

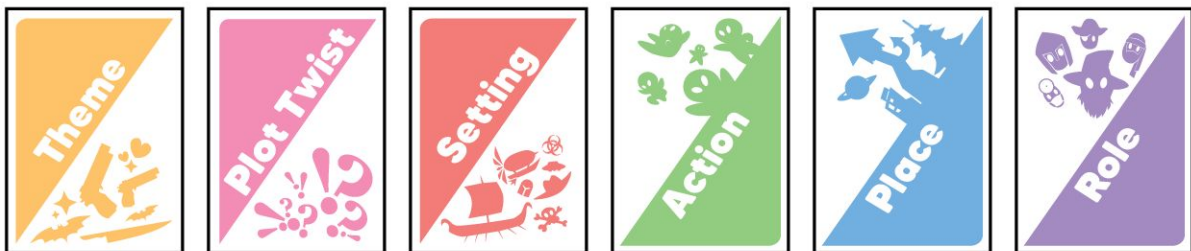
Manual



Summary: Loopy Lore is a co-op storytelling game where together friends build worlds by telling tales. Using a mix of cards and imagination, players reveal an ending to their story at the beginning of the game and must reach it in the last chapter to win. Everyone tells the story together, taking turns as the narrator by adding their own ideas on top of what previous players have said.

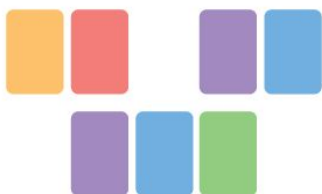
Goal: Narrate each Chapter of the chosen Structure and resolve the Ending in the final Chapter.

Components: 6 decks with 324 story cards (54 **Actions**, 54 **Roles**, 54 **Places**, 54 **Settings**, 54 **Themes** and 54 **Plot Twists**), 30-second timer, 3 Reuse Tokens, 1 Manual, 1 Structure book, World Building Board.

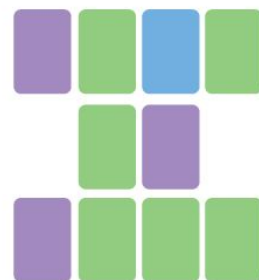


0. Setup: Shuffle all 6 decks based on their types. Place Reuse Tokens within reach of all players. The starting player is the person with the manual.

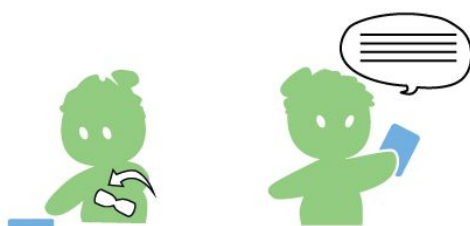
1. World Building



2. Choose Structure



3. Storytelling



4. The End



1. World Building: Every good story needs a few basic elements: *what* the story is about, *where* and *when* the story takes place, *who* the protagonist is, and *how* it ends. These are placed and revealed according to the World Building Board:



- "Our story is about..." [draw a **Theme** card]
- "It takes place in..." [draw a **Setting** card]

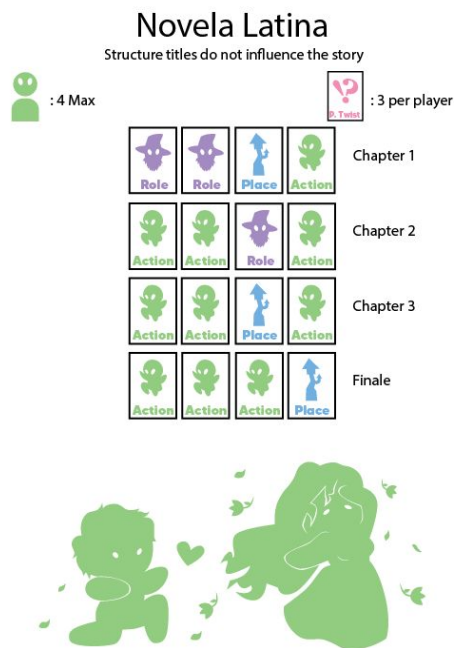
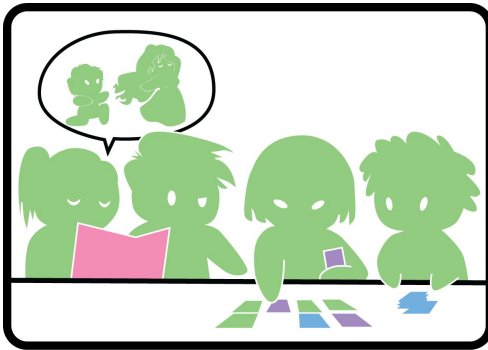
This is the story's world and plot. Players should always keep these in mind and think about how they should influence the tale that they narrate.

- "We are the..." [draw a **Role** card]
- "And we are at the..." [draw a **Place** card]

This is the protagonist that the players will share, taking control of their narrative during your turn.

- "Our story ends like this: the..." [draw a **Role** card]
- "Will..." [draw an **Action** card]
- "At the..." [draw a **Place** card]

These 3 cards together create the Ending of the players' story, which can only be told in the final Chapter. To win the game, the Ending must be told. Players can introduce these cards in previous Chapters, but not all in the same turn until the story's final Chapter.



2. Build a Structure: Open the Structure Book and pick one Structure build. **Structure titles do not influence the story.** Place all cards in the same layout as the chosen Structure. Every card in the Structure is drawn from the top of the respective deck and placed face down blindly. No one should know what is on these cards. Make sure the cards are within reach of all players. Finally, each player receives the quantity of **Plot Twists** indicated by the Structure. Look at your **Plot Twists**, but keep them a secret from the other players.

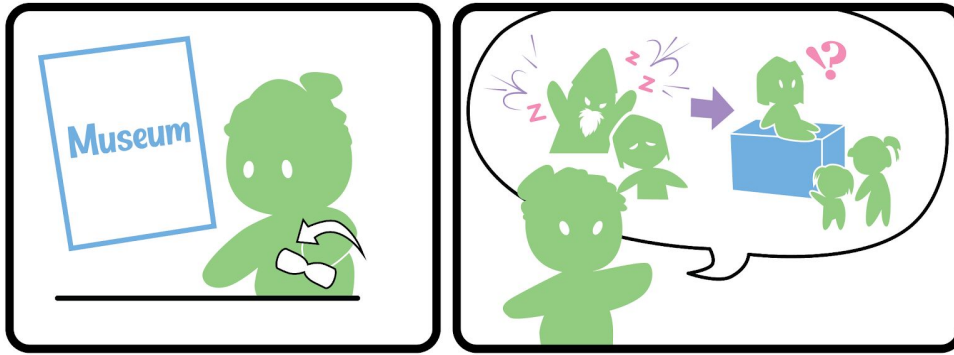
*Example: Steph, Jake, Mark and Suzie look through the Structure book and choose the “Novela Latina” Structure for their story. They take 3 **Roles**, 3 **Places** and 10 **Actions** cards, and place them face down according to the structure. They finish setting up by giving each player 4 **Plot Twists**.*

Once the Structure is set up, the Storytelling phase begins.

3. Storytelling: The starting player (whoever has the manual) begins the round and turns are taken in clockwise order. In Loopy Lore, each round is a Chapter of the story’s Structure.

During this phase, players take turns narrating the events of the story and the actions of the protagonist. Each turn, the narrator will reveal any one face-down card from the current Chapter’s row. Cards can be revealed in any order, as long as they belong to the same Chapter. The timer begins as soon as the active player flips their chosen card - **players should start the timer and reveal their chosen card at the same time**. While the timer is running, the current player narrates the story inspired by the contents of the card. They must add it to the story by mentioning the card’s text or concept at least once in their narration. Their turn only ends when the timer runs out, so keep on narrating until your time is up.

A Chapter ends when all the cards in that row have been revealed.



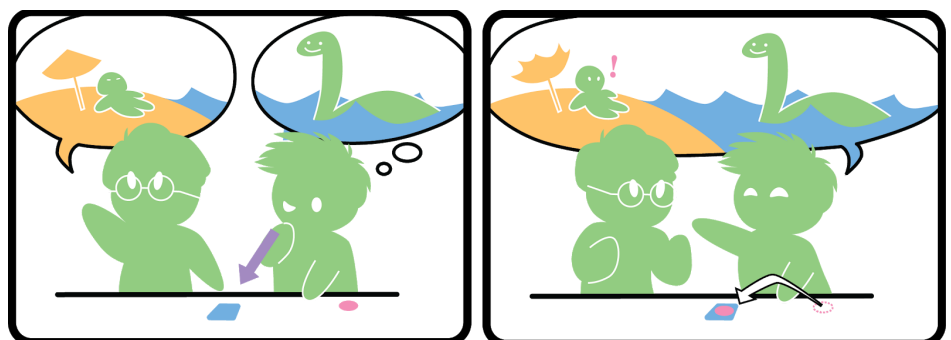
*Example: Mark reveals a “**Museum**” card. He flips the timer and says “The **Knight**, who was cursed by a jealous witch to sleep indefinitely, awoke in a **Museum** centuries later”.*

During their turn, the narrator must use the card by mentioning it in any way possible. As long as they mention the card in their narrative, any and all uses are acceptable. The next player picks up the story from where the previous player left off. When there are no unrevealed cards remaining in the current Chapter, begin the next Chapter. Should there be any doubt about the story, players may ask for a recap.

Revealing cards and narrating isn't all that players can do in Loopy Lore! Here are some other storytelling options:

Reusing Cards: Players can play Reuse Tokens at the beginning of their turn to reuse a card that has already been revealed. This is a great way to give your group more time to develop their story and it allows you to narrate a card that you already know rather than improvising an unknown one. Before starting the narration, choose *any* face-up card (including **Plot Twists**), place a Reuse Token on top of it, and talk about it for 30 seconds like you would with a new card. Cards with a Reuse Token on them **cannot** be reused until the token is recovered.

*Example: After Mark's narration about a **Beach**, it is now Jake's turn. Rather than revealing a new card, Jake has an idea that would go really well with what Mark said about the **Beach**, so he*



places a token on the card and talks more about it. Mark thinks his idea is awesome and gives Jake a sick high-five.

There are 3 tokens for the entire group. All other storytelling rules apply as if this was a new card. Reusing a card is considered a “use” of a card and the player can end their turn as usual.

Reuse Tokens can be recovered through **Plot Twists**. Each time a **Plot Twist** is played, return any one token back to the group.

Playing Plot Twists: Players can play a **Plot Twist** from their hand during **another** player’s turn and while the timer is still running. When a **Plot Twist** is played, the timer is paused (lay it on its side) and the narrator - not the person who played it - has to incorporate the card into the story using their own words, adding it to the card they are narrating. As long as the timer remains paused, the narrator can think and plan as much as they want, but they **cannot** narrate and **must** remain quiet. To continue their turn and resume narrating, they must stand the timer back up. The narrator can choose which side to turn it to, which can give them more or less time.

Players do not get more **Plot Twist** cards so make them count!



*Example: Suzie is talking about how two characters first met through **Cooking** when Mark plays the “**Challenged to a Duel**” card and pauses the timer for her. Suzie thinks for a few moments before standing the timer back up and says that the **Apprentice** challenged the **Professor** to a **Cooking** duel and became their student when the **Professor** won.*

At the end of the turn, whoever played the **Plot Twist** (**not** the narrator) can look at 1 unused card from the Structure without showing it to other players. This is done at the end of the narrator's turn. They can decide to return this card to its place, if they believe it's a good fit for the story, or place it at the bottom of its respective deck and replace it with a card from the top without looking at it. Whether the card is returned or replaced, the player **cannot** tell the group what the card is or give any hints. However, they can encourage others to flip that card or ask the rest of the group to reserve that card for them so they can flip it on their turn.

[VISUAL EXAMPLE GOES HERE]

Example: After Suzie finishes her narration, Mark gets to look at a card. Curious to know what character they'll be introducing in the last Chapter, he peeks at the **Role** card, which turns out to be "**Clown**". Concerned that it might be a bit too weird for their **Viking Wedding Crashing** story, he discards the "**Clown**" card and replaces it with another **Role** from the top of the deck.

4. The End: Once the group has reached the last Chapter of the Structure, it is time to end the story by resolving the Ending created during the World Building phase. In addition to all other Storytelling rules, in this round the group has to include at least one of the three cards from the Ending in their narration along with the card they have revealed or reused during their turn. Not all players have to include the Ending cards. Players can decide to split the cards among themselves or let one person include all cards in their turn if they prefer. However, all Ending cards **have to be included in the final Chapter to achieve the goal.** If all Ending cards have been included before the Chapter is over, the group wins the game.

When the last card has been revealed, that is the last turn of the game. Once the time is up, the game is over, so make sure to resolve the Ending before that time.

You are ready to start playing Loopy Lore. Get ready to begin an adventure!

