

Give each player \$12.

Note that each street initially ends after space 4 (just before the river).

Play turns in rotation.

Turn

Decide whether you will embezzle \$1m (from cash to the embezzled pile; it will not return to the game).

Pick a thing to auction. Any of:

- Any of the six cubes at either end of the cube layout;

- A random rooftop;

- An un-auctioned special (building permit 1, 2 or 3; mayor; or cancel cube).

Other players in rotation may place a bid or pass. The bid must be higher than any prior bid this turn.

Active player chooses: take the winning bidder's money and give them the item, or take the item and pay the winning bidder the price. If all other players passed, the active player gains it without cost.

A floor cube must be placed on top of, or in the same row as and adjacent to, an existing cube, or in the first space of a row. If placed on top of another cube, it must have a smaller number. Only one floor cube may be placed on a "sandy" space. If this is the first cube of that colour to go onto the board, that player takes the corresponding company card.

A rooftop must be placed on top of a building with no roof. Any value is allowed.

Other items may be placed or discarded.

- A building permit moves the end of the street forward or backward by that many spaces; it may not exclude lots that have already been built on.

- The mayor is placed on one street.

- The cancel cube discards the mayor or one building permit.

End Game

The game ends when either (a) two streets are completed (all lots

down.

Shuffle the 12 rooftops face

rows of eight.

cubes and arrange them in three

Randomly select 24 of the 36

Setup

of the game.

Have the highest score at the end

Goal

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

The Estates

money to their score.

Break ties by total cash (in hand plus embezzled).

Each player adds their embezzled

cubes or rooftops.

completed due to a lack of floor

or no more buildings can be

in each have buildings with roofs(s)

this value, positive or negative.

have a negative value. The

Buildings in incomplete streets

card of the topmost cube.

the player holding the company

cubes and rooftop, assigned to

equal to the total value of all floor

Each building is worth points

Scoring