The complete guide to

Project L'Arc scenario

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Preface

This document is intended to serve as a detailed guide to finding the optimal strategy of playing the *Project L'Arc scenario* in the game Uma Musume: Pretty Derby.

Disclaimer: The document is written from a perspective of training umas with the intention of performing well in *Champions Meeting* and *League of Heroes*. In practice this means that the strategies presented here will aim towards making the strongest possible umas reasonably often, at possibly the cost of lower average training. The advanced strategies are also mainly aimed towards players with reasonably strong support decks (at least MLB SR).

For the first days during which the document is being written, it may contain speculative information which will be updated live after better knowledge/strategies are obtained.

Other guides by me:
- Support card strength evaluation: [Link](#)
- Grand Masters scenario master guide: [Link](#)
- Gacha reviews: [Link](#)

Recent updates to the document:
- 24.8.2023: Wrote most of the stuff down, needs some ironing out but it should be complete in 2~ days. Don't blame me if there's still some wrong info though.
- 28.8.2023: Minor updates. Perhaps adding more precise numbers later.
- 29.8.2023: Added more in-depth expedition purchase planning and a few example builds.
- 4.9.2023: Added EXAMPLE RUN: https://youtu.be/aQpfkRTtEgU

Scenario summary

Stat caps: Project L'Arc has the following stat caps: 1600/1600/1500/1500/1300

The theme of Project L'Arc is to gather a team of Uma Musume to participate in the renowned international race Prix de l'Arc de Triomphe. Similar to Aoharu/Grand Live, during a run you recruit different characters into your team to participate in scenario-specific events to qualify your team for the international stage.

The scenario is training-focused, but introduces multiple new mechanics to differentiate it from previous scenarios.

Star gauge and SS matches

Project L'Arc introduces a scenario-specific sixth training category called **SS matches**.

To participate in an SS match, you'll have to raise the **Star Gauge** of your supporting characters (also called **L'Arc members**). The L'Arc members consist of your support cards + scenario characters + random umas that join you during training. When you click on a training with a character on it, their star gauge fills up by one point. Rainbows give +1 point per rainbow in training, so a single rainbow will raise everyone's gauge by 2, and a double by 3. Think of the gauges as Aoharu bubbles with some additional effects.

You can also increase the star gauge of an L'Arc member via optional races. If one of your members appears as an opponent in an optional race, participating in that race will raise their gauge by one. Training is generally more efficient though.

When the star gauge of a character is maxed (3 points), they'll appear in the SS match category. They will still appear in normal training too, but their star gauge will be already maxed. Up to 5 characters can appear here as usual, so you'll probably want to take advantage of this when you've got enough star gauges maxed.

Each star gauge also comes with:
- A stat icon, affecting which stat gets an extra boost when participating in the SS match
- A special bonus (indicated in the speech bubble above), which can be extra stats, energy recovery, a skill hint, an instant refill for the gauge after emptying, aptitude points (explained later), or a buff (like Charming for faster bonding).

Clicking on the SS match will empty the star gauge of every member on it, and level the gauges up by one. Higher levels will give different special bonuses during SS matches later. Each time the gauge is emptied it gains a level, though this only changes the type of special bonus you'll get from this character the next time. The special bonus per level can be seen in the overview window like this:

The order of special bonuses is not entirely random. Every character in the game has their own set of special bonuses, and checking who gives what in the L'Arc member menu can help you plan out turns.

When five L'Arc members appear in an SS match, it sometimes gets upgraded into a **special SS match (SSS Match)**. This is somewhat random but there seems to be a small pattern where you can't go three SS matches in a row without a SSS match, so something like:

SS - SSS - SS - SSS - SS - SS - SSS   is typical, but 3 SS in a row is not possible

SSS matches give a very large amount of stats and supporter points, so aiming for them is vital.

The precise gains from SS matches are as follows:
- First of all, SS matches raise all of your stats at once unlike other trainings, the initial base gain being +1 all stats/+4 SP per each member on the SS match. For SSS matches the base is +4 all stats/+10 SP per member instead.
- These values increase a little bit further as the scenario goes on. This is basically tied to the stats of each L'Arc member, which increase bit by bit as you train with them.
- Each stat icon on the star gauges raises the base stat represented by that icon by 4-5.
- Gives you the special bonuses from each filled star gauge (stats, hints, etc.).
- Each SS match gives +50 aptitude points (explained later) as a base.

Note that support bonuses such as training bonus do not affect stats gained from SS matches. Also, SS matches can be failed if you're very low at energy.

Supporter points
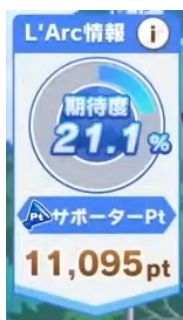
One of the basic objectives of L'Arc is gaining **Supporter Points**. The main way of gaining supporter points is through SS matches, though racing also awards a little bit.

Your current supporter points are displayed in the top left along with a gauge that expresses your **Expectation Level** as a percentage. This is basically just a fancy way to show your overall amount of supporter points.

Raising your expectation level has a direct impact on training, as you get more stats from training based on your total supporter point amount. A maximum of +30% or so bonus stats from training can be obtained this way when the expectation level is maxed, though you can also overcap the expectation and get this a little bit higher.

Training categories also increase their level based on the total amount of supporter points gained, so focusing on getting supporter points is very important.

The L'Arc race and four preliminary races

The main goal of racing in the Prix de l'Arc de Triomphe happens twice during training. Hereafter these two races are referred to as **the L'Arc races**. The two L'Arc races are held in classic and senior year on the October first half turn. Training only lasts until the final L'Arc race, so each run already ends in senior year October.

Your characters also practice for this race in four preliminary matches which are held in VR. These VR races don't take up your turn and happen at the following dates:
-   Junior December second half
-   Classic June second half
-   Senior March second half
-   Senior June second half
The preliminary matches yield a good amount of Supporter Points when raced.

All the above races are held on the Longchamp 2400m racecourse. The catch is that this race does not use your usual mid/turf aptitudes, but allows any uma to run it using overseas aptitude:

Overseas aptitude

To do well in the L'Arc races, you'll have to increase your overseas aptitude by overcoming certain challenges during the training run:

To raise your overseas aptitude, you'll have to complete **tasks**. There are 9 total, each taking the theme of a challenge to overcome (such as language barriers, jetlag, etc…).

To complete these tasks, you'll have to acquire **aptitude points** first. You can gain aptitude points from:
-   SS matches
-   **Overseas expeditions:**
        In L'Arc, summer camp is replaced by overseas expeditions and extended to take place starting from July until the L'Arc races in October 1st half. During these you are unable to enter SS matches but gain aptitude points from training. Resting during overseas expeditions also gives +100 aptitude points.
-   A few are also obtained from the objective races

Once you collect enough aptitude points, you can click over to the task menu to spend your points on further permanent effects.

The task menu offers a number of nodes that can be upgraded with aptitude points up to level 3. Each node comes with

-   A condition required to unlock it
-   Buffs you gain per level of the node

See below for a table for the details on each node. The ones marked with a purple checkbox also have an unlockable task.

The details for all the ten nodes are as follows, tasks are highlighted in purple.

- The first two purple unlocks raise your Turf/Mid aptitude to A for **all races during training.**
- Overseas X training +50% means all stats gained from pressing that training button during overseas expeditions.
- The "wins in SS matches" means individual wins, you can win 5 times in 1 match at most.
- The Prix Niel race is during early September in classic year two turns before the overseas expedition ends.
- Removing the stat debuffs (purple) gives stat buff in races depending on which debuff you removed (usually in the same stat).
- The 3 skill hints from winning the first L'Arc race (lvl 1 unlock) are: Core Distances, Longchamp racecourse, Autumn girl.

	Unlock: 2 wins in SS matches	Unlock: 2 wins SS matches	
	(0pt) +3 guts from training	(0pt) +3 stam from training	
	(50pt) Turf aptitude to A	(50pt) Mid aptitude to A	
	(200pt) Overseas guts training +50%	(200pt) Overseas stam training +50%	

Unlock: 10 wins in SS Matches	Unlock: 10 wins in SS Matches	Unlock: 1st overseas expedition
(0pt) +3 power from training	(0pt) +3 speed from training	(0pt) +3 int from training
(100pt) Remove -200 power debuff	(100pt) Remove -200 speed debuff	(100pt) Remove -200 int debuff
(200pt) Overseas power training +50%	(200pt) Overseas speed training +50%	(200pt) Overseas int training +50%

Unlock: 1st overseas expedition	Unlock: Win 1 G1 and attend Prix Niel	Unlock: Win 1 G1 and attend Prix Niel
(0pt) +10 SP from training	(0pt) +3 stam from training	(0pt) +3 guts from training
(100pt) Remove -200 stam debuff	(200pt) Remove -100 spd/stam/guts debuff	(200pt) Remove -100 spd/pow/int debuff
(200pt) +10 SP from training	(300pt) -20% Overseas energy cost down	(300pt) +20% Friendship bonus

	Unlock: 2nd overseas expedition, also need 40 SS match wins	Unlock: Win the 1st L'Arc race	
	(0pt) +5% stats from training	(0pt) 3 skill hints (see above)	
	(200 pt) Remove jinx (-250 all stats)	(150 pt) +Stats from L'Arc race	

The first six nodes have tasks (the purple level 2 bonuses) that you can complete by unlocking them before the first L'Arc race in Classic year October. Each task you fail to complete before the race will give you a debuff during the race, so make sure to complete enough tasks not to lose. In particular, the first two debuffs force your mid and turf aptitude to G respectively, so you'll have to at least complete these two to have even a chance at winning.

The jinx (last purple unlock) cannot be cured before the first L'Arc race, but it can be cured for the final one in senior year. This node unlocks during the 2nd overseas expedition after you receive your choice of scenario skill from the character you picked earlier, after Takarazuka Kinen.

Scenario linked characters

The following characters are scenario linked for Project L'Arc:
- Nakayama Festa
- Gold Ship
- El Condor Pasa
- Sirius Symboli
- Manhattan Cafe
- Satono Diamond
- Tap Dance City
- Satake Mei
- Orfevre

For support cards having scenario link, it gives the following benefits:
- Every card has a specific gold skill you may choose (see below).
- For the support card Satake Mei, training together with her randomly gives:
    - **Normal training:** +1 star gauge to 5 random characters
    - **Overseas expedition:** +50 aptitude points
- For non-friend supports, scenario link enhances the special bonuses of their star gauges when participating in SS matches:
    - Hints: Card Level -> Card Level + 1
    - Status boost: +10 -> +15
   - You also get +2 more stat per SS match in the stat represented in the star gauge.

For trainable characters with scenario link, it gives the following benefits:
- Ability to obtain their specific gold skill from the gold skill event (see below).

Scenario specific skills

Taking part in the final L'Arc race gives the scenario gold skill 最高峰の夢, which is a final straight speed skill that gets a little bit stronger for every overseas aptitude unlock you've bought. Nothing very remarkable but reasonably priced so it's fairly buyable.

You also get お先に失礼っ！, which is the gold version of Playtime's Over, from the scenario objective before the last expedition. This is a very good speed skill.
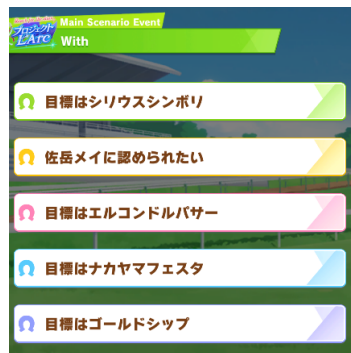
In the first turn of classic year you get an event where you pick among 5 choices, each representing a scenario linked character. The choice results in getting a specific skill in a later event.

If you have a scenario linked character as a support card or character you will get a gold skill (see below for choices). If the character is not in the deck, you'll just get the white version instead.

Mei: **Gold Longchamp green** - +speed, stamina and wisdom on longchamp racecourse

Sirius: **Photon Flash** 光芒一閃 - gold version of "mid distance straights"
Cafe: **Intrinsic Experience** 内的体験 - final corner speed skill in long distance races, decent
Pasa: **Now I'm Pumped!** アガッてきた！ - midleg speed skill with short duration
Dia: **Star of the Show** 注目の踊り子 - opening leg lane change (useless)
Golshi: **Prepared to Die** 決死の覚悟 - mid distance final straight speed skill, its okay
Festa: **Gamester** 博打うち - target speed on second half of the race, not very good
Tapdance: **Miracle Step** 神業ステップ - mid distance recovery, good if you need a gold recovery
Orfevre: **Tempestuous Pressure** 怒涛の追い上げ - bad long distance skill

# Scenario gameplay strategy

Basic gameplay and goals

Early on, you'll be bonding up supports as usual since rainbows are still very desirable for filling up your star gauges faster and gaining higher stats. You should generally also place some importance on filling up the gauges of the non-support L'Arc members. Gold Ship is especially useful for her Adorable buff from the first SS gauge special bonus, if possible you'd like to max her gauge for your first SS match immediately so you can bond your supports faster afterwards.

You don't need to click on an SS match immediately when it becomes available if there's a good turn elsewhere. But if you hold for too many turns you'll find yourself being unable to raise more star gauges since they're maxed already, so make sure to empty them through the SS match.

In general, you can look to hold SS/SSS matches until you have a turn where 1) there's no big rainbow 2) there's no opportunity to fill a lot of gauges at once 3) there's no good spot to rest either or you don't need the energy anyways. Take note of the possible +energy bonuses from SS matches to avoid resting/dating. It's all about managing your turns so that every turn you have a good probability of hitting something big. SS matches are your button to clear away below average turns, so use them wisely.

In L'Arc, your main gameplay goals are:
1) Complete SS matches to gain a lot of supporter and aptitude points
   - This is achieved simply by filling up as many star gauges as possible. Make sure to try to gather 5 people per SS match if possible to maximize your gains and have the possibility of getting an SSS match.
2) Acquire aptitude points and unlock tasks with them
   - You gain some aptitude points from SS matches (make sure to raise the gauges of characters whose special bonus from their gauge gives aptitude points).
   - You gain a bunch of points from overseas training, so make sure you are prepared with enough energy & bonded up supports before summer.
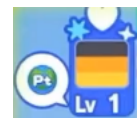
The order of tasks to unlock is as follows:
1) Your first main goal should be to do everything to secure the win in the first L'Arc race in Classic year October. To have a chance in any of the preliminary races, you'll need to unlock the first two tasks which raise your mid distance and turf aptitude to A. Even if your uma starts with good aptitudes in these, unless you unlock them you'll be debuffed to G in the L'Arc races. These tasks are found as the level 2 unlocks of the first two nodes, so make sure you spend the required 50 + 50 points here.

2) If you leave the level 2 of other nodes unlocked, you'll still be met with other debuffs like -200 power during all the overseas races, so you'll want to unlock most of them to increase your winning chances.
3) Some debuffs are okay to leave on during the first L'Arc race if it lets you spend more aptitude points on buffs instead, as long as you still win it. Prioritize the important buffs first (some words on this below).
4) You'll need high enough speed/stamina to beat the first L'Arc race, and if your build allows for it you want to also buy some skills that work to help you out here.
5) After you've won the first L'Arc race, now comes preparation for the final race in Senior year October. Before this there will be a 6-turn overseas expedition, so before and during that you'll want to spend your aptitude points to gain the most amount of stats possible. Practically this means unlocking the level 3 stat boosting effects per node: Start with the ones that work even not overseas, and buy the overseas stat boosting effects during the final expedition.

First L'Arc race vs Venus Park

Winning your first L'Arc race vs Venus Park is not an easy task, and will require you to have a good amount of speed (900+ recommended) to begin with. This is kind of a test of whether you put enough speed cards in the deck or not as well.

Buying skills at this point is very useful, but of course you shouldn't buy anything that doesn't fit into what you're building for and nothing that you think will get discounted later.

It might be worthwhile to set your uma to run as betweener for this race, because betweeners have a high speed modifier although are a bit less consistent overall. But since you've got 6 tries at it with clocks, you might as well go for broke unless your stats are very strong already.

Ideal run strategy

In the end, your run is decided mainly by how well your L'Arc members stack up to big trainings and how many SS matches you're able to do as a result. Big rainbow stacks are also very important, and Satake Mei's random after-training event is a huge boost to maxing Star Gauges as soon as possible, so you're at the mercy of RNG when it comes to that.

In the early game, you'll want to balance between clicking on bonds vs clicking on gauges. Clicking on Mei always has a chance to accelerate your SS match building by a lot, and good runs are often decided already in junior year by whether you have enough Mei procs. A great run might have 500 AP before the first preliminary match at the start of classic year.

Note that resting does not bond things, nor does it advance gauges. You want to avoid resting as much as possible. Most of the good runs I do end up resting 0 times and doing 3-5 Mei dates total. Just click int when it's good and prioritize energy from events, and quit bad runs.

Before the first overseas expedition, you'll first spend 50 points each on the turf/mid aptitude unlocks. Removing the -200 speed debuff is also pretty important so you can pretty much do that right away. The -200 power debuff can also be removed for 100 points, but it's fairly okay to leave it on until the actual L'Arc race in October. This lets you loan out 100 points to spend on stuff during the summer, and sometimes you might even be able to leave the debuff on for the L'Arc race if your power is doing fine. But typically you'll buy it at that point anyway.

For the first overseas expedition, my general purchase guide is as follows:

- If you don't start the summer with at least 400 AP, it's probably doomed. 600 AP or 8 SS matches at the start of summer is the sign of a great run.
- Resting during the expedition feels pretty bad, so make sure to start at enough energy to avoid resting altogether. Sometimes it's the only option though.
- The -200 int debuff is the easiest one to leave on for the first L'Arc race. Even if you start out with an int rainbow early in the summer, you may not want to spend 300 AP to make it 50% bigger since it's a large investment that could be spent elsewhere, like the +10SP thing which, although initially smaller value, will lose you a lot of value if you can't buy it here since it will delay your buy by a lot. But if you think you'll be clicking on int a lot and have enough AP in your budget then why not.
- The +10 SP thing is indeed the most safe choice as the first buy. The next safest choice is +50% speed since speed rainbows are probably your most common ones, and you wanna be clicking on speed to win the first L'Arc race anyways.
- +50% stam/guts over speed is somewhat worth considering if you're sitting on a stam/guts rainbow and feel like you'll have time to press another during the first summer. But I rarely end up in this situation.
- Buying two of the +50% boosts during the first summer is a bit greedy. This is because after Prix Niel you'll be able to buy the +20% rainbow training boost for 500 points, which costs a lot. You might miss it if you spend 400 instead of 200 beforehand. Budgeting is important here.
- After Prix Niel you should be eyeing the 500 point purchase for +20% rainbows and removing the -100 spd/stam/guts debuff for 200 points. There's some rare situations where you might win the first L'Arc race even with this debuff on, but I'll leave that to your judgement.
- So during a good summer you'd spend at least 300 (+10 SP) + 200 (one +50%, probably speed) + 500 (rainbows) + 200 (either remove debuff or another +50%) = 1200 AP.
- This leaves you afterwards with buffs of +10 SP and +20% rainbow stats on every training.

For the final summer, on a good run you'll have enough AP to buy whatever boost suits the situation the best. Stam rainbow? Buy +50% stam. Int rainbow? Buy +50% int. The only hard decision is whether you spend 300 on -20% energy cost, for that you'll have to exercise some forethought on whether you'll need the boost or not.

Also take note of some scenario events to plan turns better, such as the +30 energy at the start of senior year. There's also a successive -2 and +2 motivation right after the first L'Arc race in classic.

Deck choices and inheritance

First of all, Satake Mei (SSR or R, SSR much preferred for the unique) should go in every deck. This card is the scenario-specific support card just like Hello/Goddess were, so it is created specifically to be broken here. Mei has a unique ability that lets her appear in 2 training categories at once after 60 bond, and training together with her randomly gives:

- **Normal training:** +1 star gauge to 5 random characters
- **Overseas expedition:** +50 aptitude points

Her date also gives a choice between two buffs: One that shields from the next motivation lowering event, another that shields from the next debuff (Lazy, Dry Skin, etc.).

Decks use a core of: Mei + 1 Speed + 1 Int. The rest of the card choices will depend on what distance you are running, your character's bonuses, and what skills you are looking for. Generally, you'll want to use 2-3 speed cards total to have a chance at winning the L'Arc races and capping speed. 3 speed builds work well to give a lot of SS matches due to double rainbows giving lots of gauge. To cap int on 1 int card, your int card needs to be quite strong. Consider switching to 2 int if you have trouble.

Scenario linked cards are often good choices but not mandatory aside from Mei.

Here are some example deck choices, by no means does this cover all viable decks. Note that 1 int builds require a strong int card to be decent.

Short: (inherit mainly power/guts/int)

Mile: (inherit mainly power/guts/int)

Mid: (inherit some stam, or put a stamina card in.) if your uma has 15%-20% speed bonus, consider switching 1 speed card out for something else

Long: (inherit power/guts/stam but make sure you hit enough stamina)

Power cards are kind of dead here, but you can replace one stam/guts card in the above builds by a power card if 1) the card gives a skill you really want 2) you're ready to spend 50% more time to get a similar statline. On the upside the ceiling is probably very slightly higher with such highlander builds, just very hard to achieve.

What if my cards are bad?

If you can't reach 1500 speed somewhat consistently in L'Arc (~1000 before the first L'Arc race), you need to start replacing cards in your deck with speed cards until you do.

Example builds:

Long Mcqueen: Inherit power/guts/a bit of int. My card evaluation doc said that SR Mayano is good, I'll believe it now.

Mile Falcon: This one had too much stamina inherited, go for power instead. Replacing a speed card with a 3rd guts is possible if you're using an uma like her with a 20% speed bonus and you're feeling lucky.

Example video:

This run was the first one I recorded so it's probably not indicative of an average run (for better or worse, it got good speed rainbows but almost no Mei procs at all / Urara slacking too). I also don't claim the play was very optimal. But if you struggle to hit UF9 or beating L'Arc in general with similar cards, maybe you'll find something useful here.

https://youtu.be/aQpfkRTtEgU

I tried using fairly accessible cards like SRs/welfare Urara. This kind of assumes you've got your own speed card like Kitasan, have a Mei (1LB is fine, lowest I found in 5 minutes was 3LB…), and borrow a strong int card like Ramonu.

If you've got better cards obviously use those.

Icons: