

Snapshot

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

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Goal

Have the highest score at the end of the game.

Setup

Lay out the Habitat cards in a row (2, 3, 4, 5).

Stack each type of Photography Award tile, lowest to highest. Single colours go above their habitats, multicolour to the side.

Shuffle the animal cards. Draw 3 and place each under its habitat; lower difficulty (large number on the left) is closer to the habitat.

Shuffle the assignments and deal one to each player. Keep it secret. Others will not be used.

First player gets the red panda First Player marker and two tokens. One more token to each succeeding player (3, 4, 5)

Take turns in rotation..

Turn

Research phase

Draw as many cards as you like (including zero), one at a time. For each

card, other players may (in turn order) offer you 1 token for it; if you accept, they take the card into their reserve (maximum 2 cards).

If there are no offers or you do not accept them, choose one option:

- if the card is of *higher* difficulty than any other animal in its habitat, you may place it there. Put it above the highest animal in that habitat, leaving both card tops visible. If you turned down an offer for this card, place it sideways, because you *must* attempt to photograph it this turn. The Raccoon can go into any habitat but never counts for awards.
- take the card into your reserve.

- if the card is of difficulty no higher than another animal in its habitat and you do not reserve it, the animals are spooked: discard this card and all cards in the habitat, and end your turn.

Preparation phase

If you have animals in your reserve, you may add them to their habitats. This does not cause spooking. Place them sideways, because you must attempt to photograph them this turn.

Take the six dice and allocate them among animals and habitat cards. You must place at least one die on each habitat in which you propose to place dice on one or more animals, and you

must place at least one die on any turned-sideways animal.

Place zero or more tracking tokens on animals with dice on them. Each one adds one to the die roll value.

Photography phase

For each habitat with dice on it: roll the dice. If at least one die is equal to or higher than the habitat's number, proceed.

Otherwise, as many times as you like, you may spend two tokens (from your supply or from animal cards) to reroll one die. Place tokens on the habitat.

If you decide to give up, reclaim all tokens on the habitat, but tokens on

animals in that habitat. Go on to the next habitat with dice on it, or end the phase.

Once you succeed, all tokens on the habitat are spent.

For each animal in the habitat with dice on it, roll the dice and total them. Add the number of tracking tokens. If this equals or exceeds the animal's difficulty, return the tokens to the reserve and take the animal to your score pile. Otherwise discard the animal and reclaim the tokens.

Once all animals with dice are photographed (or not), go on to the next habitat with dice on it, or end the phase.

Review phase

If you took no photographs this turn, gain three tokens.

If you qualified for an award (total three animals of the same habitat, or four from different habitats) take the top award tile of that type.

If you have (②: 9, ③: 8, ④-⑤: 7) photos, game end is triggered. Play to the end of the round so that each player has had the same number of turns.

Scoring

Add:

- Total prestige (star value) of animals photographed.
- The value of any award tiles you hold.

- 5 points for either of your assignment's Cover Photo animals (still only 5 points for both).
- A number based on the total count of icons matching your assignment (see the bottom of the card).

Break ties with tokens.