

Shuffle all the tiles, and fill the other indentations with one each, face up.

Each player takes the discs of their colour. Take one disc from each player and put them randomly into a stack on the new-moon square.

Play

The player whose disc is furthest back along the track is next to play. If there is more than one disc on that space, the player owning the one on top plays first.

If there are no tiles on the outer track, you *must* refill. If there are 1-2 tiles, you *may* refill. If there are no tiles left and you cannot refill, the game ends and the player with fewest discs wins; break ties in favour of next to play.

Take one of the three tiles clockwise from the Moon piece.

Place the Moon piece in the space from which you took the tile.

Move your player disc clockwise a number of spaces equal to the number on the tile.

Add the tile to your tableau. Tiles after the first must be orthogonally adjacent to at least one other.

A tile will have zero or more goals on it. A goal is achieved when *tiles* of a particular colour are adjacent to the tile with the goal, but further orthogonally adjacent tiles of the same colour also count as adjacent. (So for example a row of three red tiles would satisfy a “three red” goal in a space adjacent to any of them.)

If you can now achieve any goals, use discs to cover the goal spaces.

If you place your last disc, you have won.

Goal
Be the first to deploy all of your discs, or have fewest left when the game ends.

Setup
Put the wheel in the centre of the table, and the Moon piece on the indentation next to the new-moon square.



https://tekeli.li/rogers-rules/
Last edited 2025-07-23