

Project L

<https://tekeli.li/rogers-rules/>

Last edited 2025-06-03



Goal

Have the most points at the end of the game.

Optional Finesse rules are italicised.

Setup

Shuffle player mats including the one with the First Player blob. Deal one to each player.

Each player gets one yellow level 1 and one green level 2 piece.

Shuffle all white-backed tiles.

Shuffle all black-backed tiles and select the number to be used in this game. Return others to the box.

Ⓟ	2	3	4	5	6
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#	12	14	16	20	24
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②-④: Lay out four white and four black puzzles face-up in the middle of the table.

⑤-⑥: Lay out two sets of three white and three black puzzles. Put a black stone by one and a clear stone by the other. The other clear stone goes to the first player, black tone to ⑤ third or ⑥ fourth player.

Shuffle Finesse tiles and draw two A, two B, six C. Shuffle these and lay them in a row, first two face down.

Take turns in rotation.

Turn

⑤-⑥: play when you receive a stone, simultaneously with the holder of the other stone. Pass the stone on to the next player when you finish your turn. Keep the same separation between the stones: e.g. players 1 and 4, 2 and 5, 3 and 6, etc.

When play returns to the first player (⑤-⑥ clear stone), remove the leftmost Finesse tile. If this was the last tile, the game immediately ends.

On your turn take up to three actions.

- **Take:** take a puzzle tile from the centre, or blindly from either deck, and put it face-up in front of you. You may have up to four face-up puzzles. ⑤-⑥: only from the set matching the stone you hold.
- **Recycle:** discard one of the face-up puzzle rows and replace it from its deck. ⑤-⑥: only the clear set, and only when you have the clear stone.
- **Upgrade:** return one piece from your stock and replace it with one from the supply that's one level

higher, or on the same level or below. You can only Upgrade to the black ghost pieces with a red upgrade arrow found as a puzzle reward.

- **Place:** place one piece from your stock into one of your puzzles.
- **Master:** at most once per turn, Place up to one piece from your stock into *each* of your puzzles.
- **Ambassador:** like Master, but you can only do this by spending an Ⓜ symbol.
- **Ghost:** return a black Ghost piece to the supply, and take coloured

pieces the match its shape (in any combination).

- ***Insert:*** spend two credits to take an extra action.

If you satisfy the active Finesse file on your turn, gain the credits shown. (Pink tiles can score at any point during your turn and potentially multiple times, blue tiles only at the end.) Credits cannot be spent in the turn they're gained.

Completing Puzzles

Once a puzzle is full, return the pieces on it to your stock. Get the reward, if any, at top right: a new piece, one or two red upgrades, or an

Ⓜ symbol. For everything except the Ⓜ, place the tile face down in your scoring pile; for Ⓜ, place it face up next to the scoring pile, then turn it face down when you spend it by doing an Ambassador action. If stock of the reward piece is exhausted, take any piece to which you could Upgrade that piece.

End Game

The moment the black deck is empty, end game is triggered.

②-④: finish the current round and play one more.

⑤-⑥: the game ends at the moment when the First Player has been passed two further stones.

Any incomplete puzzles are worth negative points equal to their value. You may try to remedy this with Finishing Touches: each piece you play from your stock into a puzzle costs you 1 point, but if you fill the puzzle it has its normal value.

Add up points from all tiles on your scoring pile.

Break ties by most puzzles completed, then by most pieces.