



Set Up and Play

Fill the Mines

Organize the material tokens by material type. If playing with four or fewer players, use 4 tokens per material type. Use all 6 tokens with more players.

For each material type, place half of the material tokens face down on the Global Resources Board at their corresponding material space. These are reserves and unavailable for now.



Place the other half of the tokens face up on top of the reserves. These are available materials.

Arrange the Strategies

Place the strategy cards face down on the Strategy Card Deck space on the Strategy Board. Draw five cards and place them face up on the Strategy Board.

The Strategy Board should always have five strategy cards face up. Whenever one is taken, replace it with the top card from the Strategy Card Deck.

Set Up the Companies

Each player should:

- Receive 6,000 and a player actions card. (This card details what players can do and in which order on each turn.)
- Select a truck piece and place it in the factory (the space in the center of the Global Resources Board).
- Take one company card and one progress point marker. Place the marker at "0" on the Progress Tracker side of the company card. (Move the marker as you gain/lose points to keep track of your points.)

Select Company Products

Place the product cards on the Product Card Deck space on the Current Events Board. Each player draws three product cards and selects two. (Don't show them to the other players!) Return the other card to the bottom of the Product Card Deck.

Each product card lists the material tokens required for its production. (For example, a Camera Lens requires 1 tantalum token and 1 niobium token.) Players should always have at least two product cards. At any point in

the game, players may turn in and replace a product card at the expense of one turn. To replace a product card, draw two cards and select one (place the other cards at the bottom of the Product Card Deck).

Determine the Starting Company

Start an auction for the first turn. Whoever bids the highest pays that amount to the bank and goes first.

Start Making Progress

Begin play! Follow the turn order guidelines as detailed on the player actions card. Use the laminated Instructions Summary Sheet ("How to Play") for detailed information on how to mine materials and produce products.

Heads Up!

- Strategies are for one time use. Return them to the bottom of the Strategy Card Deck after use.
- You must be in the factory to produce a product.
- Product cards and their material tokens are placed in the Junkyard after production.
- The number of material tokens and product cards in the Junkyard or a Private Warehouse is not restricted.
- If bankrupt, players may sell progress points at 1200 per point, or sell material tokens to other players (at a negotiated price).

Share your play with us!

#intheloopgame
@intheloopgames

Scan the QR codes on the back of the material tokens to learn more about the materials.

Many thanks to **all of the game's Kickstarter backers** and to everyone who tested the game and provided feedback. Special thanks to David P., David K., Shannon C., Astrid H., Tim V., Andreas K., Flora P., Marcel dH., Ben K., Ashleigh S., Renee W., Kees V., Erik T., Cecilia B., Peter H., Gerben K., Bart G., Maarten L., Pieter vdB., Shyaam R., Linda W., Charles W., Utku K., Chloe dR F., Guido B., Arjanna vdP., Helene S., Elisa A., Alyanne B., Andy L., Kierstin D., and our official Kickstarter sponsor Zero Waste Scotland.

Credits

Material Photos

Antimony: "Antimony (Mexico) 1" by James St. John (2011, CC-BY 2.0). Flickr.com.
Germanium: "12 grams polycrystalline germanium, 2*3 cm" by Juri (2009, CC-BY 3.0). commons.wikimedia.org.
Magnesium: "Crystallised magnesium" Mark Fergus (2005, CC-BY 3.0). <http://www.scienceimage.csiro.au/image/2893>.
The following images were photographed by Jürgen Kummer and found on <http://images-of-elements.com/> under Creative Commons Attribution 3.0 Unported Licenses (CC-BY 3.0):
Gallium: "Gallium-3." "Indium." "Yttrium." "Tungsten." "Tungsten-2." Tantalum: "Tantalum." Cobalt: "Cobalt." "PGMs." "Ruthenium." "Niobium-2." "Beryllium-2." "Beryllium-2."

Product Card Photos

The following images were found on Flickr.com licensed under Creative Commons Attribution 2.0 Generic Licenses (CC-BY 2.0):
Photovoltaics: "Installing Solar Panels" by Oregon Department of Transportation (2008). Mobile Phone: "Mobile Phones Old and New" by CannedTuna (2007). Wind Turbine Generator: "California Wind Farm" by Reynermmedia (2010). Printed Circuit Board: "Circuit Board" by Squeazyboy (2009). Electric Vehicle: "VW Golf GTE Hybrid" by FaceMePLS (2015). Integrated Circuit: "pin numbers - 17" by Windell Oskay (2010). Electric Toothbrush: "Electric Toothbrush Head" by William Warby (2014). Microcapacitor: "Capacitors" by Windell Oskay (2007). Camera Lens: "2015/365/14 What The Lens Sees" by Alan Levine (2015). Fiber Optics: "Fiber Optic Light" by Time Pierce (2008). LED: "WhiteMenorah.jpg" by Windell Oskay (2006). LCD Screen: "JVC LT-42WX70 LCD TV Monitor" by JVCAmerica (2009). Power tool: "Drill" by Samuel M. Livingston (2010). Transistor: "Transistor, resistor" by Windell Oskay (2007). Ceramics: "art_20091202_0762" by Parker Knight (2009). Aircraft: "Another Airplane!" by Xilbber (2010). Microscope: "Microscope" by University of Liverpool Faculty (2013). MRI Scanner: "Big MRI" by Liz West (2006). Fluorescent Lighting: "Ceiling Fluorescent Light" by Christopher Sessums (2010). Automobile: "Rides leaving Cars and Coffee in Irvine" by Axion23 (2012).

Game Design and Art

Katherine Whalen

Box Cover Artwork

Gerben Kijne

Produced by

Promopuzze!

In the Loop Games

www.intheloopgames.com

info@intheloopgames.com

intheloopgames.com

©2016 In the Loop Games. All Rights Reserved.



Manual

Travel around the globe to collect resources and build products. But, in this uncertain world, how much progress can your company make? Will you be able to successfully navigate your company through tomorrow's material challenges?

About the Game

Each In the Loop player (or team of players) is a product-producing company. Players move around the board while gathering materials to make their products.

As in the real world, the future is unknown but having a strategy can help. Random world events affect each player's ability to collect materials and make products. Also, only a limited number of materials are available. Players invest in strategies to address unexpected challenges.

The game focuses on twelve materials found in the Periodic Table of Elements. All twelve were deemed critical raw materials by the European Commission in 2010. Material criticality has received increased attention in recent years from governments and companies. In collaboration with material experts Granta Design (www.grantadesign.com), we have created a materials library about this topic. QR codes on the material tokens enable you to discover more about the materials throughout the game. To learn more, scan the QR code on the box or visit intheloopgames.com/materialwall.

Objective

Be the first to future-proof your company. The first player to earn 7 progress points wins. Players earn points as follows:

- Creating a product earns two (+2) progress points.
- Playing strategy cards can earn progress points. But be careful: some strategy cards award negative progress points, which set a company back.



45-90 minutes



3-6 players; or
6-12 (teams of two)



Age 10+