & 1 | : +4 -1

Care - Once per turn, may gain 1 Reputation by giving 1 Favour to any player. The target player must take that Favour into their hand.

Officer ①

: 1 & | : +4 -1

Enforce - The first Favour you play in each turn cannot be Rejected, except by the Lawyer's Objection.

Politician ☑

: 2 & 1 | : +4 -1

Doublespeak - Always play Favours face-down and declare what it is. The target player must **first** decide whether or not to reveal it. If the Favour is revealed, you gain 1 if your claim is true; otherwise, they gain 1 . **Then** they choose whether to Accept or Reject the Favour. If they decide not to reveal, they must Accept or Reject it blindly.

Salesman

: | : +4 -1

Commission - Take 1 from the Work Area,
a) when you Accept an Acquire / Resell; or
b) when your Acquire / Resell is Accepted; or
c) whenever you play Acquire / Resell in Solo or Cooperative Mode.

Scavenger

: 1 | : +3 -1

Salvage - Once per turn, may take 1 non-Utility Material at Quality 1 from other player's Landfill. You and only you may play Recycle or Renew as Resell, but your target player must Reject it either with a Resell or deduct 1 Reputation if they decide to.

Scholar

: 1 | : +6 -2

Forecast - Once per turn, may look at the top 3 Activities of the Activity Deck and place them back in any order.

Scientist

: 1 | : +7 -2

Breakthrough - When Buy, may Buy 1 Material (including Utility) from another player's Landfill. Pay Coins to the Work Area.

Soldier

: 1 1 | : +4 -1

Expropriate - Once per turn, may take 1 random Favour from a player with more than 3 Favours.

Time Traveller *The Future Expansion*

: 6 | : +3 -1

Revert - May choose to ignore the effect of an Event. And once per turn, may re-activate any past Continuous Event by putting it back to the top.

Tycoon

: 2 | : x2 -1

Revert - When Work, take the same number of Coins from the Work Area as you currently have and lose 1 additional per Credit Card that you own.

Waitress

: 1 | : +4 -1

Socialise - Draw 2 Favours if you have less than 5 Favours in hand at the beginning of your turn.

11.0 Event Overview

Events bring reflective mini-games and temporary rules changes to reproduce various consumerism tricks in the real world. Remove / Events for different modes (P.14).

Discard Immediate Events to the bottom of the Event Discard Pile and Continuous Events to the top. Immediate Event affects all players once activated; Continuous Event affects the active player in their turn until another Continuous Event replaces it.

A Diamond Is For Business

Lose 1 Happiness if you don't have Metal at your turn end.

Altruism *The Future Expansion*

Each player discards any number of Favours now and gains 1 Reputation for every 2 Favours discarded.

Bad Debt

If you own a Credit Card, you cannot Buy.

BOGOF (Buy 1 Get 1 Free)

For every Material you Buy, you **must** take 1 Material at Quality 1 from the Buy Area if there is any.
(i.e. Buy 3 Get 3 Free)

Buy More Earn More

Take 1 Coin from the Work Area for every 3 Coins spent, including playing Favours and using Ability.

Collector

Gain 1 Happiness if you have all 5 different types of Materials at your turn end.

Combustion Energy

Player(s) with the least Happiness moves all non-Utility Materials from their Landfill to the Material Deck. Shuffle afterwards.

Credit System *The Future Expansion*

Cannot Consume if you have no Reputation .

Declutter *The Future Expansion*

Keep no more than 3 Favours in your hand at the end of your turn. Discard the rest.

Disposable Culture

Buy/Recycle/Renew Plastic at Quality 1 only.

Ecological Threshold *The Future Expansion*

Player(s) with 3 or fewer Materials in their Landfill returns 1 Material from their Landfill to the Material Deck and then shuffle.

Economic Slowdown

Buy only 1 Material in the Buy turn; Consume 1 Activity in the Consume turn; or lose 1 Coin when Work.

Everything Is Online

The active player without a Credit Card cannot use Coin or play Favours that involve Coin . (May only play Share and Barter).

Globalisation *The Future Expansion*

Add 1 Quality to 1 of your Materials and give it to the player on your left, who then repeat the same process until you receive 1 Material from your right. If you have no Material, start with the first player on your left who has.

Help Me Help You *The Future Expansion*

Gain 1 Reputation yourself also if your target player Accepts your Favour.

Hidden Clause

Credit Card owner moves 1 Coin from each of their Credit Cards to the Work Area.

e.g. Lose 1 Coin per card that they Paidoff earlier.

Hypebeast

If you end turn with fewer types of Materials than others, lose 1 Happiness.

Insurance

Choose to toss a Coin (flip a Coin in the air and catch) or lose 1 Coin. If you choose to toss, take 2 Coins from the Work Area if it lands on the "$" side, otherwise lose 2 Coins.

Landfill Tax

A player loses 1 Coin whenever a Material is sent to their Landfill, even when it is not in their turn. Apply for a Credit Card immediately if one has insufficient Coins to pay.

e.g. P1 Shares P3's Glass at Quality 1. The Glass is Broken and is sent to P3's Landfill. P3 loses 1 Coin.

Make It Rain

Spend 5 or more Coins in 1 turn to gain 1 Happiness, including playing Favours and using Ability.

Manners Maketh Man

Players can only deduct 1 Reputation to Reject a Favour. The player with no Reputation must Accept.

Mentorship *The Future Expansion*

Each player puts 1 of their Goals (Achieved or not) into a pool. Starting with the player with the least Happiness, each picks 1 Goal from the pool to keep. Follow the turn order if players have the same Happiness.

Micro-Plastic

All Food Materials are regarded as Plastic.

e.g. Cannot Consume Activities that require Food. You may use Food as Plastic.

Moore's Law *The Future Expansion*

All players double the Qualities of their Utilities to a maximum of 4. In Solo Mode, Utilities in the Buy Area are also doubled.

Overtime

Lose 1 extra Happiness when Work but gain 5 more Coins.

Over-production

Remove the top 2 Materials of the deck from the game.

Planned Obsolescence

Deduct 1 Quality from 1 of your Materials. If it is Broken, move it to your Landfill.

Red Gown

When Buy, must Buy at a Quality no less than the highest Quality of your current Materials.

Redeem Bonus

Discard different type of Favours:
[1 type] - Get 1
[2 types] - Get 1
[3 types] - Get 3 and 1

Repurchase

Each player may give 1 Coin to another player and take 1 non-Utility Material at Quality 1 from their Landfill.

Satan Santa

Each player gives 1 Material (if any) to another player. A player may receive more than 1 or no Material at all.

Skinner Box

Refill Material and Activity spaces on the Centre Board immediately during the turn.

Social Responsibility

Each player draws 1 Favour from another player who has a higher Happiness (score) than you.

Status Climb

A player loses 1 Happiness if another player has more Coins than them.

The 2nd Semi Mid-Season Sales

Pay half the Coins for the Quality of 1 Material when Bought.

e.g. Pay 2 Coins to Buy a Glass at Quality 4.

The Gap

Each player calculates the sum of their Coins (except the Coins for Payoff) and all Materials' Qualities. All players lose 1 Happiness if the largest difference among players is greater than 7.

The Paradox of Hedonism *The Future Expansion*

Consume in this turn or lose 1 Happiness.

Treat Yo Self

Gain 1 Happiness immediately if you Apply for a new Credit Card this turn.

Vulgarian

Cannot Consume unless having 4 or more Coins.

12.0 Challenge Scenarios

The Future Expansion

Challenge Scenarios are a set of 7 unique multiplayer challenges that put your skills to the test beyond the normal **Competitive Mode**! The difficulty of each scenario is ranked from **bronze** to **gold**, where gold is the most challenging.

IOU

The last player starting the game gets this card. Give this card to a player instead of paying them Coin for any amount, who can then use it to pay other players and so on. Only use this card to pay other players (i.e. Acquire, Resell, and Banker's Influence) but not the Work Area (i.e. not for Buy, Recycle, or Payoff Credit Card).

UTOPIA

The game only ends if any player reaches the max Happiness or when all Activities are completed. The player who ended the turn with Depletion revealed loses 1 Coin and move 1 Material (if any) from their Landfill to the bottom of the Material Deck. Refill empty Material spaces afterwards. A player must Work or Apply for a Credit Card if they have insufficient Coins to pay.

WORKING FAMILY

Put an equal number of Coins as the number of players on this card before the game starts. When Work, a player also takes 1 Coin from here. When the last Coin is taken, the player(s) with the most Coins and Qualities combined loses 1 Happiness. Put Coins from the Work Area on this card and repeat until the game ends.

BREAK THE MOULD

A player must choose a different turn action than their previous player (Work, Buy, or Consume). A player must Apply for a Credit Card if they have insufficient Coins to Buy or Consume.

e.g. If P2 chose Buy, P3 must Work or Consume.

MARKET-LED

When Buy, others may also bid for the same Material by offering to Buy at a higher Quality on a first-come-first-served basis. Players cannot Apply for a Credit Card during the bidding process. The Material goes to the highest bidder at a Quality equivalent to the final Coins paid or 4, whichever is lower. Event and Career Ability still apply as if in the Buy turn of the bidder.

DILEMMA

Remove all Continuous Events from the game. When an Immediate Event is activated, all vote with a Thumb-up or Thumb-down simultaneously.

- **All Thumbs-up:** The Event is activated as usual.
- **More Thumbs-up or tied:**
  The Event only affects those who voted Thumb-down.
- **More or all Thumbs-down:** The Event is cancelled.

SLASHER

During the game setup, deal each player 3 Careers (except Tycoon). Each player chooses any 2 to keep and stack them together next to the Player Mat. Setup and start the game according to either Career. At the start of a player's turn, they may switch between Careers by reordering the top Career, which will last till their next turn.

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Whatever Boardgame

12.3 Programmer

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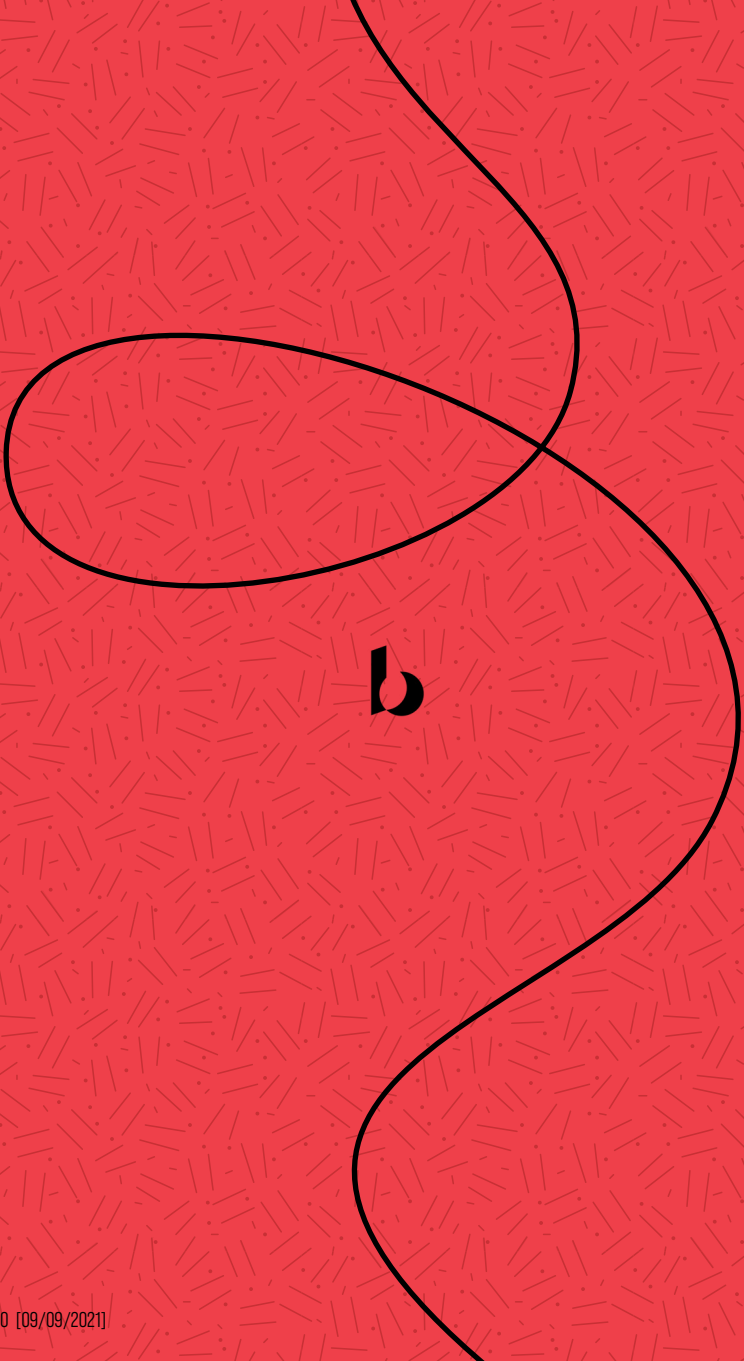

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