

Aid cards of the same colour, and arranges them with 2 to the left of 1 from their perspective.

Round

Deal all cards. You do not get to choose which way up your hand is; just take it blindly. The first player is the holder of the 1/5 card with a ★ symbol. Play turns in clockwise order.

② Each player has two separate play areas in front of them, shown by the player aid cards. Starting player plays a turn to their area 2, then other player

area 1, other player area 2, starting player area 1, etc.

On your turn: if there are cards on the table in front of you, discard them. Then do exactly one of:

- Play a set of cards of the same value. If there is already another set of that many cards on the table, your cards must be of a higher value, and that other set is rotated and returned to its owner's hand. Keep the new set in front of you.



- Add a matching card to someone else's set on the table. (If the count of cards now matches another set, this one must be of higher value, and the other set is rotated and returned, just as in the "Play" rules above.)
 - Take someone else's set, rotate it, and add it to your hand.
 - Rotate your hand.
- ③-⑤ If your hand is now empty and you are the first to do this, take two point tokens. If there are cards in front of you, leave them




in play until what would have been your next turn, then discard them. (If they are superseded by a Play or Add action, discard them immediately.)

③-⑤ If you are the second to empty your hand, take one point token and the round ends.




③-⑤ The first player to have 4 point tokens immediately wins the game.

② If your hand is now empty, you win the round; take a point token. The first player to have two tokens wins the game.

remove all cards with  or . Each player takes two Player

② remove all cards with ; remove all cards with  or .

Setup

⑤ use all cards; ④ remove all cards with ; remove all cards with  or .

Goal

Get rid of all your cards faster than other players.



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

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DNUUP