



& loops lines

The creative
tile-laying game



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WHAT'S THE GAME ABOUT?

This colorful game is all about tiles and points. Take turns to place tiles and create elaborate patterns together. Whether you want to play strategically or let your creativity guide you, you'll need to arrange your tiles skillfully to earn points for each loop you complete. Allow yourself to be enchanted by this simple game and enjoy the time together full of creativity and fun!

GAME CONTENTS:

- 90 tiles
- 4 screens
- 40 point chips (24 yellow = 1 point each, 16 violet = 5 points each)



AIM OF THE GAME:

The game ends as soon as someone has earned 25 points. Points are awarded for completing individual patterns, which are known as “loops” in this game.

HOW TO SET UP THE GAME:

Remove all of the playing materials from the box. Take the point chips out of the punchboards and place them ready as a general supply pile. Find the five starting tiles—this is indicated on their backs. Place them next to each other at the center of the table as described in “Step 1” below. All players will add tiles to this pattern.

Return the remaining 85 tiles to the box, turned face down. Each take a screen and six tiles from the box at random. Set up your screen and lay out your tiles behind it so that the other players cannot see them. This is your personal tile supply.



normal tiles



start tiles



You can lay out the starting tiles in this manner.

HOW TO PLAY:

Take it in turns to play, in a clockwise direction. Whoever last had their birthday begins.

STEP 1: LAY TILES

Is it your turn? Then add **any** number of tiles from your personal tile supply to the pattern, one after the other. You can place the first tile wherever you like. Any additional tiles you add during this turn **must** then always be placed next to the last tile you played. In any case, you have to place at least one tile if you can.

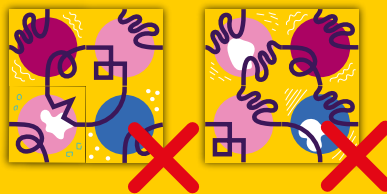
How can I place tiles?

- Tiles can only be placed alongside other tiles, never diagonally across.
- Each tile must be placed so that the lines of the pattern join up correctly. Lines must not end abruptly.

Examples of correctly completed loops:



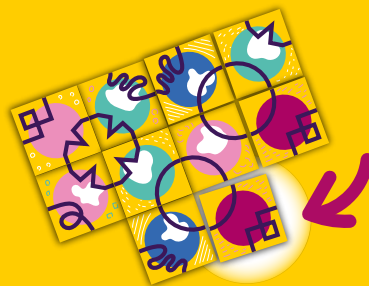
Examples of incorrectly completed loops:



STEP 2: AWARD POINTS FOR LOOPS

Did you complete one loop during your turn? Then you **must score immediately**. You only receive points for loops made up of four identical sections. A completed loop always consists of four tiles. You receive as many points for this as there are completed loops of this kind on the table. The loop you have just completed also counts. Example: If you completed a loop of one kind and there are now a total of three loops of this kind in the pattern, you receive three points. Take three white point chips from the supply pile. You can also swap your white point chips for black chips at any time. **Your turn has now ended. You cannot draw any more tiles.**

In this example, Florian adds a tile at the bottom right and uses it to complete a loop. As there are now a total of two completed loops of this kind, he earns two points.



Did you maybe even complete two different loops at the same time during your turn?

Well done! Then you receive points for both of these loops! Take the required number of point chips from the supply pile. Your turn has now ended. You cannot draw any more tiles. As soon as you complete a loop, your turn ends. So place your tiles in a way that you complete two loops only with your **final** tile.

Did you complete a loop with the last tile in your personal tile supply?

Then you can now draw six tiles and replenish your personal tile supply.

Did you complete no loops during your turn?

Never mind! You can draw as many tiles as you need to have six tiles in your personal tile supply again.

IMPORTANT:

When replenishing your personal tile supply, take tiles from the box without looking at them! No cheating, please!

What happens if I can't place any tiles?

Then you have to show the tiles in your personal tile supply to the other players. They will then check that this is actually the case before you return them all to the box and draw six new ones. You must then add at least one tile to the pattern.

END OF THE GAME

The game ends immediately as soon as one of you has earned at least 25 points. Play the round to the end first though. Then everyone should add up their points. If two or more people have reached 25 points, there is a tie.



(D) Achtung! Erstickungsgefahr wegen verschluckbarer Kleinteile. Diesen Hinweis aufbewahren!

(GB) Warning! Choking hazard because of small parts. Please keep this address!

(F) Attention ! Risque d'asphyxie à cause de petits éléments. Adresse à conserver !

(I) Avvertenza! Pericolo di soffocamento che può essere causato dalle piccole parti.

Conservare le avvertenze!

(E) ¡Advertencia! Peligro de asfixia por la presencia de partes pequeñas. ¡Guarde esta advertencia!

(NL) Waarschuwing! Verstikkingsgevaar door kleine onderdelen. Adres bewaren!

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