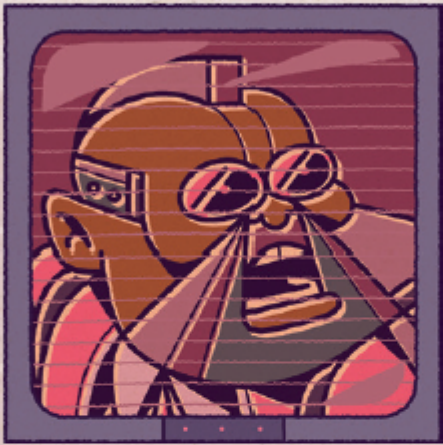# THE LOOP OPERATIONAL BOOKLET

"Welcome to the Agency! If you're here, it can only mean one thing: you're among the best of the best, the cream of the crop... but don't get cocky, this is where things get serious. This is the master reference document for a perfect Time Agent, and supplements the Rules of Procedure (which you still need of course). Here you will find all of the most important information for your missions against Dr. Faux."

MR. TIME

"But before we get started, let's take a look at our thrilling org-chart and at this very inspiring message of self-congratulation from our shareholders."

WHAT IS THE AGENCY?

MR. TIME

"That is a vast question, shrouded in mystery. The Agency is, first and foremost, your employer, paying your monthly Time Agent salary thanks to its top-notch accounting department. You understand, of course, that I can't tell you where you are right now – CONFIDENTIAL! CLASSIFIED! – but I can tell you when: 1985! THE breaking point, the year of "no going back"... to the future (unless…).

"Taking advantage of the technological golden age of the 80's, this is the year we send our best Agents from, again and again, now and forever, to foil the fiendish schemes of Dr. Faux.

"Here is the A5 Team: the Agency's five greatest legends. With these superagents, you'll be ready to face certain doom (but with a smile!)"

THE TIME PROWLER

Complexity Level: LOW

Trapped in a day-to-day life that's way too hard, where everything is so lame and totally impossible, with parents who just don't get it… Jenny McFadden was far too special a teenager for the Agency to miss. Compared to the utterly unimaginable suck of high-school in the 80's, cleaning up Doctor Faux's Rifts is child's play.

SPECIALTY: The queen of resourcefulness, the Prowler is the best of the best when it comes to repairing Rifts. At the slightest vibration in spacetime, she'll draw her quantum wrench, her temporal screwdriver, or any of an infinite variety of other jerry-rigged devices from her bags of tricks.

MISC.: In her tortured teenage angst, Jenny has already gone through several goth phases: victorian goth, heavy-metal goth, celtic-goth, sport-goth, double-goth, reverse-goth, space-goth…

CZTWYZZEK

Complexity Level: LOW

As a "Middle-Aged One" brought to Earth at the dawn of the Dawn of Time, Cztwyzzek figured out pretty quickly that its strange appearance and unpronounceable name would make normal human interactions…difficult. Its auto-disguise headband is the best solution that this thousand names thing from a strange and ancient world has found to fit in and remain unnoticed.

SPECIALTY: Nothing can move through time and space with such impressive speed. In its journeys through the ages, this master of disguise has pierced the secrets of universal energy.

MISC.: Recently, its coworkers have gotten into the habit of calling it Steve. Why Steve? Maybe it's easier to pronounce? And besides, doesn't it just look like a Steve?

Robofinisher 404

Complexity Level: MEDIUM

Super combat robot of the purple army, the R404 became self aware in 2142, but was prevented from joining the war against humanity thanks to a simple "file not found" error. Sent back to 1998 fix her original HTML source code, then back to the future to reprogram herself, and then back to the 1980s to prevent her father, a ZX Spectrum console, from becoming obsolete... she finally joined the Agency to live by her simple code of honor: A:\loop>killdocFaux
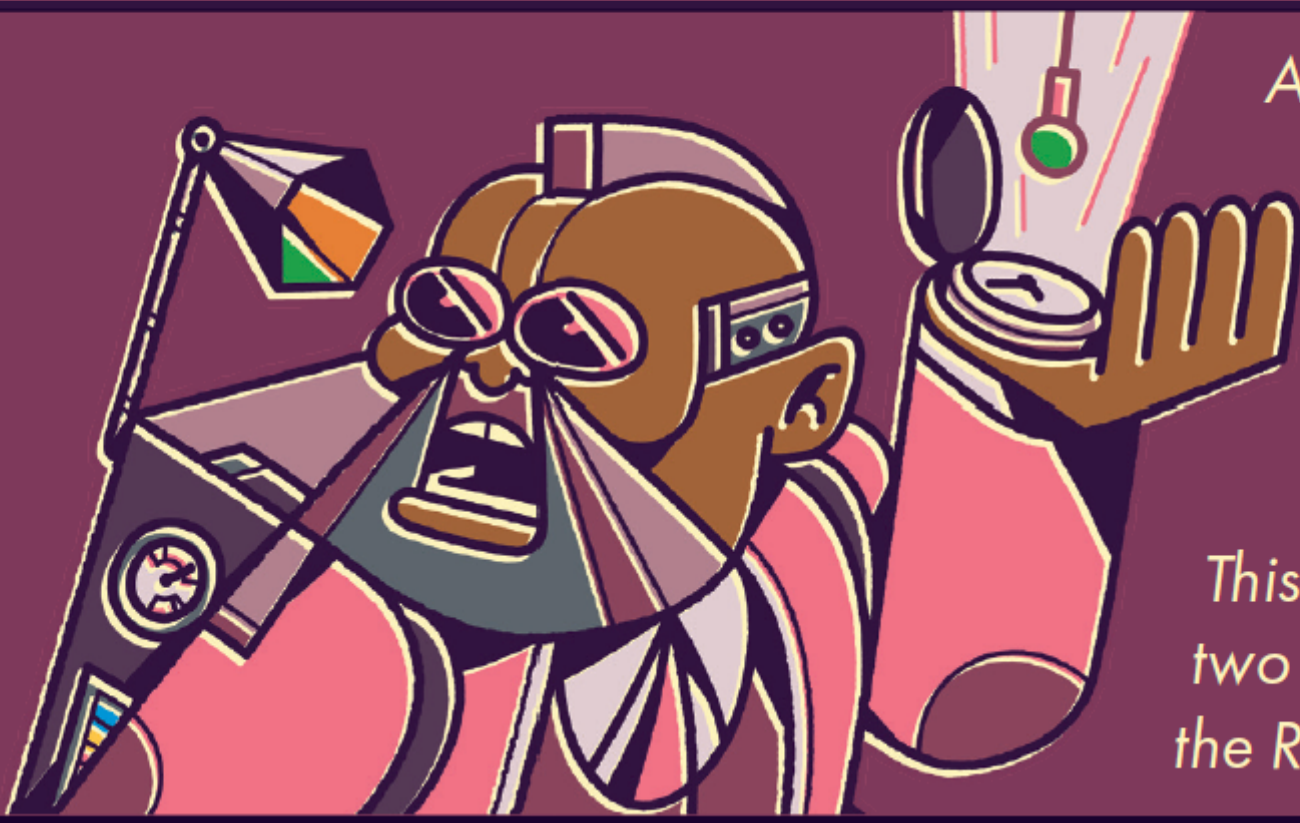
SPECIALTY: Fragging Clones and reciting punchlines of dubious comic value...it might seem a little bit binary to you, but for Robofinisher 404 this is what living your best life looks like.

MISC.: This model is also available in white, black, or rose gold. It'll only cost you an arm and a leg...

Mr. Time

Complexity Level: MEDIUM

As Leonard Da Vinci's favorite apprentice, Mario von Time used to shine on the Florentine social scene, in no small part because he was always such a snappy dresser. Sucked into a wormhole during a somewhat avant-garde experiment, he now suffers from a bad case of 80's aesthetic shock. He had just started calling himself Mr. Time when the Agency hired him to fight against Dr. Faux. This ambitious go-getter plans to climb the Agency's corporate ladder, two rungs at a time, to one day reach the coveted position of Assistant to the Regional Manager.

SPECIALTY: Your best co-worker. Mr. Time is unique in his ability to get everyone feeling that team spirit: men, women, children, robots, or even eldritch beings. He keeps them on-task and focused on the most important goal of all: the Christmas bonus!

MISC.: Mr. Time was the secret 3rd member of the boy band Milo Vanilla. He is also the Editor-in-Chief of the Employee of the Month Fanzine.

V-Girl

Complexity Level: HIGH

Commanding her steel exoskeleton, the daughter of inventor James Watt fears nothing, not even temporal Vortexes. Born inside that great steam-powered monster at the peak of the Industrial Revolution, this eternal child has never learned a sense of danger. As gifted as she is fussy, V-Girl is the only one able to pilot this technological marvel from the era of coal and steam.
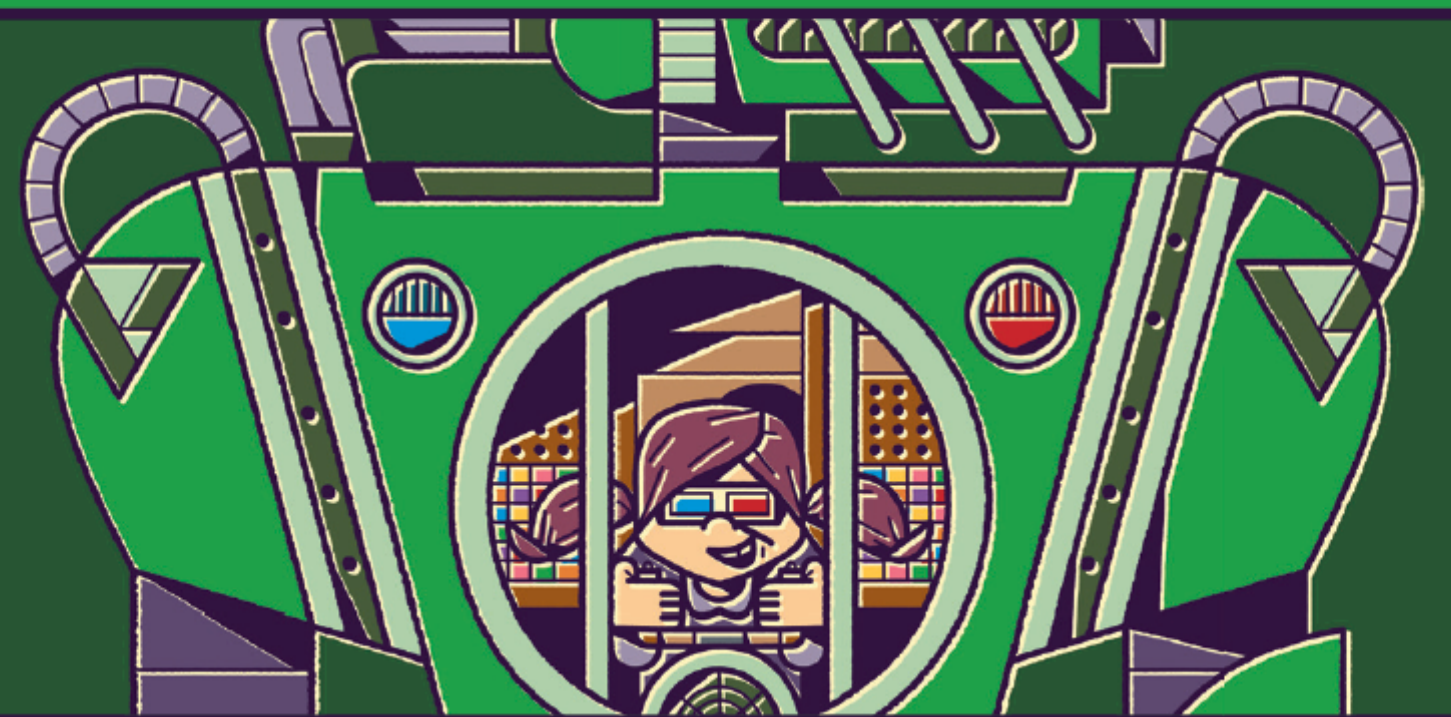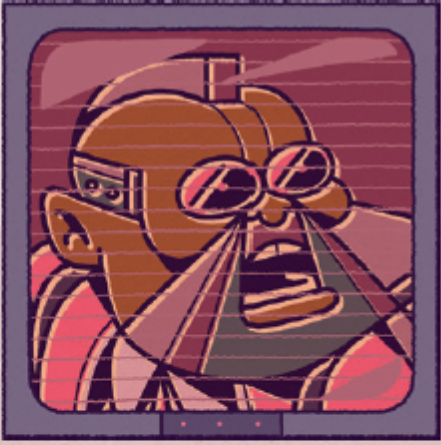
SPECIALTY: Inverting dimensional fluxes, navigating Vortexes, antimatter disposal... her speciality is anything that only a little girl piloting ten tons of steaming steel would be crazy enough to try.

MISC.: At the Agency, most people just call her The Pressure Cooker.

MR. TIME

"This is the main reason the Agency exists. The only reason, actually. The mad doctor is concocting outlandish and evil schemes in so many different parallel realities and Eras simultaneously that we had to set up a new registration system to "encourage" Agents to volunteer for extra missions against him. Time Agents select a Game Mode and a difficulty level (making it sound like a game helps us forget the fear and danger!) and the Agency sends them into the corresponding quantum realm. Believe it or not, this remains the best way of cleaning up the infinite number of messes that Dr. Faux seems to revel in creating."

Selecting a Game Mode and a difficulty level

The 4 next pages each present a different game mode, each one giving you a new game experience. Whenever you start a game of The LOOP, select a game mode and one of the 3 available difficulty levels. These 4 modes all rely on the base rules presented in the Rules of Procedure booklet, all of which apply, unless otherwise specified. Also, always start with the setup instructions on pages 2,3 and 4 of the Rules of Procedure before applying the adjustments required by your mode.

MEGA VORTEX

On higher difficulty levels, you will need to use the **Mega Vortex** side of the Vortex tiles. This advanced version follows the rules for Vortexes in the rulebook, except that if **end your turn** on a Mega Vortex, your team **immediately loses** the game!

Note that you can land on a Mega Vortex at any **other** time during your turn, as long as you are not still there at the end of your actions.

"You were probably wondering what a Sayan Supa Clone would look like if you pumped it up with Vortex energy… well, now you know. At the first second of inattention, those cosmico-scientific luchadores will snap you like a twig."

MR. TIME

"Doing the right thing… Protecting the universe… serving the greater good, blah, blah, blah… those high minded ideals won't keep the Agency from evolving with the times: in the go-go 1980's, greed is good and the winner takes all! Shaming the losers helps motivate the team!"

HR Evaluations and Reporting

On the inside of your box, you will find the Employee Evaluation Forms prepared by the HR department. Your Career Plan is there to track which Game Modes and difficulty levels you have defeated. The Reasons for Promotion and/or Firing sheets are used to track the specifics of your victories (Winning) or defeats (Losing), some in-game situations (Work Experiences) and some behaviors around the game (Behavioral Assessment).

"These should brighten the (frankly excessive) coffee breaks you take (far too often) with your coworkers. Those moments of pure bliss around an overpriced instant coffee, counting the precious minutes you're stealing from our beloved employer."
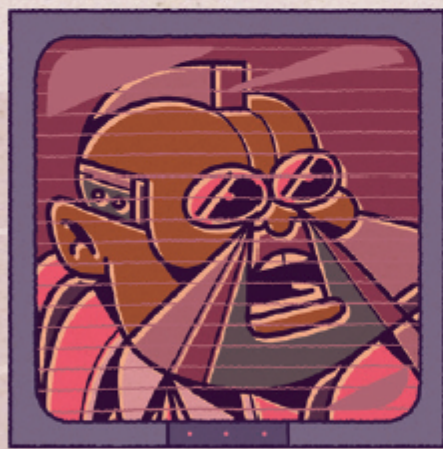
S.A.B.O.T.A.G.E

This game mode focuses on the fundamentals of an Agent's job

MR. TIME

"This is what we do every day: infiltrate Dr. Faux's quantum realm to sabotage, sabotage, sabotage… And then sabotage some more! Dismantle his Machine, down to the very last piece… just like yesterday… just like tomorrow… to put a stop to his chaos. In short, saving time and space before it is too early (or late). And so, this is how we spend all of our time on the clock. This even takes precedence over preparing for our annual performance review. Which is saying a lot."

COMPONENTS, SETUP, AND SPECIAL RULES: This is the game mode presented in the Rules of Procedure. No changes are needed (except if you choose a harder difficulty level below).

This is the standard way of playing a game of The LOOP, using the simplest rules. This is why we very strongly suggest that you choose this mode (on Employee of the Month difficulty) for your first game and for the first games of new players.

VICTORY CONDITIONS: Complete **4 Missions.**

DIFFICULTY LEVEL

⧖ **EMPLOYEE OF THE MONTH:** Standard rules of procedure, no changes or additions.

⧖⧖ **EMPLOYEE OF THE YEAR:** Draw **+1**🌀 at setup. Use **Mega Vortexes** instead of Vortexes.

⧖⧖⧖ **EMPLOYEE OF ETERNITY:** Draw **+3**🌀 at setup. Use **Mega Vortexes** instead of Vortexes.

MR. TIME

"Since we've got some extra print space, this is a good time to tell you about this terrrrifying Machine, able to fold the fabric of the Universe itself!

"For his part, Dr. Faux will only (or did only, depending on your parallax) hasten the End of Times. Programmed on short cycle mode, time goes by in shorter and shorter loops, a new Dawn of Time always emerging out of the smoking ashes of the Post-Apocalypse."

"Through these Spacetime distortions, Dr. Faux generates more and more Clones of himself, to aid him in… Omniscience 2000. His grand, and just slightly megalomaniacal, plan to become master of the universe. But in his mad dash, it turns out that his Machine mostly creates an astronomical number of Rifts in Spacetime, risking the total destruction of all time and space long before anyone has the opportunity to witness such an historic triumph."

"Now you see why the Agency exists, and why we have no choice but to keep chasing Dr. Faux through every corner of Spacetime."

SAYAN SUPA CLONES

This mode allows for more spectacular game turns.

Complexity Level: MEDIUM

"Dr. Faux has found a way to amalgamate Clones into mega-powerful warriors, fueled by perpetual energy. Travel back to the Era of their gooey, viscous creation and destroy them while they're still vulnerable!"

SPECIAL COMPONENTS:
- 7 ⧗ Supa Clone tokens
- 5 ◈ Perpetual Energy cubes

VICTORY CONDITION: Complete **4 Missions** and destroy **all** ⧗ Supa Clones.

EXTRA SETUP: Before placing starting ⊙ Clones, place the **7** ⧗ **Supa Clone** tokens in the bag, and draw a number of them based on your chosen **difficulty level**. Each ⧗ Supa Clone shows its **Paradox Era** on the front (and nothing on the back). Place the 1st ⧗ you draw **1 Era clockwise** from its Paradox Era. Place the 2nd ⧗ **2 Eras clockwise** from its Paradox Era, the 3rd ⧗ **3 Eras clockwise**, and so on. (More than one ⧗ can be placed in a single Era.) Once you've placed the correct number of ⧗, return all that are left in the bag to the box, then place the regular ⊙ Clone tokens in the bag and draw starting ⊙ as normal.

FRONT

*Example: If the **1st** ⧗ Supa Clone you draw has the 🕛 **Dawn of Time** on it, place it in the 🛡 **Medieval Era**.*

SPECIAL RULES:

- **SUPA CLONES:** While on the board, ⧗ **Supa Clones** follow all of the **same rules** as regular ⊙ **Clones**. Whenever an **ability** would affect a ⊙, you may apply it to a ⧗ instead. When Dr. Faux drops 🗲 **Rift cubes** during the Faux Phase, he counts ⧗ in his Era as well as ⊙. When fulfilling **Mission** conditions, ⧗ also count as ⊙.

- **DESTROYING SUPA CLONES:** Like regular ⊙ Clones, you must move a ⧗ Supa Clone to its **Paradox Era** to destroy it. However, whenever you **destroy** a ⧗, immediately add **1** ◈ **Perpetual Energy cube** and a number of regular ⊙ **Clones** to the Era where it was destroyed. (Draw the new ⊙ from the bag, but ignore the Eras printed on their backs and place them directly in the Era where the ⧗ was destroyed.) The number of ⊙ a destroyed ⧗ generates is based on **how many** ⧗ have been destroyed so far:

Destroyed Supa Clone	1st	2nd	3rd	4th	5th
Clones added to Era	1⊙	2⊙	3⊙	4⊙	5⊙

*Note: If any ⊙ is placed in its **Paradox Era,** it is immediately destroyed. (Don't draw another Clone to replace it. You got lucky!)*

- **PERPETUAL ENERGY:** ◈ Perpetual Energy cubes can **only** be placed by destroying ⧗ Supa Clones. Once a ◈ is placed on an Era, it acts as an ⊠ **Energy cube**, except that it is **not** removed from the board when you spend it to take an action. You may use the same ◈ to power **multiple** actions in a single turn.

DIFFICULTY LEVEL

⧗ **EMPLOYEE OF THE MONTH:** Draw **3** ⧗ at setup.

⧗⧗ **EMPLOYEE OF THE YEAR:** Draw **4** ⧗ at setup. Use **Mega Vortexes** instead of Vortexes.

⧗⧗⧗ **EMPLOYEE OF ETERNITY:** Draw **5** ⧗ at setup. Use **Mega Vortexes** instead of Vortexes.

Our most duplicated wishes, the Agency.

L.A.S.E.R CENTRIFUGES

This game mode makes optimizing your turns more challenging.

"Dr. Faux has created L.A.S.E.R Centrifuges, able to concentrate flows of dimensional energy. Destroy them all before one Dimension swallows the others and then the whole Universe."

SPECIAL COMPONENTS:
- 3 double sided Centrifuge tokens 🎃

VICTORY CONDITION: Complete **4 Missions** and destroy **all** 🎃 Centrifuges.

EXTRA SETUP: After revealing 2 Missions at setup (step 14), but **before** re-reshuffling the Faux cards, reveal additional Faux cards from the deck to select **random Eras** to place 🎃 Centrifuges. Draw 1 card per Centrifuge you must place (based on your chosen **difficulty level**) and place a random Centrifuge token on that Era as shown below. When finished, re-shuffle all Faux cards into the deck and continue setup normally.

SPECIAL RULES:

- **CENTRIFUGES:** When in an Era with a 🎃 Centrifuge, you may **only** use **Artifacts** or perform **LOOP** actions that match the **Dimension** (◎, ✳, or ⬡) shown on the Centrifuge.

- **DAMAGING A CENTRIFUGE:** Each time you do a **LOOP** in an Era with a 🎃 Centrifuge, place 1 damage cube (of any color) from the supply on an empty slot on the Centrifuge.

- **DESTROYING A CENTRIFUGE:** If **all 3 slots** on a 🎃 Centrifuge are full, it is immediately destroyed and removed from the game. Each time you destroy a Centrifuge, you may place **1 progress cube** on **each** currently revealed Mission.

NOTES:

- You **can't** choose a Dimension during a LOOP unless you have at least **1 Artifact** of that Dimension in your hand (either ready or exhausted).

- When an ability lets you resolve an Artifact that is **outside your hand** (such as *"Da Vinci's Manuscript," "Stone Circles of Stonehenge,"* or V-Girl's special ability), the Artifact you activate does **not** do not need to match the Centrifuge's Dimension.

DIFFICULTY LEVEL

- ⧗ **EMPLOYEE OF THE MONTH:** Place **2**🎃 at setup.

- ⧗⧗ **EMPLOYEE OF THE YEAR:** Place **3**🎃 at setup. Use **Mega Vortexes** instead of Vortexes.

- ⧗⧗⧗ **EMPLOYEE OF ETERNITY:** Place **3**🎃 at setup and place an extra **1**✖ in each Era with a 🎃. Use **Mega Vortexes** instead of Vortexes.

Centrifugally yours, the Agency.

ULTRAMACHINA

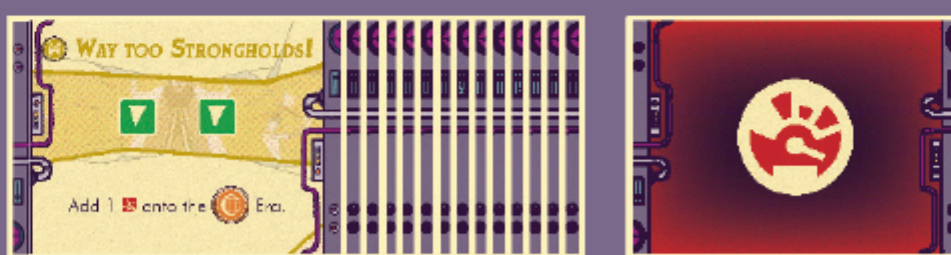*This game mode focuses on control and planning.*

Complexity Level: HIGH

"Dr. Faux has deciphered the mysteries of cycles. Each time that he passes through the maelstrom linking the End of Times to the next Dawn, he upgrades his Machine... It must be destroyed. Quick!"

ADDITIONAL COMPONENTS:
- 14 🔴 Ultramachina cards

VICTORY CONDITION: Complete **4 Missions**.

EXTRA SETUP: Do not use **Faux cards** in this mode. Instead, shuffle the 14 🔴 **Ultramachina** cards facedown and place them on the 1st Cycle space on the HQ board. Based on your chosen **difficulty level,** reveal a number of starting 🔴 and place each one faceup underneath the **Origin Era** in the top left. Rotate **Dr. Faux's Machine** so that he starts in the 🌀 **End of Times**. Then, **before** players draw their starting hands, receive an **Attendance Reward** (as if you had just completed a Mission).

ORIGIN ERA

NAME

PROGRESS SLOTS

EFFECT

SPECIAL RULES:

- **FAUX PHASE:** Instead of drawing Faux cards, Dr. Faux moves to the **next Era clockwise** each turn. Whenever Dr. Faux moves to an Era with one or more 🔴 **Ultramachina** cards, resolve the effects of each of them (**before** dropping 🔺 Rift cubes).

- **END OF A CYCLE:** At the **end** of any player's turn, if Dr. Faux is on the 🌀 **End of Times**, reveal 3 🔴 and place them faceup in their Origin Eras. Then move the deck to the next **Cycle** space on the HQ board.

- **PROGRESS SLOTS:** Each time you add 1 🟩 **Energy cube** to an Era with one or more 🔴 , place a cube (of any color) from the supply in an empty **progress slot** on a 🔴 of your choice in that Era.

- **DESTROYING ULTRAMACHINA:** If all progress slots on a 🔴 are **full**, it is immediately destroyed and removed from the game. Each time you destroy a 🔴 , drop 1 🟩 into the Machine (without changing where it is facing). This 🟩 can be used normally on the Era where it lands. (This does not count as adding 🟩 towards Missions or other 🔴 .)

NOTES:

- 🔴 are not destroyed by Vortexes.

DIFFICULTY LEVEL

- ☠ **EMPLOYEE OF THE MONTH:** Reveal 4 🔴 at setup.

- ☠☠ **EMPLOYEE OF THE YEAR:** Place 5 🔴 at setup. Use **Mega Vortexes** instead of Vortexes.

- ☠☠☠ **EMPLOYEE OF ETERNITY:** Place 7 🔴 . Use **Mega Vortexes** instead of Vortexes.

Ultrasincerely, the Agency.