

P R O J E C T

R U L E B O O K

PROJECT L RULEBOOK

Build an engine, upgrade pieces, perfect your strategy.

COMPONENTS

- 32 white puzzles
- 20 black puzzles
- 135 pieces (15x each of the 9 shapes)
- 5 player mats
- 4 markers (2 white and 2 black)

GAMEPLAY OVERVIEW

In Project L, you complete puzzles with your pieces to earn as many points as you can and win the game.

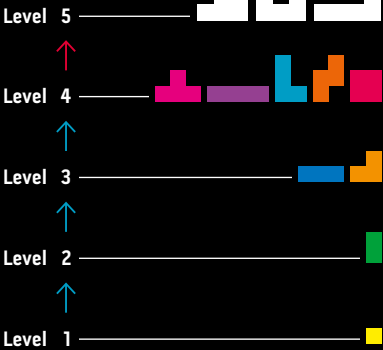
Pieces

Each player starts with just two pieces. During the game, you build your supply of pieces so you can complete increasingly difficult puzzles and earn plenty of points.

Puzzles

A puzzle is completed when you fill its recessed area with your pieces **1**. After that, take all your pieces back **2**, place the puzzle aside, and reap the rewards: points **3** and a new piece **4**.

Ghost Pieces



Setup

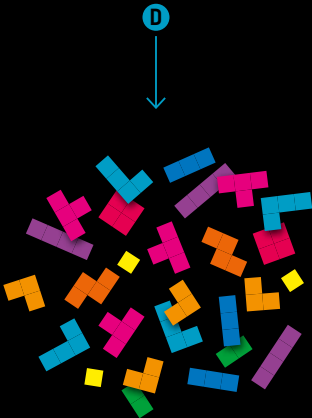
SETUP

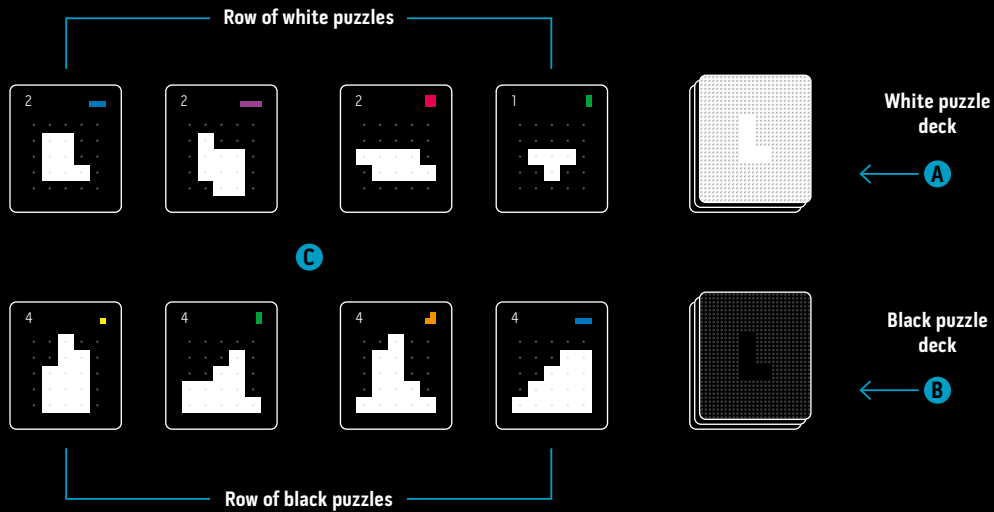
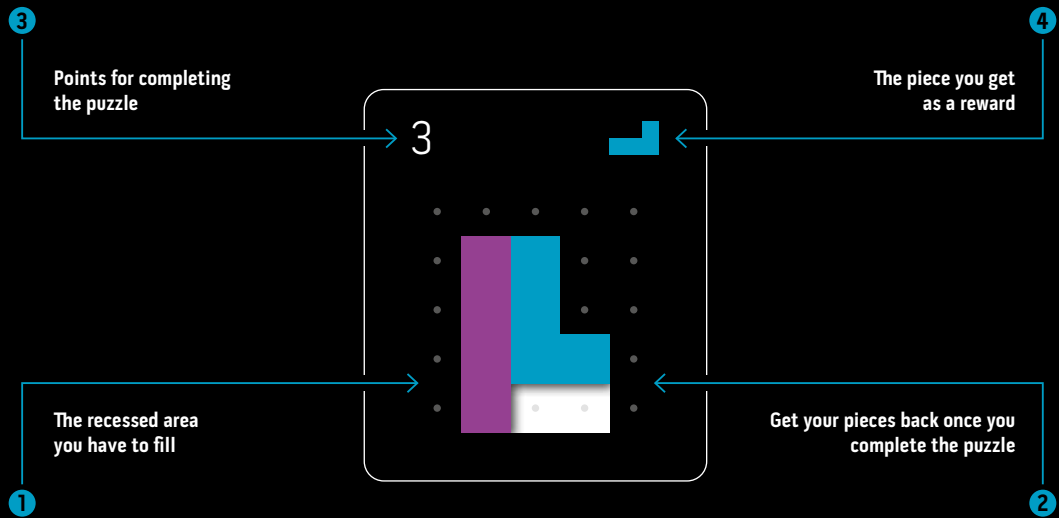
- Take all the white puzzles and create a white puzzle deck **A**. Then create a black puzzle deck according to the table below **B**:

Number of players	2	3	4	5
Black puzzles	12	14	16	20

- Put both decks in the middle of the table face down and place four puzzles from each deck face up in a row next to it **C**.
- Create a reserve of pieces in reach of all players **D**.
- Give every player a level-1 piece and a level-2 piece to start with.
- Everyone picks a player mat at random. One of the player mats has a first player marker on it.

Reserve of pieces





GAMEPLAY

Starting with the first player, players take turns in a clockwise order. On your turn, you can do three actions (you can repeat actions until you do a total of three):

- **Take a puzzle** from one of the rows and place it in front of you. Then replace the puzzle you took from the row with another one from the corresponding puzzle deck. You can have a maximum of 4 unfinished puzzles in front of you at the same time.
- **Take a level-1 piece** from the reserve and place it into your supply.
- **Upgrade a piece** in your supply 1 level up (return the original piece to the reserve and take another piece that is 1 level higher).
 - If there are no pieces in the reserve that are 1 level higher (no matter what shape), skip to the next available level.
 - Instead of upgrading to a higher level piece, you may exchange your piece for one that is the same level (a different shape) or lower.
- **Place a piece on one of your puzzles.** You can flip or rotate the piece so it fits into the recessed area and doesn't overlap with other pieces. You cannot move or take back a piece from a puzzle until you complete that puzzle (see Completing Puzzles).
- **Master Action** (once per turn) – Place up to one piece on each puzzle in front of you. All pieces you wish to place must be in your supply at the start of this action.
- **Ghost Piece Action** – Return a Ghost Piece to the reserve and take two or more level 1–4 pieces to your supply. The pieces you take must form the shape of the Ghost Piece you have returned. As part of this action, you may immediately place these pieces on the puzzles in front of you, but no more than one piece per a puzzle. *See the Ghost Piece expansion rules.*

- **Ambassador Action** works just like the regular Master Action, except it doesn't have any round limits. After using this action, flip the puzzle with an **M** in your victory point pile face down to mark that this one-time action was depleted (this doesn't affect scoring). *See the Ambassador Pack rules.*

COMPLETING PUZZLES

A puzzle is completed once its recessed area is filled with pieces. After you finish the action that let you complete a puzzle:

- Take all the pieces from the puzzle back into your supply (you can use them again);
- Place the puzzle on your victory point pile so it shows how many points you have earned;
- Get the reward on the puzzle (a new piece from the reserve into your supply).

GAME END

The endgame triggers once the black puzzle deck runs out (there will still be four black puzzles available in the row when this happens). Finish the current round so that everyone has played the same number of turns. After that, play one final round.

FINISHING TOUCHES

After the final round ends, all players may perform Finishing Touches on the puzzles in front of them that they didn't complete during the game:

- Place any number of pieces from your supply on the puzzles in front of you (you can't break up Ghost Pieces during Finishing Touches). For each piece you place this way, deduct 1 point from your final score;
- When you are done with all your Finishing Touches, put the puzzles you have completed on your victory point pile (but do not collect any additional rewards).

FINAL SCORING

Count the points on all the puzzles in your victory point pile and deduct points for any Finishing Touches you made. The player with the most points wins the game.

- In case of a tie, the player who has completed more puzzles wins.
- If there is still a tie, the player with more pieces wins.
- If there is still a tie, all tied players share the victory. You all are awesome!

GAMEPLAY VARIANTS

There are more ways to play Project L – try the gameplay variants that are either in this box or online at:



[www.boardcubator.com/
resources](http://www.boardcubator.com/resources)

GHOST PIECE EXPANSION

This expansion introduces puzzles with new reward mechanics, special level-5 pieces, and 6-player games.

COMPONENTS

- 12 white puzzles
- 12 black puzzles
- 30 pieces (10x each of the 3 shapes)
- 1 player mats

Ghost Pieces

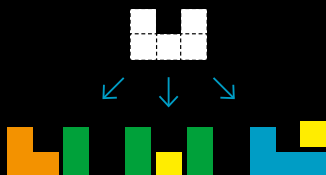
Level 5 — 

Mix the components of this expansion with the rest of the game.

GHOST PIECES

Ghost Pieces are special level-5 pieces. Not only are they large, but they also unlock a new action you can use during your turn when you have one of the Ghost Pieces in your supply:



- **Ghost Piece Action** — Return a Ghost Piece to the reserve and take two or more level 1–4 pieces to your supply. The pieces you take must form the shape of the Ghost Piece you have returned. As part of this action, you may immediately place these pieces on the puzzles in front of you, but no more than one piece per a puzzle.



It is not possible to get Ghost Pieces (level 5) by using the regular upgrade action during your turn. The only way to get them is by completing the Ghost Piece expansion puzzles.

PUZZLE REWARDS

There are two types of rewards you can get by completing the expansion puzzles:

- A new piece to your supply, including **Ghost Pieces**;
- Instant **Level Up** that lets you upgrade a piece in your supply one level up for  or two levels up for . You can use this reward to upgrade up to a Ghost Piece (level-5 piece). With the Level Up reward, you can upgrade pieces in your supply, including those you just took back from the completed puzzle.

6-PLAYER GAMES

Play the game as usual, just put 24 black puzzles in the black puzzle deck during setup. We recommend using the Line Clear variant to reduce downtime between turns.

AMBASSADOR PACK

The Ambassador Pack includes exciting new puzzles and a first player marker.


COMPONENTS

- 1 white puzzle
- 2 black puzzles
- Ambassador Coin first player marker

Mix the components of this expansion with the rest of the game.

NEW PUZZLE REWARD

Unlike most other puzzles, the Ambassador Pack puzzles don't grant an immediate reward. However, they allow you to use the Ambassador Action as one of your actions during your turn:

- **Ambassador Action** works just like the regular Master Action, except it doesn't have any round limits. After using this action, flip the puzzle with an  in your victory point pile face down to mark that this one-time action was depleted (this doesn't affect scoring).

SOLO VARIANT

Do you have what it takes to challenge the artificial mastermind?

SETUP

- Create a puzzle deck **(A)** — select 15 random white puzzles and 10 random black puzzles. Place the white puzzles on top of the black puzzles (all face down).
- Place 9 puzzles from the top of the puzzle deck face up and arrange them in a 3x3 grid **(B)**. You and your opponent will take puzzles from this area.
- Create a reserve of all the pieces.
- Take four level-1 pieces from the reserve and place one above the 1st and 3rd columns and two above the 2nd column of the puzzle grid **(C)**. The pieces represent locks on the columns, preventing the opponent from taking puzzles out of them.
- Place 6, 3, or 0 level-1 pieces in the opponent's supply **(D)** for standard, challenging, or unbeatable difficulty.
- Take a level-1 piece and a level-2 piece to start with.

GAMEPLAY — YOUR TURN

Play your turn in the same way as in the standard game with one exception — anytime you take a puzzle from any of the columns of the puzzle grid, return one piece from above the corresponding column into the opponent's supply. Skip this step if there are no pieces above that column.

GAMEPLAY — THE OPPONENT'S TURN

- **The opponent always takes one puzzle during their turn and places it in their victory point pile **(E)**** as if they have completed it.
- They can't take puzzles from the locked columns (those with at least one piece above them).
- They always take the puzzle with the most points on it. If there are more puzzles tied for the highest amount of points, the opponent takes the first one according to the picture on the right. **(F)**

After the opponent takes a puzzle:

- Move pieces above the column the opponent took the puzzle from:
 - All pieces in the opponent's supply; **(G)**
 - One piece from above the other columns in the puzzle grid (if you can). **(H)**
- Replace the puzzle the opponent took with a new one from the puzzle deck.

If the opponent can't take a puzzle because all three columns are locked, remove one piece from above each of the three columns and return it into the reserve (not in the opponent's supply).

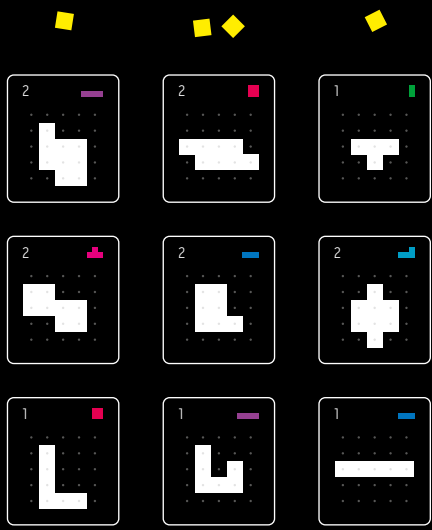
Then it's your turn again.

GAME END

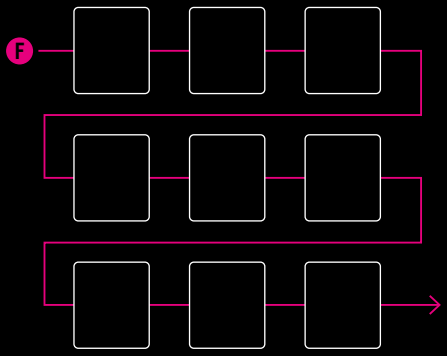
The endgame triggers once the puzzle deck runs out. The game continues until you play one more complete three-action turn followed by the opponent's turn. After that, you may do Finishing Touches.

FINAL SCORING

You and the opponent count the points in the victory point piles. Don't forget to deduct points for Finishing Touches. Unlike in the standard game, also deduct points for puzzles that remain unfinished in front of you (deduct their total point reward)! In case of a tie, the opponent wins.



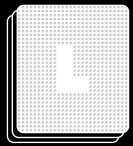
B
Puzzle grid



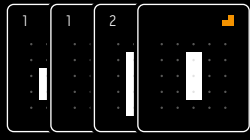
C Locks above the columns



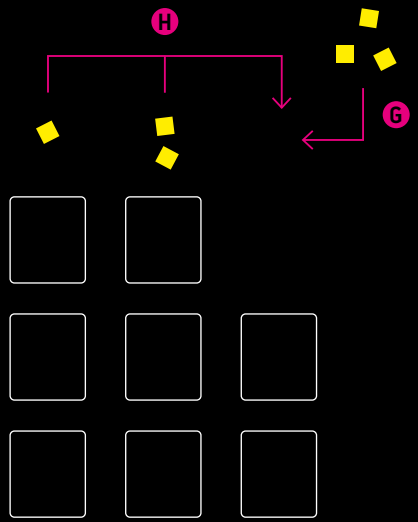
D The opponent's supply



A Puzzle deck



E The opponent's victory point pile



LINE CLEAR VARIANT

This gameplay variant reduces downtime when playing with 4–6 players. Can you handle 4 puzzle rows?

SETUP

Follow the standard game setup, but place only 3 puzzles into each of the puzzle rows. After that:

- Create a second row of 3 white puzzles and a second row of 3 black puzzles on the opposite side of the puzzle decks.
- Take the white markers. Place one next to the rows of puzzles on the left and give the other one to the starting player.
- Take the black markers. Place one next to the rows of puzzles on the right and give the other one to the 3rd player in a 4 or 5-player game or to the 4th player in a 6-player game.

GAMEPLAY

Players with a marker in front of them play the standard three-action turns with the following clarifications:

- Both players play simultaneously;
- Players can only take puzzles from the rows associated with the same marker that is in front of them;
- After both players have finished their turn, they pass their markers clockwise.

GAME END

The endgame triggers once the black puzzle deck runs out. The game continues until the starting player is passed both of the markers again (in any order). Once the starting player gets the second marker, the game ends. Then you may do Finishing Touches and count the points.

