

# LOOP THE ELEVATED CARD GAME

**LOOP** is a card game based on riding Chicago's downtown elevated train lines. "The Loop" is where the train lines come together to circle the heart of the city. Match the line colors and stations to discard from your hand, take advantage of transfers, and watch out for events you may encounter during the course of your ride!

## Contents

65 cards as follows:

- 3 Red Line Station Cards
- 4 Blue Line Station Cards
- 4 Green Line Station Cards
- 8 Brown Line Station Cards
- 8 Orange Line Station Cards
- 8 Pink Line Station Cards
- 8 Purple Line Station Cards
- 4 FREE TRANSFER Cards, each with seven line colors
- 17 Event Cards, each with three line colors and a special effect
- 1 Loop Map Card for your reference, not used in gameplay



Red Line Station Card



FREE TRANSFER Card



Event Card

## Winning the Game

The object of the game is to be the first player to discard all cards from your hand.

## Setup

1. The person who most recently used public transportation is the dealer.
2. The dealer shuffles the deck and deals 7 cards to each player.
3. Place the remaining cards face down to form a draw pile.
4. Turn up the top card from the draw pile and place it face up next to the draw pile to begin the discard pile. The top card on the discard pile is the "active discard." If the card is a FREE TRANSFER, the first player will decide what color to play. If the card is an Event Card, resolve the event as though the dealer had played it from their hand.

## Gameplay

1. Play begins in a clockwise direction with the person to the left of the dealer. On your turn, you must play a card from your hand to the discard pile that matches either a line color or station sign of the top card on the discard pile.
2. If you cannot make a legal play to the discard pile, you must draw a card from the draw pile. If the drawn card is a legal play, you may play it. Otherwise, your turn is over.
3. You may play multiple cards at once as long as all the cards you play appear in the "Transfer to:" section of the active discard at the beginning of your turn. The card you leave on top becomes the active discard.
4. You may play "FREE TRANSFER" cards on any color. You must name the new active color.
5. If you must draw a card from the draw pile and there are no cards left, reshuffle the discard pile (leaving behind the active discard) to form a new draw pile.
6. The game ends as soon as a player holds no cards in their hand.

## Event Cards

1. There are an assortment of Event Cards in the deck, each of which has three active line colors. They may be played on your turn whenever one of those three colors would be a legal play.
2. Resolve the event by following the directions on the card. If it remains on top of the discard pile, the next player may play a card that matches any of the three line colors on the Event Card.
3. If an Event Card is turned up from the draw pile directly to the top of discard pile at any point during the game (for example, when first making the discard pile at the beginning of the game, or as the result of another Event Card such as 'Cup Game'), resolve the event as if the person who turned up the Event Card played it from their hand.

## Play Examples

1. The top card of the discard pile is the Jackson Blue Line Station Card. On your turn, you would be able to play any of the following cards:

- Any Blue Line Station Card.
- Any of the Station Cards listed in the "Transfer to:" section of the card - In this case, that would be Jackson Red Line or the Library Station Card in Orange, Brown, Purple, or Pink. If you have more than one color of the Library Station Card and/or the Jackson Red Line Station Card, you may play them all simultaneously because they all appear in the "Transfer to:" section of the active discard. Whichever card you leave on top becomes the active discard.
- Any Event Card featuring a Blue Line border.
- A FREE TRANSFER Card.



2. The top card of the discard pile is the Forgot Farecard Event Card. On your turn, you would be able to play any of the following cards:

- Any Brown Line Station Card.
- Any Purple Line Station Card.
- Any Blue Line Station Card.
- Any Event Card featuring a Brown, Purple, or Blue Line border.
- A FREE TRANSFER Card.
- You may **NOT** play multiple colors of a single station card on an event card because there is no "Transfer to:" section on any event card.



3. The top card of the discard pile is a FREE TRANSFER Card, and the person who played it called "Green" as the active color. On your turn, you would be able to play any of the following cards:

- Any Green Line Station Card.
- Any Event Card featuring a Green Line border.
- A FREE TRANSFER Card.
- You may **NOT** play multiple colors of a single station card on a Free Transfer card because there is no "Transfer to:" section on the Free Transfer card.

