Scout

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

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Goal

Get rid of all your cards faster than other players.

Setup

② or ④: find and remove the card with both “9” and “10” on it.

③: find and remove all cards with “10” on them.

③-⑤: Give each player a Scout & Show chip.

Pick a random starting player and give them the pentagonal starting player marker.

Play ⓟ rounds.

Round

③-⑤ All players turn their Scout & Show chip car side up.

③-⑤ Starting player shuffles and deals all cards.

② Each player takes 3 Scout chips.

② On the first round, starting player shuffles and deals 11 cards each, leaving 22 to set aside. On the second round, starting player deals out those 22.

Each player examines their cards and may rotate either all or none of them. Cards in the hand may not be rearranged.

Beginning with the starting player, players take turns in rotation.

Turn

Either Show, Scout, ③-⑤ or both.

Show: place one or more adjacent cards from your hand to the table in front of you as a Set. These must have either equal or consecutive numbers. If there is already a Set in front of another player, yours must be better:

- more cards; or
- same number of cards, but yours has equal cards and theirs has consecutive ones; or
- same number of cards and type of set, but yours has higher numbers than theirs.

In this case, take the cards of that other Set face down to your score pile.

Scout: ③-⑤ take a card from either end of the Set in front of another player, rotate it if you wish, and place it anywhere in your hand. The owner of that Set takes a Scout Chip as compensation.

② take a card as above, but place one of your Scout chips in the middle of the table. Then immediately take another turn. If you have no Scout chips left, you cannot Scout.

③-⑤ **Scout & Show:** flip your Scout & Show chip to the text side, then Scout (as above) and Show (as above). You may only do this once per round.

End of Round

③-⑤ The round ends when a player wins by either (a) emptying their hand with a Show, or (b) beginning their turn with their own previous set as the Active Set.

② The round ends when a player wins by emptying their hand with a Show. Or if a player can neither Scout nor Show on their turn, the round ends and the other player wins.

The winning player gains points equal to the number of cards in their score pile and of their Scout Chips. Each other player also gains points from their own score pile and scout chips, but loses a point for each card still in their hand.

If this was not the last round, pass the Starting Player token one place clockwise.