

Moon

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

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Goal

Have most points (hearts) at the end of three rounds.

Setup

Place the Flag Rewards board in the middle of the table. Put three single Hearts on X; any reference to X is to the number of hearts here. Stack five 3-Heart, five 4-Heart and five 5-Heart tokens by the board.

Place ③ random Reputation cards of each level (Bronze, Silver, Gold) face up in the middle of the table.

Shuffle each Expedition and Structure deck (Era I, II, III).

Each player gets a random Base card, a play aid and two Rovers.

Randomly pick a first player and give them the First Expedition card appropriate to the number of players..

Era

Production Phase

Every Production symbol (blue-bottomed cards) produces its resource(s).

Place the next set of hearts (3, 4 or 5) on the flags of the Flag Reward board. Do not remove any hearts already present.

Construction Phase

Place the top Structure card from the current Era face-up to make a new Discard pile. Deal each player a hand of Structure cards from the current Era's Structure deck. (②: 8, ③-④: 7, ⑤: 6.)

Deal to each player except the one with the First Expedition card an expedition card from the current era. This is added to their hand of Structure cards.

Starting with the player with the First Expedition, each player in

rotation takes a turn (see below).
This is one round.

When each player has had a turn, everyone passes their remaining hand to the left (including their Expedition card); skip over one player and start the next round with the player who now has the First Expedition card. When only the Expedition card is passed, continue to the Scoring phase.

Scoring Phase

Take all Rovers on your cards back to your supply.

Un-flip all flipped cards.

Combine Deck and Discards and shuffle the result. This is set aside as a previous Era deck.

For each flag, see which player has most and give them that reward.

Ties are broken in favour of most Rovers; ties for that are unresolved and the award stays on the space.

Any Heart tokens on cards generate an equal number of Hearts to that player's score, and remain in place.

Reduce X by 1. If X is now 0, proceed to End of Game, otherwise play the next Era.

Turn

You *must* either

(a) Build a Structure Card, paying its cost and adding it to your tableau.

Costs are in the top bar. Expend resources; count but do not expend Flags (from yellow cards).

Blue cards produce Resources, immediately when Built and during each subsequent Production phase.

Yellow cards give you Flags.

Grey cards give you either an ongoing ability (e.g. “gain hearts whenever you do a thing”) or an end-of-game score.

Pink cards give you a one-off ability when flipped.

Red cards do something unique.

or (b) Assimilate a Structure Card, paying nothing and getting the Resources shown at lower left next to a dustbin icon.

You *may* do any or all of these optional actions, in any order, before or after your main action; but you may do each of them only once in a turn.

(a) Use the special ability on your Expedition card.

(b) Place one of your Rovers on an empty parking spot on someone else's card. If it's a blue card, you immediately gain that resource; yellow card, you gain the noted flags for the rest of this turn. Note that you will not get Rovers back.

(c) Flip a pink Structure card to gain its effect.

(d) Claim a Reputation card that you qualify for. (It will have either

an immediate reward or an ongoing ability, as well as a heart value for final scoring.)

End of Game

Your final score is the sum of:

- Heart tokens
- Hearts printed on grey structure cards
- Hearts printed on Reputation cards.

Note that Hearts added to grey structure cards have already been scored in the Scoring Phase.