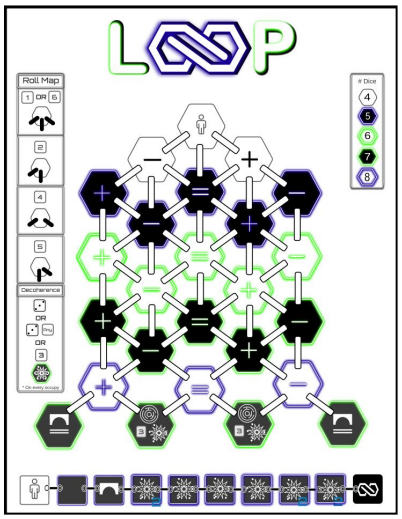
LOOP

Summary

You are trapped in a time loop as the fabric of reality is collapsing around you. Each turn you will find yourself starting at the top hex as you attempt to navigate to both of the portal hexes at the bottom to escape. Beware, each turn you risk destabilizing your reality and reducing the available paths to your objective as you eliminate hexes from the game board. Will you get out in time?

Game Info

Players: 1
Playtime: 10-20 mins
Ages: 12+
Components: 8 (D6) Dice



Preparation

- Place 8 dice on the table and pick 4 dice to begin the game as part of your initial dice pool.
- Place the game board sheet on the table
- Use a pencil, pen to mark the sheet

Basic Game Play

You will be rolling the dice and placing them, from top to bottom, on the hexes, forming a path going down and trying to reach as far as you can. Each turn you will keep track of your path by marking it on the board and then start a new turn back at the top of the map ,but with the previous progress marked. Reach each portal (lowest 2 middle hexes) once, and you win the game.

Sequence of Play

1. Placement Tracker
2. Roll Dice Phase
3. Placement Phase
4. End Turn Phase

Placement Tracker

This tracker is used to keep count of the turn you are in.

- Place your token (or cross off) the leftmost square on the tracker as you start your first turn. As each turn begins you move one square to the right.
- If there is a symbol on the tracker see the Symbol Chart and take any actions instructed.
- If you reach the infinity loop symbol your game is over.

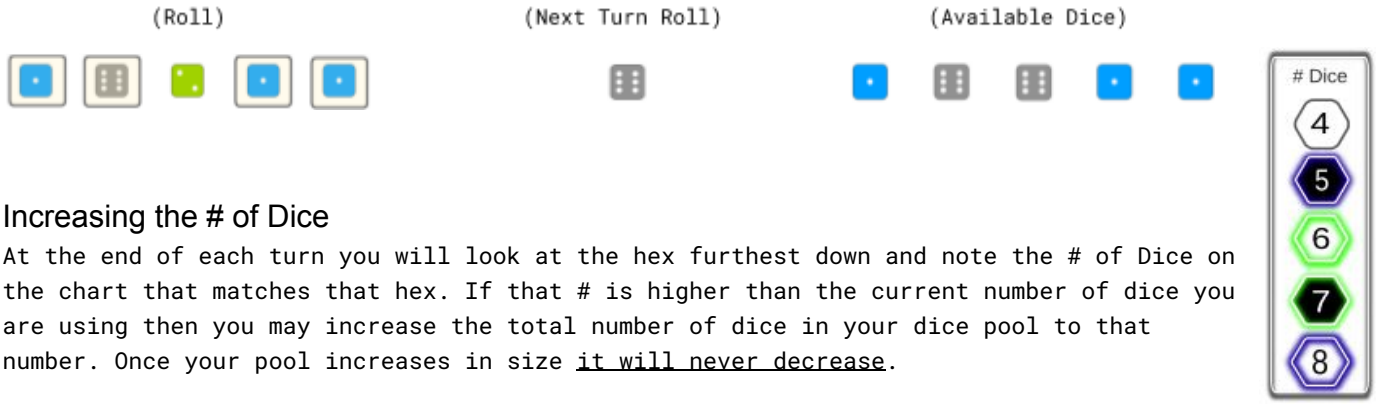
Roll Dice Phase

1. Roll all dice from your pool that are not held. (See dice hold rules)
2. Dice are now in play for this turn and can be placed on hexes starting from the topmost hex according to the placement rules.

Dice Hold Rules

Any die that has been placed on a hex during the turn may be held. You will simply keep the chosen die or dice with their value for the next turn without having to roll them again.
Below is an example where the player rolled the 5 dice (let us assume they placed all 5 dice on hexes) and they want to keep the values of all the dice except the 2. For their next turn during the roll phase they will keep the other values and roll the 2 over. In this case they got a 6. For this turn they now can use the 1,6,6,1,1 to place on the hexes. They do not have to place the dice on the same hexes as the prior turn(s).

[Example 1.0]



Increasing the # of Dice

At the end of each turn you will look at the hex furthest down and note the # of Dice on the chart that matches that hex. If that # is higher than the current number of dice you are using then you may increase the total number of dice in your dice pool to that number. Once your pool increases in size it will never decrease.

[Example 1.1]

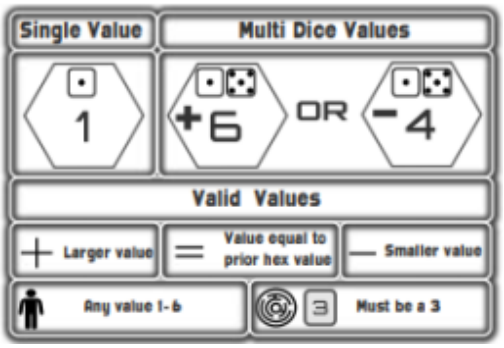
At the beginning of this turn you had 5 dice in your pool. On your last placement for this turn you place a value of 4 on this hex. You reference the # Dice chart and see that your pool for the next turn is increased to 7 because you finished on the black hex with the green border.

Placement Phase

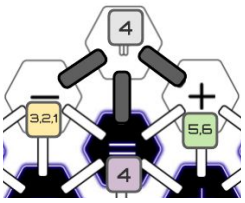
1. At the beginning of each turn placement starts at topmost hex.
2. Placement involves setting one or two dice onto a hex according to the placement rules (shown below) to occupy the hex.
3. If this is the first time placing on a hex then fill in the downward paths (according to the roll map) based on the value of the placed die/dice. (i.e. a value of 6 will have you filling in all three paths)
4. The filled in paths at the bottom of your hex determine which hexes are available for your next placement.The filled paths are permanent (will remain available for your next turns and won't change when placing a new die/pair of dice).
5. If you placed any die with a 3 on the face or two dice with a value of 3 (see decoherence chart below) then cross out the hex and end your Placement Phase immediately and continue with the End Turn phase.
6. If you are out of available moves (i.e. out of dice or valid options) or choose to end your placement phase early then proceed to the End Turn phase.
   * Note if you have one or more dice with a 3 showing then YOU MUST have placed at least one of them or the game is over. Rolling a 3 requires you to use at least one of those dice on the board.
7. If the hex you are on is a bottom (gray) hex then check out the symbol chart for additional instructions and proceed to the end turn phase.
8. Repeat the process placing a die or two dice on a (downward) connecting hex.

Placement Rules

[Placement Chart]



- You place either one or two dice on a hex. The total value must be between 1 and 6: nothing lower than 1 (i.e. 0), nothing higher than 6 (i.e. 7, 8, 9…)
- The value of the placement is either the value of the single die, the sum(+) or difference(-) between two dice. The player decides. (See placement chart Single/Multi Dice Values)
- A +,-,= in a hex is related to the hex you are moving from. So a plus in a hex you are moving to, means a value greater than the value of the hex you are moving from. A minus, less than, and equal, the same as. (See Example 1.2)
- If you place a 3 die and/or value of 3 (see decoherence rules) cross off the hex it was placed on and end the turn. That hex is no longer available.
- All placements move from top to bottom on hexes that are connected by filled in paths.



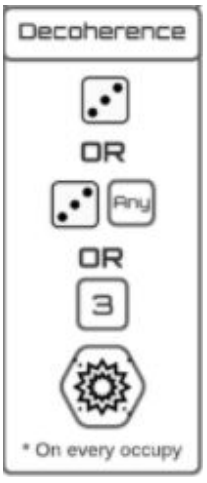
[Example 1.2] Placement Options Example

In this example the player has placed a value of 4 on the top hex. It may be a single die with a value of 4. It could be a combination of two dice added together (i.e. 2+2) or two dice subtracted from each other (i.e. 5-1). Regardless the value of 4 has been placed there.

In this example the user has already drawn in the paths from a prior turn. Had this been the first time the player had placed a value on this hex they would have drawn in the left and right paths as shown in the roll map. Since all 3 paths are filled in the user can go to any of the connected hexes for their next placement.

The three options available to the player depending on the dice they have are the - (They can play one or two dice that total 3,2 or 1) The = hex which requires the value be the same (a value of 4 which could be one or two dice). Or they can go to the + hex using a value of 5 or 6 (again as a single die placed or a combination of two dice.

Decoherence Rules



Decoherence is the collapsing of the space time events (aka crossing out the hexes). 3's in all of their forms represent the collapsing of space time.

- A value of 3 placed on a hex (regardless of if it is a value from a single die or a combination of two dice) results in decoherence of that hex. It must be immediately crossed out,is no longer available within the game and the placement phase is over.
- If you place a value on a hex that uses a die with a value of 3 (i.e. 3-1=2, 3+3=6, 3+1=5 etc…) results in a decoherence of that hex. The hex must be immediately crossed out, is no longer available within the game and the placement phase is over.
- If you place die/dice on a hex with a decoherence symbol (explosion) or you start a turn tracker on a square with a decoherence symbol then you must immediately cross off a hex removing it from the game. In the case of the decoherence with a 2 then you must choose 2 hexes to cross off.
- If, at the end of turn, you have any die or dice that weren't placed, you must cross out 1 hex for each unused die.

Note: If you cross off the top hex where you start each turn then the game is immediately over.

Portal Hexes

In order to break out of the time loop you must reach both portal hexes before the game ends.

A portal hex requires that the user places a value of 3 (with one or a combination of 2 dice). Once that happens the user will cross off that hex as it experiences decoherence and you will take the following additional special steps:

- If this is the second portal hex of the game being occupied you have won, otherwise:
- You will cross off one additional hex (of your choice)
- You will not be able to hold any dice this turn (all dice must be rerolled next turn during the roll phase)
- You will not incur any penalty for having extra dice during the end game phase of this turn.

Bridge Hexes / Bridge Tracking Squares

When you land on a turn tracker square with a bridge or you place a die / dice on a hex with a bridge symbol you must immediately fill in an additional (downward facing) path on a hex if one is available. Any path that has not been filled in on a hex that you have placed a value on this turn or prior turns is an option. (i.e. If you have never placed a value on a particular hex in the game then you may not fill in the path on that hex. If you have placed a value on a hex in the past where you filled in 2 of 3 paths then the third path is an option for use.)
Note: These hexes with a bridge CAN be crossed out just as any other.

End Turn Phase

When you reach the end of the turn you will tally up your bonuses, penalties and determine if the game is over (win/lose) or if you will repeat (take your next turn).

- Did you place your plast die/dice on a hex with a portal or bridge symbol? If so follow the directions for those symbols.
- Did you win/lose the game? (See conditions for winning / losing the game)
- Do you have any dice in your pool that have not been placed on a hex this turn? If so you incur a decoherence penalty for each die left unplaced. For each of those die(dice) unused cross off any hex from the game board.
- Did you earn more dice by navigating further down the board? See the section titled “Increasing the # of Dice” to determine if you should be adding additional dice to your dice pool for next turn.
- Choose the dice to hold (See the section on dice hold rules) from the dice that have been placed on a hex this turn. While you don’t reroll those dice you have full freedom of placement on the next turn and may or may not choose to use those dice on the same hexes as the prior turn.

Win / Lose Conditions

- Win - You placed a die/dice on the second portal hex.
- Lose - You rolled (or held from prior turn) one or more 3’s and did not place a 3 this turn.
- Lose - You crossed out the top hex.
- Lose - You reached the infinity symbol on the turn tracker.
- Lose - You can no longer navigate to the last portal.

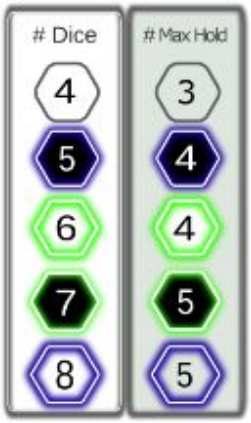
Advanced Rules

Level 2

After completing the first board players looking for additional challenges can ascend to Level 2 introducing two new challenging constructs all designed to make the game more difficult.

Please use the Level 2 version of the board and incorporate the following:

1. I removed the two gray bridge hexes containing bridge symbols along with the bridge symbol on the tracker path.
2. Three paths on the main board have also been removed to reduce your available paths.
3. Restrictions on the number of dice you can hold. You now can no longer hold all of your placed dice. Based on your total dice pool there will be a maximum number of placed dice you will be permitted to hold (# Max Hold).



Based on the # Dice in the pool you will use the corresponding number to the right as your limit for placed dice whose values may be held for the corresponding turn.

Example: You have 5 dice in your pool. The # Max Hold to the right shows a value of 4. This is the total number of placed dice that may be held. When you get to your full pool of 8 dice you will still only be able to hold at most 5 dice values for the next round.

Level 3

For those who beat the first two levels there is a third which adds one more construct to randomize the symbols.

Please use the Level 3 version of the board and incorporate the following:

1. When you fill in paths if they bridge to a hex that does not have a symbol then roll for a symbol on the Hex chart. A 1-2 becomes a +, 3-4 an = and a 5-6 becomes a -.

   Once you have added a symbol then it does not change during the course of the game.

Level 3 (Death mode)

Some people don’t know how to quit when they are ahead. If you want to notch up the difficulty even more, I offer you death mode. When played in death mode only hexes that have a symbol on them may be crossed out. Remember you may not cross out a portal hex other than by occupying that hex with a value of 3.

If you eliminate all of your possible paths to reach the remaining portal(s) then the game is over.

Symbol Reference Chart

Hex 	The game board is made up of several hexes. You place 1 or 2 die with a value 1-6 on each hex going from top to bottom as connected by the filled in path symbols. Symbols on the hex such as a +,-,= inform you of what sorts of values can be placed based on the hex you are traveling from. As hexes are crossed off they are eliminated from the game and your paths to victory become fewer		
Portal Symbol 	Getting to both of these spots and you win the game. To place on the hex you must do so with a single die with a value of 3 or two dice that when added or subtracted produce a 3. Given that a 3 is rolled that space must immediately be crossed out. There is also a blast symbol requiring you to cross out an additional hex on the board as well. You also must re-roll all die on your next turn.		
Start Symbol 	Tracker: Start on the leftmost square at the beginning of the game.. Turn: You start on the top hex every turn. You may place any value between 1-6.	Bridge Path 	Land on this square on the tracker and fill in one downward path for any hex you have occupied (placed die/dice on). If this is a hex with the symbol you also will draw a bridge with the same rules as above and then you must cross out the hex.
Blast symbols  	When you land on a blast symbol (or blast symbol 2) you must immediately cross out 1 hex (or 2 if it is a blast 2 symbol)Infinity Square	Higher / Lower Value 	When a hex has a + or - then you must place a die / dice with a value that is larger (or smaller) than the value from the prior hex.
Infinity Tracker 	If you reach this square the game is over.	Same Value 	The value placed on this hex must be the same value as what has been placed on the prior hex.
Path Empty 	An empty path cannot be traversed. During the first time you place a die/dice on a hex you will fill in the paths according to the Roll Map.	Path Filled In 	When a path has been filled in it connects two hexes together allowing you to traverse downward from one hex to another.

LOOP

Roll Map

- 1 OR 6
- 2
- 4
- 5

Decoherence

OR

Any

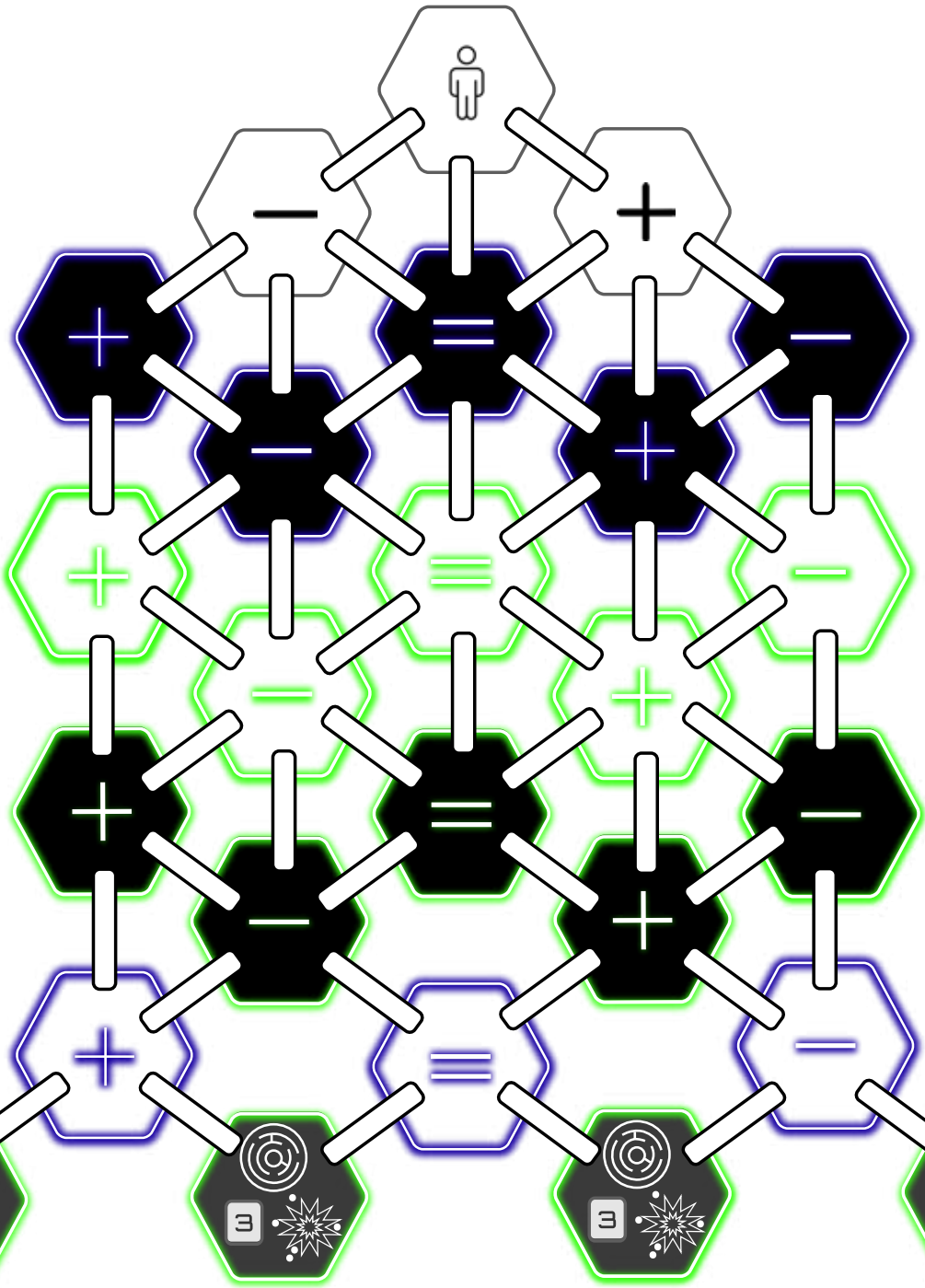
OR

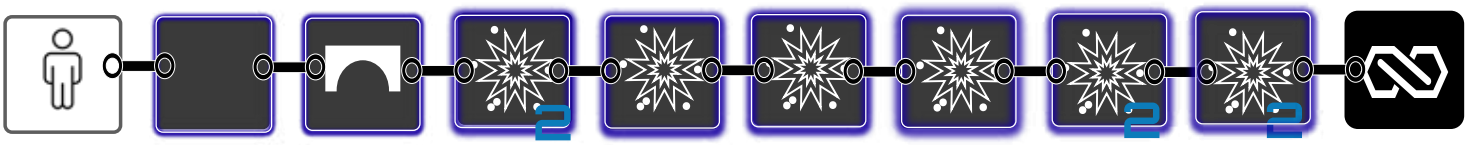
3

* On every occupy

 # Dice

4 5 6 7 8





LOOP

Level 2

# Dice	# Max Hold
4	3
5	4
6	4
7	5
8	5

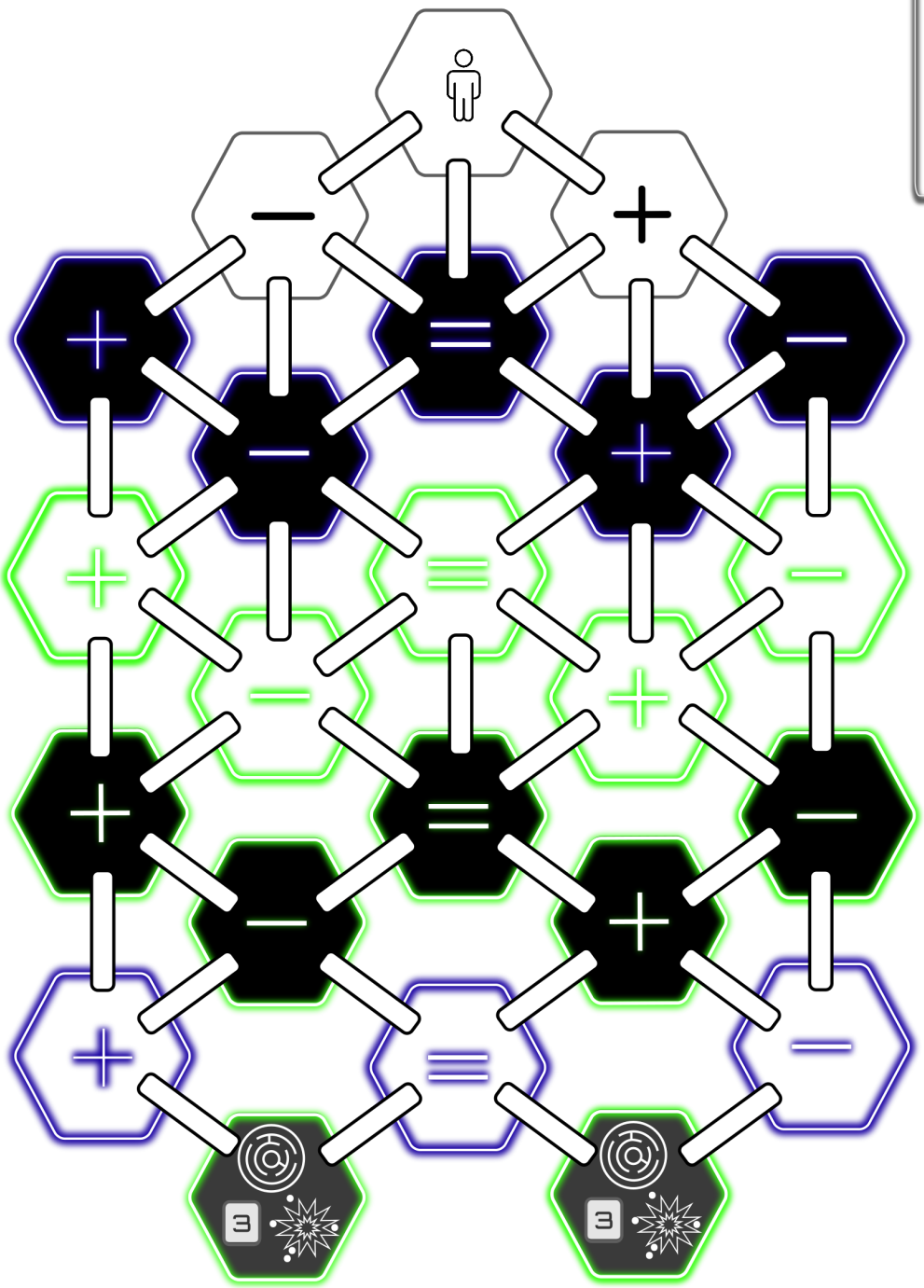
Roll Map

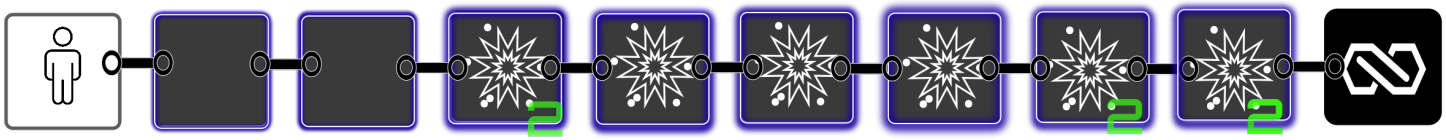
- 1 OR 6
- 2
- 4
- 5

Decoherence

- OR
- Any
- OR
- 3

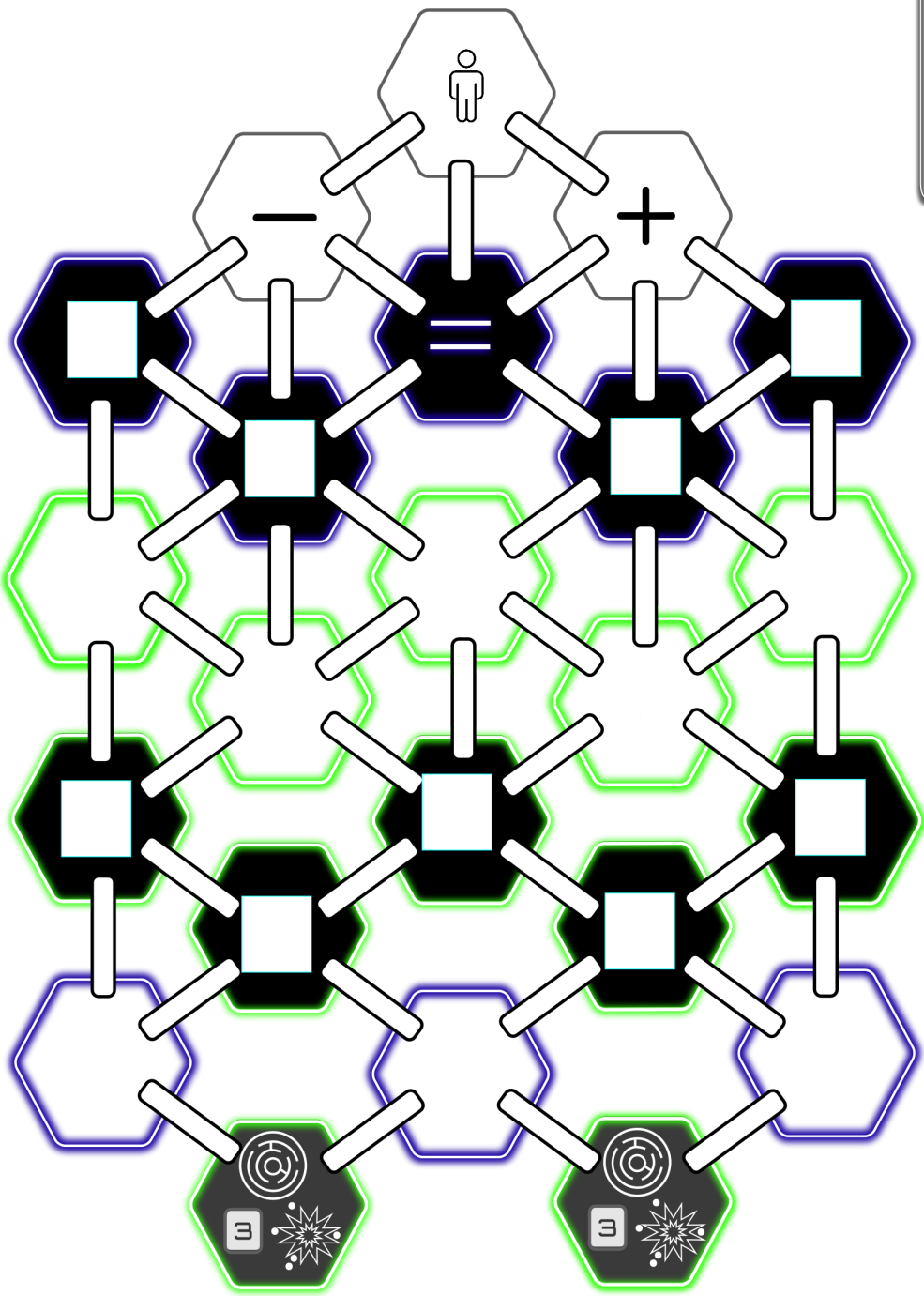
* On every occupy





LOOP

Level 3



# Dice	# Max Hold
4	3
5	4
6	4
7	5
8	5

Roll Map

- 1 OR 6
- 2
- 4
- 5

Decoherence

- OR
- Any
- OR
- 3

* On every occupy

Hex

- 1 - 2: +
- 3 - 4: =
- 5 - 6: -