

Automobiles

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

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Goal

Be furthest forward on the course when the race ends.

Racing Season: have most points at the end of the season.

Setup

At the start of the season: choose or randomise a series of at least three tracks, and a lap count (same for each track).

*Shuffle Driver cards and turn up
Ⓟ +1. Players choose them in
reverse turn order.*

Choose a racetrack and a number
of laps.

Select one card of each colour.

Players take the car, lap marker
and player card of their colours.
Lap markers go on the lap track.

Each bag starts with 2 light grey,
5 white, and 5 yellow cubes.

*Second and later races: retain your
previous bag.*

Choose a random starting player; play is clockwise thereafter.

Second and later races: first place finisher of previous race is first, etc.

Each player places their car on their start position.

Each player spends their \$ allowance (shown on the board) on more cubes. *Second and later races: don't do this.*

Shuffle Sponsor cards (A1, B2 etc.) and turn up © beside the board.

Each player draws 7 cubes from their bag to their Active space.

Turn

Decide whether to take a standard turn, or Pit. If Pit, remove all wear from Active pile to stock and go to End.

Action: Use the powers of cubes from your Active space, one at a time; place them in the Used space or on the track as appropriate.

A move must always be forward, across an edge or corner of your current space. Spaces with dotted lines can hold more than one car;

you *may* take the front available segment as you enter the space.

Buy: Use the \$ value of cubes remaining in your Active space to buy different cubes; they arrive in the Used space, and any remaining Active cubes go there too.

Car: Move your car according to the cubes on the track.

Decline: Gain Wear cubes to Discard based on the darkest track colour you moved into (1-4), or zero if drafting (you are in a space or segment

immediately behind a space or segment occupied by another car).

End: Move all cubes from track, Active and Used to Discard.

Draw seven new cubes from the bag to Active. If your bag becomes empty before you have finished drawing, put your Discard cubes into it.

All cars in segments that have empty segments in front of them within the same space move forward within that space.

If a car has crossed the finish line on the final lap, complete the round so that each player has had the same number of turns. Furthest car forward is the winner. Inside (of next corner, if it matters) is ahead of outside.

Post-race

For second race and later, you may either choose a new sponsor (discarding the old one to the box) or re-use your current sponsor's effect, discarding a card from the sponsor row.

Winner chooses a sponsor and get their First Place effect. They score 4 points for the first race, 5 for the second, etc.

Players other than last choose a sponsor in finish order and get their Middle Place effect. They score 3 points.

Last place player takes the last sponsor and gets its Last Place effect. They score 2 points.

Break points ties at the end of the season by last race finish position.