

Project L - Base Game *(revised rules) (v3)*

Set Up:

1. Shuffle and stack all white tiles - flip over 4 of them
2. Stack black tiles based on number of players: 12 (2 players), 14 (3 players), 16 (4 players), 20 (5 players) - shuffle & flip over 4 of them
3. Set out all the pieces ordered by level (1, 2, 3, 4)
4. Give each player a playmat, 1 yellow small piece, 1 green level 2 piece)
5. One of the playmats says "First Player" (or choose randomly who goes first)

Game Flow:

- Start with the First Player then keep going clockwise around the table. Each player takes 3 actions (can be the same action more than once):
 - Take a level 1 yellow tiny piece
 - Upgrade one piece to 1 level higher or the same or lower level
 - Take a tile (and immediately replenish that spot with a new tile from the stack)
 - You may not have more than 4 unfinished tiles
 - Take a tile unseen from top of either stack
 - You may not have more than 4 unfinished tiles
 - Recycle the tiles in a row (remove all four tiles and place them at the bottom of the stack for that row and flip 4 new tiles)
 - Place a piece onto one of your tiles.
 - Master Action (only once per turn) - place 1 piece on each of your tiles (may skip a tile if you wish). Place all pieces before taking bonus pieces for completed tiles.
- If after an action a tile is completed:
 - Return all the pieces to your supply
 - Take the specified bonus piece (if that piece level is depleted, take a piece of your choice in the next level)
 - Place the tile next to your playmat (players agree if the pieces go face up or face down)

Game End:

- Game ends when the last black tile is flipped over
 - Players continue their turns as normal, ensuring that all players get the same number of turns. NOTE: players may only take a maximum of 1 black tile on their turn during the game end round(s).
 - Play one extra round (all players get another turn)
 - Finishing Touches - add pieces from your supply to any unfinished tiles
 - do not take bonus pieces
 - do not get your pieces back
 - -1 point for each piece used
 - unfinished tiles get negative points
- Add points for completed tiles minus any negative points. Highest wins. If a tie, most completed tiles wins. Still a tie, most unused pieces wins.