

that only the two Pathfinders can see it.

Lay out the map such that it is aligned with the card.

Write the three clue words at the bottom of the card on individual tiles, and place them in the relevant spots on the map.

Tick one  for Team 2.

Play rounds in alternation.

## Round


Pathfinder: think of a one-word clue. Take a tile, write the clue on it, and pass it to the Party.


Party: decide where the clue should be placed, and put it there.


Pathfinder: reveal what's on the space. Resolve the effect, if any.

If one team has four treasures, the game ends. If they are cursed, they lose; otherwise they win.

If the game continues, play another round.

 the party gains a treasure.  
Yellow treasures are awarded to the team that finds them; green and blue treasures are awarded to the owning team.

 the team is cursed.

 one curse is cancelled. If you are not yet cursed, you may save the amulet until you are.

# Landmarks

<https://tekeli.li/rogers-rules/>  
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## Cooperative Mode

### Goal

Collectively gain all the treasures without being cursed or running out of water.

### Setup

Choose Easy (green) or Hard (yellow) clue cards.

Shuffle red clue cards and draws one. Place it in the stand such

that only the two Pathfinders can see it.

### Setup

Divide into teams 1 and 2 and choose a Pathfinder for each. Remaining players are the Parties.

### Goal

## Competitive Mode

Success is measured by the number of  found before the .

## Round

Pathfinder: think of a one-word clue. Take a tile off the stack,


write the clue on it, and pass it to the Party.


Party: decide where the clue should be placed, and put it there.

Pathfinder: reveal what's on the space. Resolve the effect, if any.


If there are no tiles left in the stack, the game ends in a loss.


If the game continues, play another round.


 the party gains a treasure.

 the game ends. Finding the Exit while cursed is an automatic loss.

 the party is cursed.

 one curse is cancelled. If you are not yet cursed, you may save the amulet until you are.

 Lose one tile off the stack, and permanently reduce the stack size by 1.

 refill the stack to its current size (7 - traps).