



LOQ

THE RULES

Welcome to LOQ, the game of deft descriptions and express guesswork!

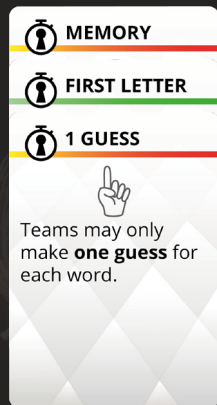
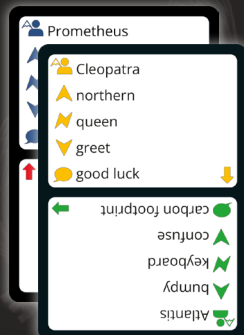
OVERVIEW

On your turn, you draw a card and try to describe as many words and phrases as possible before your time runs out; your teammates try to guess the words. The team scores points for each word and phrase guessed correctly.

There's a twist, though: in each round, you have to describe or guess the words in a particular way. For example, sometimes the describer can use just 3 words; sometimes their teammates can make just 1 guess!

Each of the 10 rounds presents a fresh challenge.

CONTENTS: 300 word cards, 11 round cards, 4 guide cards, 4 score cards, 1 draw card, 1 promo card, 4 score-tracking cubes, 1 scoreboard, 1 hourglass, these rules



round cards

UNLOCK YOUR ELOQUENCE...

CATEGORIES

There are 5 categories of word to describe: **people and places** 👤, **adjectives** ▲, **nouns** 🗨️, **verbs** ▼, and **phrases** 💬.

The words can be described in any order. However, in each round there is a key word (this could be a phrase) worth 1 extra point, so it's often best to start with this. 🔑

GAME MODE

You can play **LOQ** in 2 ways:

Cooperatively; with everyone together against the game, or

Competitively; with teams of two or more players competing against each other.

It's a lot of fun either way!

DIFFICULTY LEVELS

There are **6000** words and phrases to describe and guess! These are divided into four levels of difficulty:

Level 1 (yellow)

Level 2 (green)

Level 3 (red)

Level 4 (blue)

👤 PEOPLE & PLACES	1
▲ ADJECTIVES (<i>descriptions</i>)	1
🗨️ NOUNS (<i>things & ideas</i>)	1
▼ VERBS (<i>actions</i>)	1
💬 PHRASES	2
🔑 KEY WORD	+1

guide card



SET UP

1. Decide whether you want to play: cooperatively (everyone together in a single team against the game), **or competitively** (in up to 4 teams of 2 or more players). 4 is the minimum player count for a competitive game.

If you are playing with 2 or 3 players, you must play cooperatively. The game lasts about **10 minutes per team**. For your first game, we recommend playing cooperatively.

2. Decide what level of difficulty you want to play. For your first games, we recommend playing with the Level 1, yellow words. If you are playing cooperatively, take the score card of the corresponding level and place it within easy reach. You don't need the score cards for competitive games.

3. Place the scoreboard and a score-tracking cube for each team in the middle of the table.



4. Give each team the guide card that corresponds with their score-tracking cube. This is to remind you of which cube is yours, what the category icons



LEVEL 1

1-23 Poor. Words are not your forte.

24-30 Disappointing. Something (or someone?) is holding you back.

31-37 Below average. A lot of room for improvement.

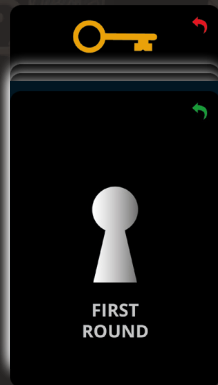
38-44 Ordinary. Not likely to win any awards.

45-51 Promising. A team to watch in the future.

PEOPLE & PLACES	1
PEOPLE & PLACES	1
ADJECTIVES (<i>descriptions</i>)	1
NOUNS (<i>things & ideas</i>)	1
VERBS (<i>actions</i>)	1
PHRASES	2
KEY WORD	+1

stand for and how many points each category is worth.

- 5. Find the 11 round cards.** Remove the “House Rules” card. This is an expansion card which you may wish to try once you’re familiar with the base game.
- 6. Set aside the cards for the “Last Round” and “First Round”.** Shuffle the remaining cards together face-down. Place the “Last Round” card face-down at the bottom of the deck and the “First Round” card face-down on top. Place the deck beside the scoreboard.
- 7. If you are playing a competitive game, decide which team will go first.**
- 8. Decide who will be the first describer for each team.**



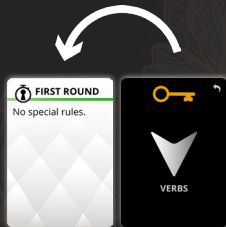
TOP TIP: It often makes things easier for your teammates if you tell them what category of word you are describing—is it a person, a place, a noun, or a phrase?

GAMEPLAY

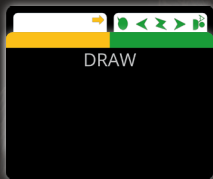
The game is played over 10 rounds. Teams take their turns one by one in clockwise order. The role of describer rotates within each team; players cannot skip their turns.

Each round is played as follows:

- 1. Reveal the round card at the top of the deck and read aloud the special rules for the round. Place this card face-up to the left of the deck, on top of any round cards already there.**
- 2. Take note of which category has the key word for the round.** This is determined by the icon on the back of the next round card. The key word is worth 1 extra point.
- 3. The describer for the first team draws a card** from the draw end of the box and turns to the words of the chosen difficulty level (e.g. Level 1 (yellow), Level 2 (green) etc.). Describers may not read any of the words before the time starts!
- 4. Flip the timer. The describer has 45 seconds to describe the words while the other members of the team make guesses.** The words may be described in any order (but it is often a good idea



↑
Key word
category



to start with the key word, since it's worth an extra point). Players may make unlimited guesses (unless the special rules for the round say otherwise).

5. If the team manages to guess all the words at the chosen difficulty level and still has time remaining, the describer may proceed immediately to the words at the next difficulty level, flipping or turning the word card as necessary. A small arrow at the bottom of each card indicates where to go. In the following round, the team returns to the original difficulty level.

6. When the time is up, calculate how many points were scored.

Teams score points for the words and phrases they guessed correctly within the time limit:

- **1 point** each for People and Places, Adjectives, Nouns, and Verbs
- **2 points** for Phrases
- **1 extra point for the key word** (the word in the category shown on the back of the next round card)

7. Advance the team's score-tracking cube on the scoreboard accordingly.

8. Return the used word card to the discard end of the box. Make sure it's



facing the same way as the other cards there.

Each team in turn plays the round with the same special rules. When all teams have taken a turn, the round ends, and a new round card can be revealed. The team that began the first round begins all subsequent rounds.

Note: Since in cooperative games there is just one team, a new round card is revealed after every turn.

GAME END

The game ends after each team has played the tenth round (“Last Round”). In **competitive games**, whichever team has the most points is the winner!



LEVEL 1

1–23 Poor. Weak base to build upon. You're relying on your forte.

24–30 Disappointing. Something (or someone) is holding you back.

31–37 Below Average. A lot of room for improvement.

38–44 Ordinary. Likely to win a round.

45–51 Promising. Ready to watch in the future.

52–58 Good. A strong base to build upon. You're ready for the next level.

59–65 Very good. Showing signs of real descriptive prowess.

66–72 Accomplished. On the road to greatness.

73–79 Excellent. Worthy of a standing ovation.

80+ Sensational. Beyond anyone's wildest expectations.

LEVEL 3

1–7 Disappointing. Something (or someone) is holding you back.

8–13 Below Average. A lot of room for improvement.

14–19 Ordinary. Likely to win a round.

20–25 Promising. Ready to watch in the future.

26–31 Good. A strong base to build upon. You're ready for the next level.

32–37 Very good. Showing signs of real descriptive prowess.

38–43 Accomplished. On the road to greatness.

44–49 Excellent. Worthy of a standing ovation.

50+ Sensational. Beyond anyone's wildest expectations.

If you are playing a **cooperative game**, check your score against the score card for the corresponding level. Was your performance Excellent or just Ordinary?

ALL PLAY CARDS

In **competitive games**, the “Penalty” round and “Last Round” are played as “All Play” rounds: the timer is flipped as usual, but **players from all teams may guess the words**.

The describing team scores points in the usual way, but the other teams may “block” them by guessing the words before they do. Only the describer’s team may score points. **Ties are scored for the describing team**. In **cooperative games**, simply ignore the “All play” rule.



PENALTY

-2 →

You **lose two points** if you fail to guess the **key word** for the round.



ALL PLAY ROUND. Block other teams by guessing their words. Ties are scored for the describing team.



Look out for this icon in competitive games !

TOP TIP: Visit Loqgames.com to discover expansions and new challenges for LOQ. You'll find new gameplay modes, such as “LOQ Centurions”, as well as new “description restrictions”. Have you tried playing with 1-syllable clues?

DESCRIPTION RESTRICTIONS

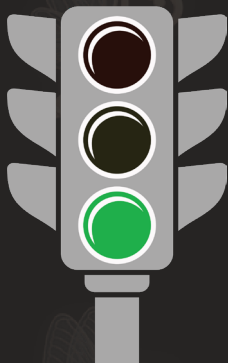
- ❌ **LOQ is a speaking game:** gesturing, miming, pointing and mouthing words **are not** permitted.
- ❌ **You may not** use the word or words you must describe, or any derivative or very closely-related words. For example, if the word to be described is “satisfaction”, you cannot use the word “satisfy”. Equally, if the word to be described is “bedroom”, you cannot say the words “bed” or “room”.
- ❌ **You may not** say how many letters a word contains, or what letter it begins with/ends with etc. unless the round explicitly allows it.
- ❌ **You may not** give foreign language translations of the words you are describing.
- ❌ **You may not** read the words on the card before the time starts.
- ❌ **You may not** pass a card.
- ❌ **You may not** say what the word “sounds like” or “rhymes with” etc.*

** You may wish to permit this style of clue so long as the describer doesn't say directly what the word “sounds like” or “rhymes with”. For instance, if the word to be described is “dizzy”, you might say “it rhymes with another word for sparkling” (you hope that your teammates understand that you mean “fizzy”). This style of clue-giving can be useful at higher difficulty levels if the describer is unsure of the definition of a word. Even if you decide to permit this style of clue, however, players shouldn't abuse it.*

- ☑ The words **may be** described in any order, **but you cannot** move onto a new difficulty level until all of them have been guessed. If an invalid clue is given (e.g. you accidentally use one of the words you have to describe or use more words than the round permits), you won't be able to move onto the next difficulty level.
- ☑ **You must** use real words, not made-up sounds.
- ☑ **You should** hold the word cards so that your teammates cannot read the words on the back.

YOU'RE READY TO PLAY!

In the following sections of the rule book you will find some further clarifications on gameplay, some suggestions for making things easier or harder for players, and an explanation of how to use the house rules card. You don't need to read any of this before your first game, though.



GENERAL CLARIFICATIONS

- Teams must guess the exact word or phrase as it is written on the card. If all teams agree, exceptions may be made for slight irregularities, e.g. omitting the words “a” or “the”.
- The category “Phrase” acts as a catchall for groups of 2 or more words. It often includes multi-word verbs and nouns, such as “switch-on”, “turn-up” or “pinball machine”.
- If you are playing at difficulty level 4 (blue) and successfully guess all of the words with time remaining, go on to the words at level 3 (red).
- Remember that phrases are usually worth 2 points but are worth 3 when they are key words.

ROUND CARDS CLARIFICATIONS

- **All Play Rounds: 1.** Ties are scored for the describing team: if a player from the describer’s team guesses the correct word at the same time as another player/other players, the describer’s team scores the word. **2.** If all the words are guessed within the time limit, the describer may move onto the next level of difficulty as usual. It doesn’t matter whether it was the describer’s teammates or opponents who guessed the words.
- **Level Up:** If you are playing at level 4 (blue) already, you remain at this level. The round card has no effect in this case.
- **1 Guess:** You are allowed one guess per team, not per player. If multiple players from the team guess words at the very same time and at least one of the words is incorrect, the team does not score points.
- **First Letter:** Describers may reveal the first letters of all

the words involved, e.g. “OUAT” for “Once Upon a Time”.

Memory: In the rare event that a describer moves onto the next difficulty level, points can only be scored there if all of the words at the original level are also guessed correctly.

Penalty: 1. In competitive games, if your opponents guess your key word, your team receives the -2 penalty unless you manage to reach the next difficulty level, and your team guesses the key word there! **2.** Your score cannot go below 0.

Last Round: There are no description restrictions for the last round, and there is no key word. All categories are worth extra points, however.

Need further clarifications?

Ask us a question at www.Loqgames.com

DIFFICULTY LEVELS



Once you're familiar with the game, you may wish to try playing at some of the higher difficulty levels. Levels 1 and 2 are very accessible. At level 3 things start to get difficult—there may be some unfamiliar words, and you may have to focus on describing just two or three words with great precision. Level 4 is very challenging—if you manage to describe even one or two words within the time limit, you're doing well! But don't let this deter you. The higher difficulty levels present a different sort of challenge, and if you persevere with them, your descriptive powers will grow ever greater!

HOUSE RULES CARD



Feeling creative? If you'd like to experiment with some of your own "description restrictions", you can replace a round card of your choice with the "House Rules" card. Players must agree on the rule for this card before the game begins. The back of this card grants teams a free choice of key word category—describers must declare the category before drawing their word cards.

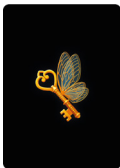
OPTIONS FOR BALANCING

- If you wish to make the game **easier**, you can experiment with some of these rule changes: 1) Describers may read their word cards before their time begins. 2) Once per round, describers may discard a word card which they find difficult, and draw a new one (only before their time begins). 3) Describers may choose to play with double time, or without restrictions or challenges for the round.

- You can handicap **expert players** by making them play at a higher difficulty level. This should be decided before the game starts.

- We have included a special "**Catch-up Key**" card which you may use in competitive games if you wish. Place it in the middle of the table.

At the start of each round, check to see if there is a team in outright last position. If there is, this team takes the Catch-up Key; otherwise, no one plays with it. **The Catch-up Key adds an additional +1 to the value of one key word.** In the last round, since there is no given key word category,



the describer with the Catch-up Key may choose one before drawing a word card.

EXPANSIONS AND MORE

Thanks for playing. If you liked LOQ, try the expansions and get ready for KEY! Go to www.Loqgames.com for more information and to access customizable print and play materials.

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**LOQ
GAMES**

CREDITS

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