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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
- 90 pieces (10x each of the 9 shapes)
- 4 player mats

GAMEPLAY OVERVIEW

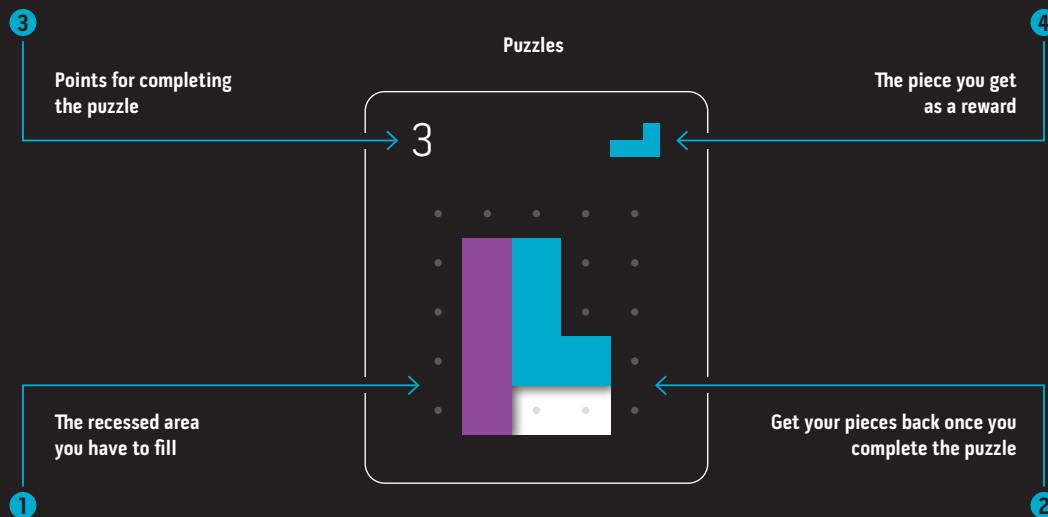
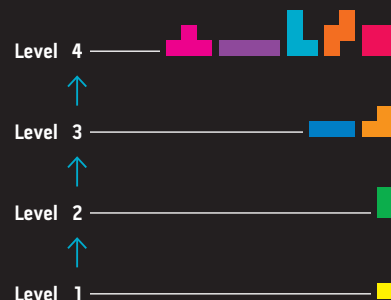
In Project L, you complete puzzles with your pieces to earn as many points as you can and win the game.

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**.



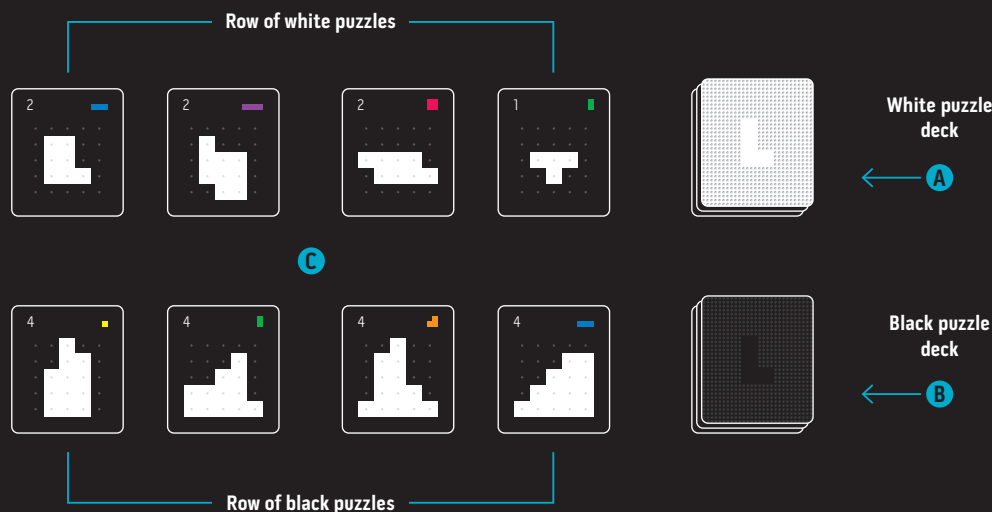
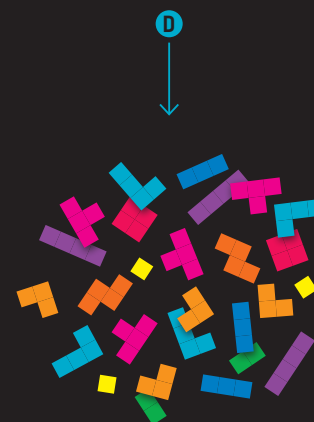
SETUP

- 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
Black puzzles	12	14	16

- 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.

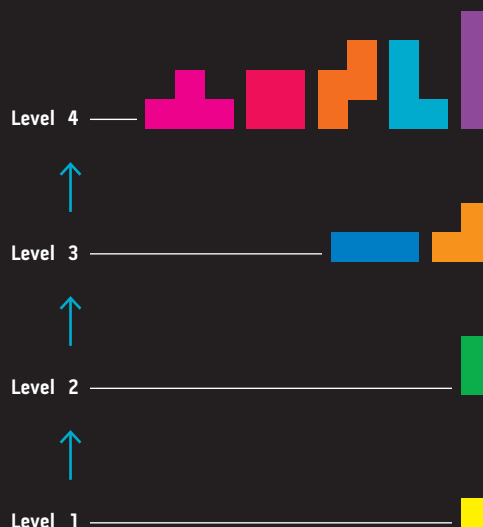
Reserve of pieces



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.



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 face up, apart from your unfinished puzzles, to create a victory point pile showing how many points you have earned.
- Get the reward on the puzzle (a new piece from the reserve into your supply).

GAME END

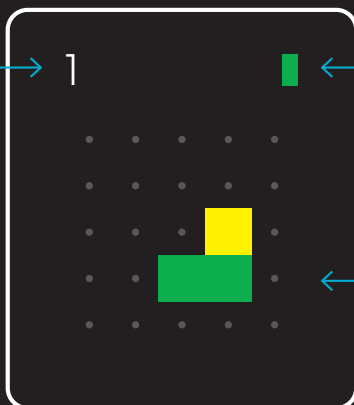
The endgame triggers once the black puzzle deck runs out (there will still be four black puzzles available in the row when this happens). Finish the current round so that everyone has played the same number of turns. After that, play one final round.

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. 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).

Points for completing the puzzle



The piece you get as a reward

Get your pieces back once you complete the puzzle

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

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

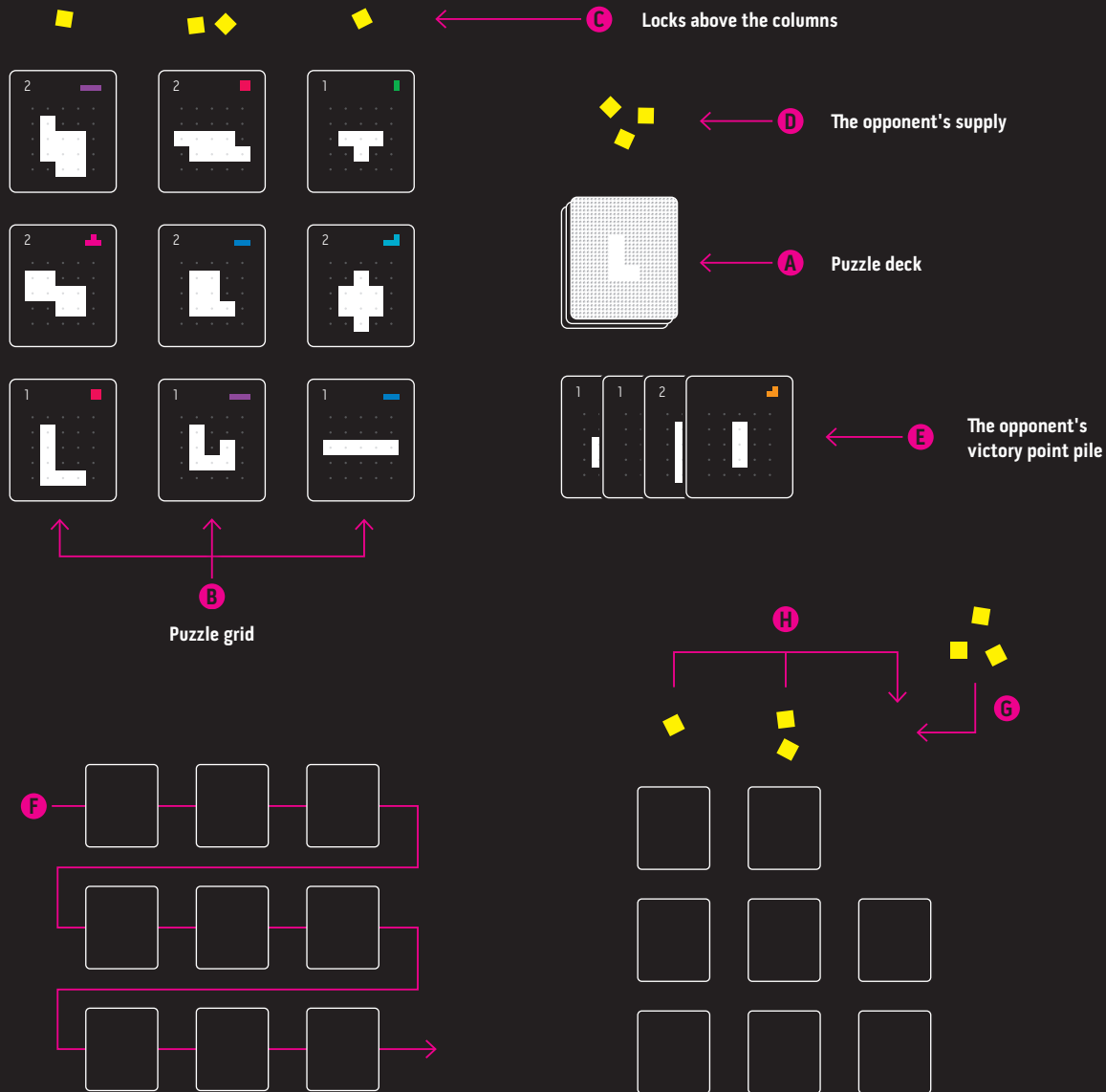
The endgame triggers once the puzzle deck runs out. The game continues until you play one more complete three-action turn followed by the opponent's turn. After that, you may do Finishing Touches.

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.



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CREDITS

Developed by Boardcubator.

Published by Asmodee Group.

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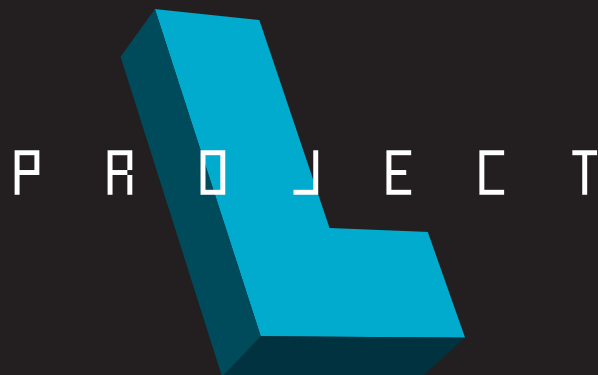
Game Concept: Adam Španěl

Game Design: Jan Soukal, Michal Mikeš, Adam Španěl

Art Direction: Marek Loskot



HU



J Á T É K S Z A B Á L Y



PROJECT L JÁTÉKSZABÁLY

Építs fel egy jól működő rendszert, fejleszd az alkatrészeid, és tökéletesítsd a stratégiád!

TARTOZÉKOK:

- 32 fehér feladvány
- 20 fekete feladvány
- 90 alkatrész (10 db mind a 9 formából)
- 4 játékossegédlet

A JÁTÉK ÁTTEKINTÉSE

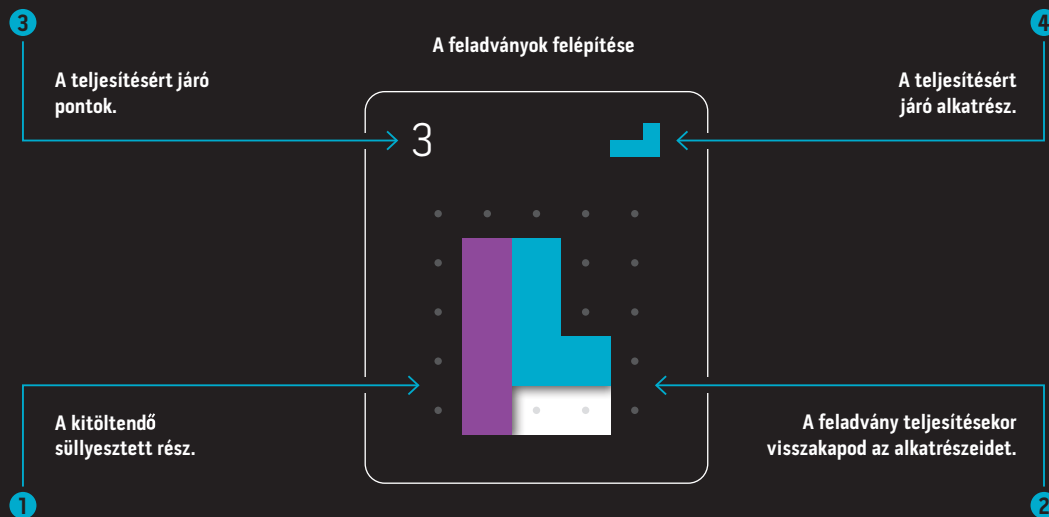
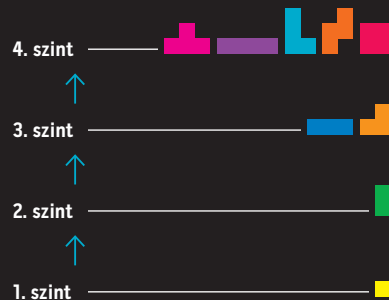
Feladványokat fogtok teljesíteni oly módon, hogy az alkatrészeitekkel pontosan kitöltitek a feladvány által megadott területet. A célotok a feladványok teljesítésével a legtöbb pontot szerezni.

Az alkatrészek

Minden játékos csupán két alkatrésszel kezdi a játékot. A játék során további alkatrészekhez juthattok, amelyek segítségével később nehezebb feladványokat tudtok megoldani, amikért több pontot kaphatok majd.

A feladványok

Egy feladvány akkor tekinthető megoldottnak, ha a süllyesztett területet sikerült teljesen kitölteni alkatrészekkel **1**. Ekkor az összes alkatrészt visszaveszed **2**, megkapod a jutalmat: pontokat **3** és egy új alkatrészt **4**, majd félreteszed a feladványt.



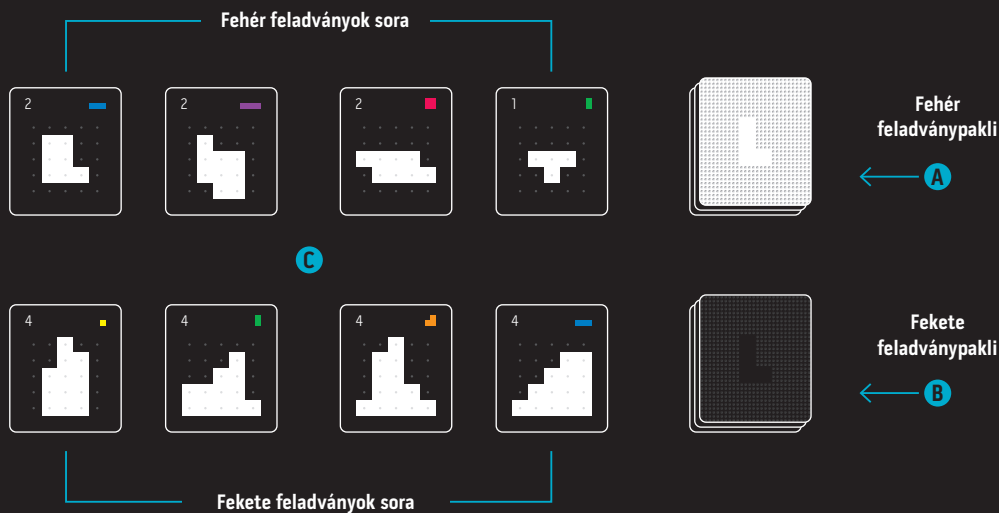
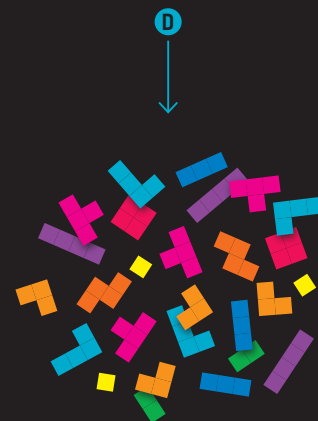
ELŐKÉSZÜLETEK

- Az összes fehér feladványból állítsatok össze egy fehér feladványpaklit **A**. Ezután állítsatok össze a fekete feladványpaklit a lenti táblázat alapján **B**:

Játékosok száma:	2	3	4
Fekete feladványok száma:	12	14	16

- Tegyék mindkét paklit képpel lefordítva az asztal közepére. Húzzatok mindkét pakliból 4-4 feladványt, és tegyék azokat képpel felfelé a paklijuk mellé egy-egy sorba **C**.
- Tegyék az összes alkatrészt az asztalra, hogy mindenki elérhesse: ez lesz a tartalék **D**.
- Minden játékos vegyen magához egy 1. és egy 2. szintű alkatrészt a tartalékból.
- Mindenki magához vesz egy véletlenszerűen választott játékossegédletet. Az egyik játékossegédleten egy kezdő-játékos jelölés található.

Közös tartalék



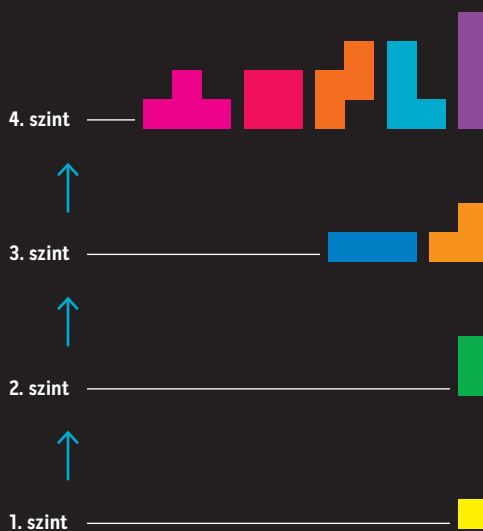
A JÁTÉK MENETE

A kezdőjátékos kezd, majd a többiek az óramutató járásának irányában kerülnek sorra. Amikor sorra kerülsz, 3 akciót hajthatsz végre. A következő akciók közül választhatsz (egy akciót akár többször is végrehajthatsz):

- **Elveszel egy feladványt** a két sor valamelyikéből, és magad elé teszed az asztalra. Húzz egy lapot a megfelelő pakliból, és tedd képpel felfelé az elvett feladvány helyére. Egyszerre legfeljebb 4 befejezetlen feladvány lehet előtted.
- **Elveszel egy 1. szintű alkatrészt**, és a saját készletedbe teszed.

- **Fejlesztesz egy alkatrészt** egy szinttel. Tedd vissza a készleted egyik saját alkatrészét a közös tartalékba, és vegyél el helyette egy eggyel magasabb szintű alkatrészt.
 - Ha nincs a közös tartalékban megfelelő szintű alkatrész, vedd el helyette a következő rendelkezésre álló magasabb szintűt (az alkatrész formája nem számít).
 - Fontos: ha akarsz, elvehetsz azonos vagy alacsonyabb szintű, de más formájú alkatrészt is.

- **Egy alkatrészedet az egyik feladványodra teszed** a saját készletedből. Tetszőlegesen forgathatod az alkatrészt, de az nem takarhat le más alkatrészeket és nem lóghat ki a süllyesztett részből. A már letett alkatrészeket nem veheted vissza és nem mozgathatod el a helyükről, amíg meg nem oldottad a feladványt (lásd a Feladványok megoldása részt).
- **Mesterakció** (körönként legfeljebb egyszer hajtható végre): tegyél legfeljebb egy alkatrészt minden előtted lévő, befejezetlen feladványra. Minden alkatrésznek a saját készletedben kell lennie ennek az akciónak a megkezdésekor.



FELADVÁNYOK MEGOLDÁSA

Egy feladvány akkor tekinthető megoldottnak, ha a sülylesztett részét sikerült teljesen kitölteni alkatrészekkel. Ha egy akcióod eredményeképp megoldottál egy feladványt, az akció végrehajtása után a következőket kell tenned:

- Tedd vissza a feladványról az összes alkatrészt a saját készletedbe (újra használhatod őket).
- Tedd félre a feladványt egy képpel felfelé tartott kupacra, úgy, hogy láthatóak maradjanak a feladványok teljesítésével megszerzett pontjaid.
- Vedd el a közös tartalékból a feladvány teljesítéséért járó új alkatrészt.

A JÁTÉK VÉGE

Amikor a fekete feladványok paklija elfogy, a játék a végéhez közeledik (ekkor még marad 4 fekete feladvány a sorban). Fejezzétek be a fordulót, hogy minden játékos ugyanannyiszor kerüljön sorra, majd játsszatok le még egy utolsó, teljes fordulót.

VÉGSŐ RENDRAKÁS

Az utolsó forduló befejeztével mindenkinek lehetősége nyílik még egy végső rendrakásra, melynek során teljesíthetitek a még befejezetlen feladványaitokat:

- Letehetsz a saját készletedből annyi alkatrészt a még teljesítetlen feladványaidra, amennyit akarsz, de minden most letett alkatrészt 1 pont levonás jár.
- Ha végeztél a rendrakással, tedd az összes így teljesített feladványt a teljesített feladványaid kupacára (a jutalom alkatrészt ekkor már nem kapod meg).

VÉGSŐ PONTOZÁS

Add össze a teljesített feladványaid kupacának pontjait, és vonj le belőle 1 pontot minden, a végső rendrakás során letett alkatrészt. Az lesz a játék győztese, aki a legtöbb pontot szerezte.

- Döntetlen esetén az győz, aki több feladványt teljesített.
- Ha még mindig döntetlen, az győz, akinek több alkatrésze van.
- Ha még ez sem dönt, az érintettek osztoznak a győzelemben. Gratulálunk!

JÁTÉKVÁLTOZATOK

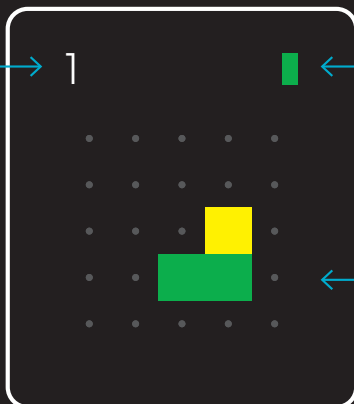
További játékváltozatokat találsz angolul a QR-kódot követve vagy az alábbi weboldalon:

www.boardcubator.com/resources



A teljesítésért járó pontok.

A teljesítésért járó alkatrész.



A feladvány teljesítésekor visszakapod az alkatrészeidet.

EGYSZEMÉLYES JÁTÉK

Le tudod győzni a mesterséges intelligenciát?

ELŐKÉSZÜLETEK

- A feladványpakli összeállítása **A**: húzz véletlenszerűen 15 fehér és 10 fekete feladványt. Tedd képpel lefelé egy pakliba a fekete feladványokat, és tedd a tetejükre a fehéreket szintén képpel lefordítva.
- Húzz 9 feladványt a pakliból, és tedd le azokat képpel felfelé egy 3x3-as, négyzet alakú játéktérre formálva **B**. Te és az „ellenfeled” erről a játéktérről fogtok feladványokat húzni.
- Tedd az összes alkatrészt egy közös tartálékba.
- Vegyél el 4 db 1. szintű alkatrészt a tartálékból, és tegyél 1-1-et a játéktér 1. és a 3. oszlopa fölé, és 2-t a 2. oszlop fölé **C**. Ezek az alkatrészek zárólják az alattuk lévő oszlopokat, így az ellenfél nem tud elvenni belőlük feladványokat.
- Tegyél 6, 3 vagy 0 db 1. szintű alkatrészt az ellenfél készletébe **D**, attól függően, hogy normál, profi vagy verhetetlen szinten szeretnél játszani.
- Vegyél el egy 1. szintű és egy 2. szintű alkatrészt a tartálékból, és tedd a saját készletedbe.

A JÁTÉK MENETE – A TE KÖRÖD

A köröd az alapjátékban leírtak szerint zajlik, egyetlen kivétellel: amikor elveszel egy feladványt a játéktérről, vedd el ugyanarról az oszlopról egy alkatrészt, és tedd az ellenfél saját készletébe. Hagyd ki ezt a lépést, ha nincs az oszlop fölött alkatrész.

A JÁTÉK MENETE – AZ ELLENFÉL KÖRE

- **Az ellenfél minden körében elvesz egy feladványt, és egyenesen a megoldott feladványainak kupacára teszi **E****, mintha meg is oldotta volna.
- Az ellenfél nem vehet el feladványt zárolt oszlopokból (melyek felett alkatrész található).
- Az ellenfél a rendelkezésre állók közül mindig a legtöbb pontot érő feladványt veszi el a játéktérről. Ha több ilyen van, akkor mindig az elsőt választja a jobb oldali ábrán látható irányban haladva **F**.

Miután az ellenfél elvett egy feladványt:

- Tegyél át alkatrészeket arra az oszlopra, ahonnan az ellenfél elvette a feladványt:
 - az ellenfél saját készletének összes alkatrészét **G**,
 - egy-egy alkatrészt a másik két oszlopról (ha van rajtuk) **H**.
- Húzz egy új feladványt a pakliból annak helyére, amit az ellenfél elvett.

Ha az ellenfél nem tud elvenni egy feladványt sem, mert mindhárom oszlop zárolva van, vedd el 1-1 alkatrészt mindhárom oszlopról, és tedd a közös tartálékba (ne az ellenfél készletébe).

Ezután újra te kerülsz sorra.

A JÁTÉK VÉGE

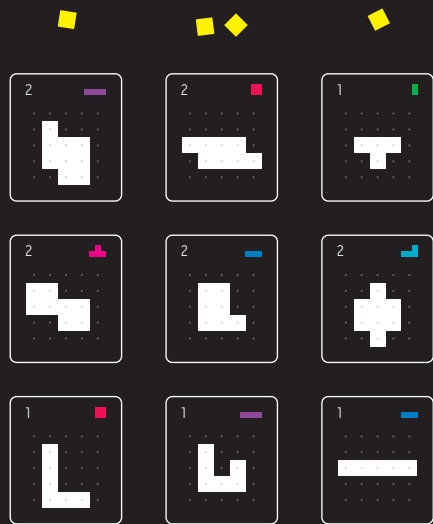
Amikor a feladványok paklija elfogy, a játék végéhez közeledik. A játék addig folytatódik, míg lejátszol egy teljes, 3 akcióból álló kört, amit követően még az ellenfél is sorra kerül. Ezután még végrehajthatsz egy végső rendrakást.

VÉGSŐ PONTOZÁS

Add össze a teljesített feladványaid kupacának pontjait, és vonj le belőle 1 pontot minden, a végső rendrakás során letett alkatrésztért. Ezen felül vonj le annyi pontot magadtól, amennyi az előtted maradt megoldatlan feladványokért járna. Add össze az ellenfél megoldott feladványainak kupacán lévő pontokat is, és ha több pontot szereztél, mint ellenfeled, győztél. Pontegyenlőség esetén vesztettél.

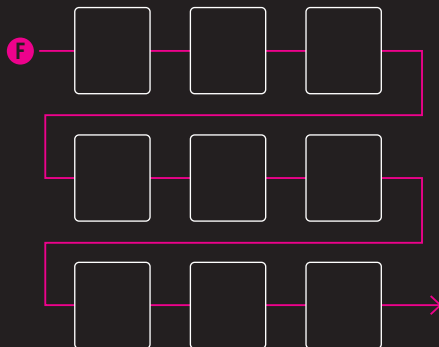


HU



B

Játéktér



C Az alkatrészek zárolják az oszlopokat



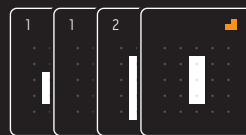
D

Az ellenfél saját készlete



A

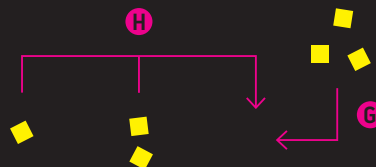
Feladványpakli



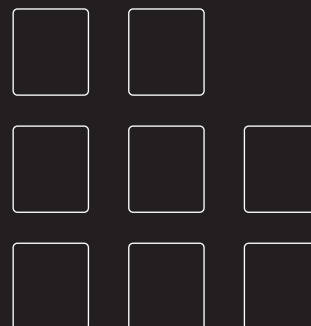
E

Az ellenfél megoldott feladványai

H



G





KÉSZÍTŐK

Fejlesztette: Boardcubator

Gyártó: Asmodee Group

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Játékötlelet: Adam Španěl

Tervezte: Jan Soukal, Michal Mikeš, Adam Španěl

Művészeti vezető: Marek Loskot

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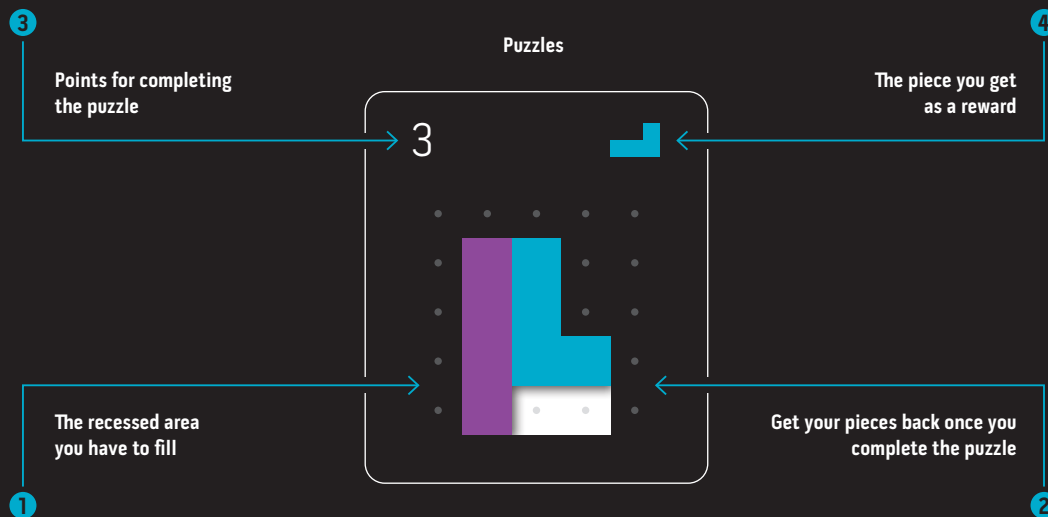
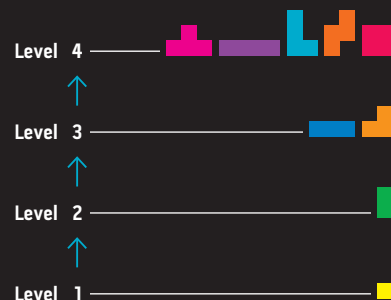
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Puzzles

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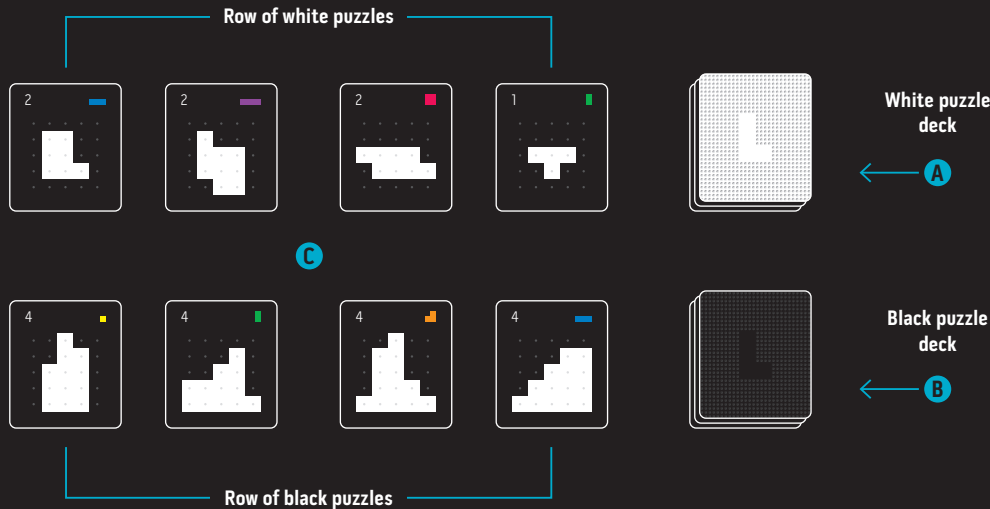
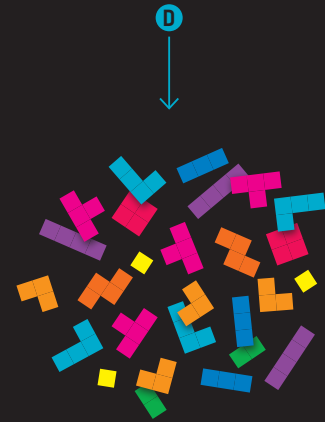
SETUP

- 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
Black puzzles	12	14	16

- 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.

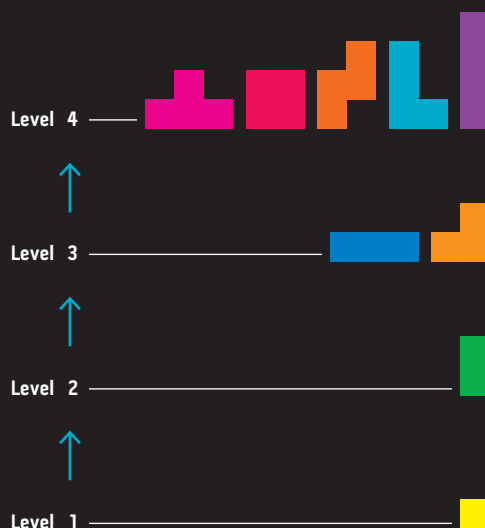
Reserve of pieces



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.



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 face up, apart from your unfinished puzzles, to create a victory point pile showing 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. 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!

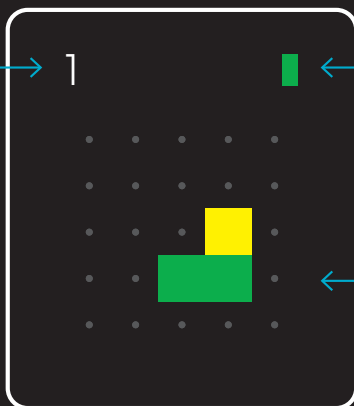
GAMEPLAY VARIANTS

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



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Points for completing the puzzle



The piece you get as a reward

Get your pieces back once you complete the puzzle

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

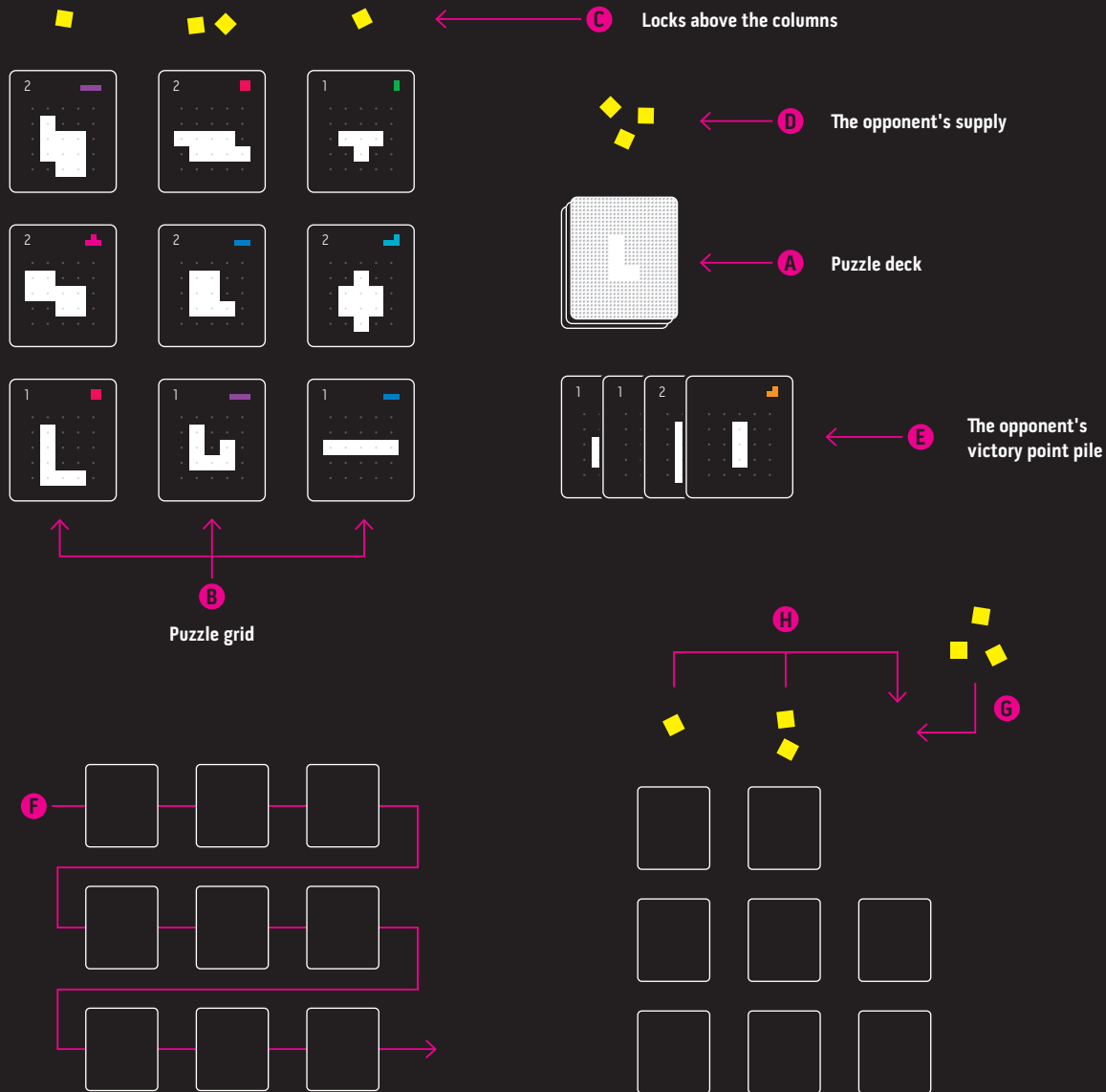
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You and the opponent count the points in the victory point piles. Don't forget to deduct points for Finishing Touches. Unlike in the standard game, also deduct points for puzzles that remain unfinished in front of you (deduct their total point reward)!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



TH





CREDITS

Developed by Boardcubator.

Published by Asmodee Group.

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Game Concept: Adam Španěl

Game Design: Jan Soukal, Michal Mikeš, Adam Španěl

Art Direction: Marek Loskot



RU

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
- 90 pieces (10x each of the 9 shapes)
- 4 player mats

GAMEPLAY OVERVIEW

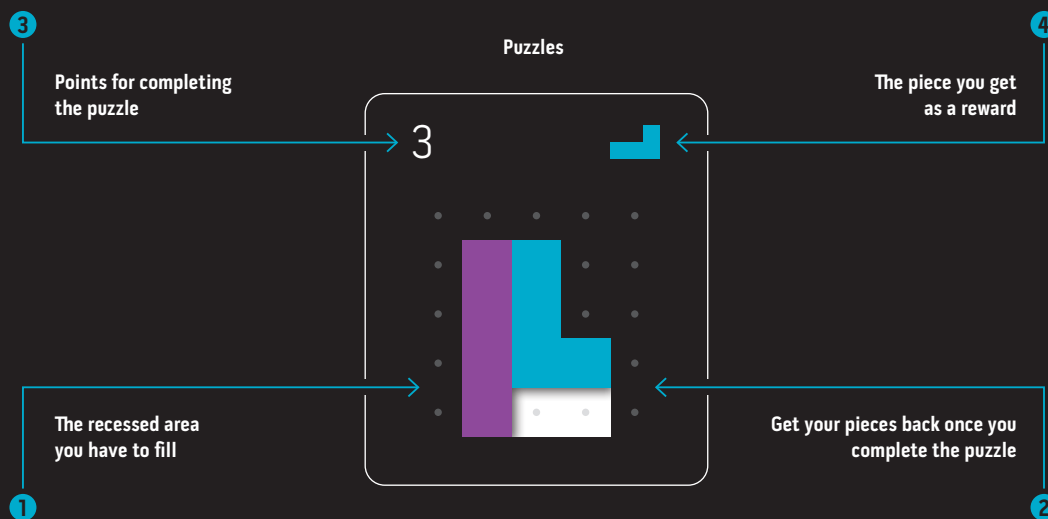
In Project L, you complete puzzles with your pieces to earn as many points as you can and win the game.

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**.

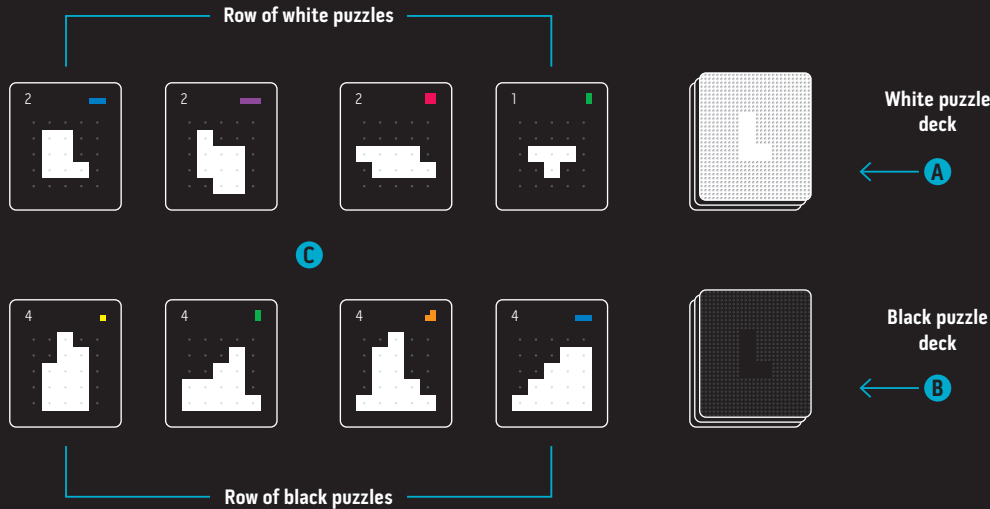
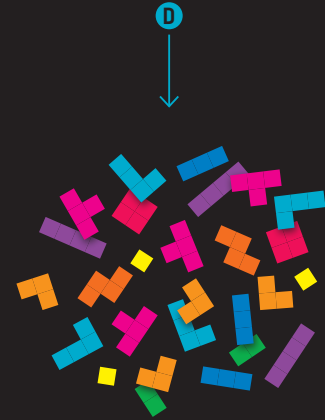


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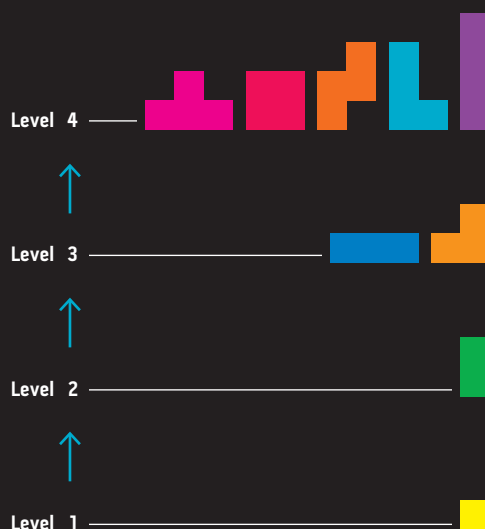
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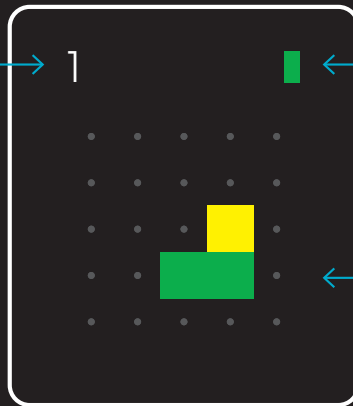


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The piece you get as a reward

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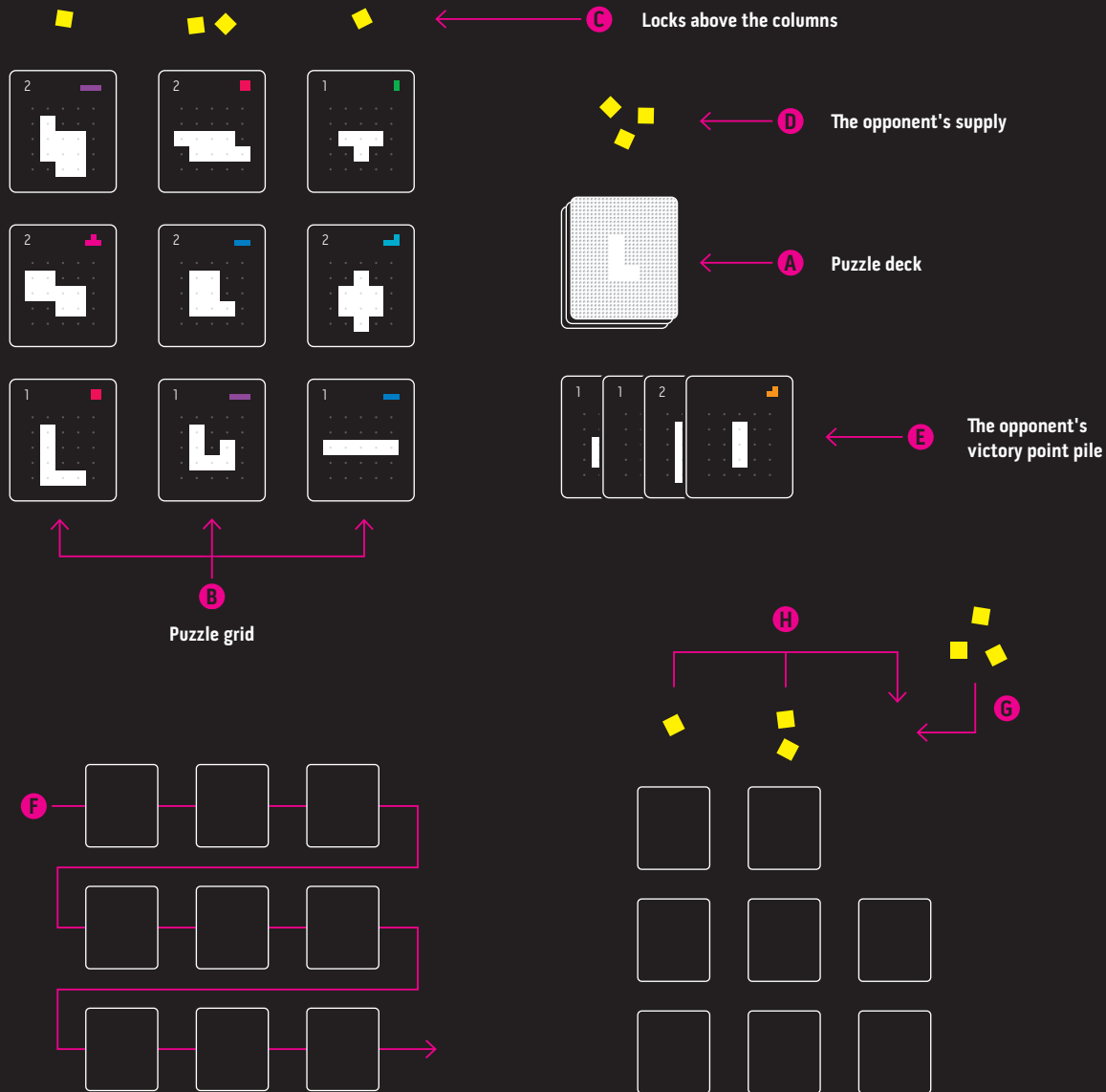
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RU



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