

The Spill

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

Last edited 2025-10-16



Setup

Place all Animals onto matching spaces on the board, Healthy side up.

Choose a Win Condition difficulty (more dots are harder) and draw a random card of that difficulty.

Choose a Spill Out difficulty level on the Situation board, and place the Spill Out token in the leftmost space.

Set aside eight black Oil dice; put the remainder, and the four blue Weather dice, in the bag.

Choose four Specialists, sharing them between players as needed (③ one specialist is held in common and all players must agree on their actions).

Give each Specialist a set of Weather Effect tokens, placed face down on their mat.

Each Specialist chooses a different quadrant. For each, roll a die and place their ship in that Sector.

Shuffle Resource cards and deal two per Specialist; each one chooses one

to add to the Situation board and one to discard.

Drop the eight black Oil dice into the tower. Whenever you do this, place each die in the quadrant it lands in, in the Sector corresponding to its number, in the closest space without a die in it. If any of them overflows its Sector or ends up in a space with an animal, drop it again.

Take player turns in rotation.

Turn

Spill Phase

Draw dice from the bag equal to the number shown by the Spill Out

token and difficulty level. If there are not enough, add dice from the Removed Oil area, and end the game after this turn. If there are any dice in the Extra Action pool, add them.

Drop dice into the tower. As each oil die lands, place it in that quadrant on the Sector corresponding to its face, innermost space without a die in it first.

If the third space in a Sector is filled, place a Spill Out marker and advance the Spill Out token by one column.

If a Sector with a Spill Out gains another die, it Overflows: add it to the next Sector clockwise.

If any animal now shares a space with a die, flip it to its Contaminated side; if it was already Contaminated, send it to Sickbay.

Weather dice are instead checked against the Weather table on the Situation Board. If appropriate, flip matching tokens on all Specialist boards.

Action Phase

The active player spends their four Action Points.

- 1 AP - Move 1-2 Sectors
- 1 AP - return an Oil die in the current sector to the bag
- 2 AP - move an Oil die in the current sector to Removed Oil
- 1 AP - rescue a Healthy animal
- 2 AP - rescue a Contaminated animal (with no oil in its space)

They may also spend activated Resource cards. Do the effect, then discard the card and its cubes, and draw a new card.

They may gain up to two extra AP by drawing a die from the bag per AP and adding it to the Extra Action space.

If a Sector is reduced to fewer than three dice, remove the Spill Out marker.

Whenever a row of animals, or a column of Removed Oil, is completed, add an orange cube to a Resource card. Once one part of a multi-part card has a cube on it, that's the only part that can be added to.

Clean Up

Turn any face-up Weather effect on your Specialist face-down.

Move any Contaminated animals to Sick Bay.

Add an orange cube to any Win Condition achieved this turn.

End game check

All players lose if any of these conditions is true:

- Sickbay holds one or more of each type of animal
- Sickbay holds three of one type of animal
- The board contains six or more Spill Outs, columns of three dice in a single Sector.

If this has not happened, but all Win conditions are fulfilled or the dice bag is empty, all players win.