Oracle

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

Give each player a board and six matching tokens.

Pick a first player and give them the first player token.

Round

Shuffle all cards.

First player rolls all three dice. The d8 4-7 shows how many cards will be dealt in the round; the d8 with suit symbols shows which will be the Power Suit; the d6 indicates what sort of secondary bet will be placed.

Deal cards as indicated to each player. Each player places face-up their highest card from the Power Suit; failing that, their highest card (A is high).

Clockwise from first player, place a token on your board spaces 1-5 to indicate how many tricks you expect to win.

Clockwise from first player, if you have another token, place a side bet on a player (which can be you):

 this player's bid of number of tricks won is correct.

 this player's bid of number of tricks won is incorrect.

 this player will win most or joint-most tricks.

 this player will win least or joint-least tricks.

Then return face-up cards to hand.

From first player, play must-follow trick-taking: one player leads a card. Other players must play a card from that suit if they have it, but may otherwise play anything. Winner of the trick is the player of the highest Power Suit card, or if there are none the player of the highest card in the lead suit. Players keep track of the number of tricks won.

Each Ace counts as 0 or 11, the choice being declared as it is played.

Once all cards are played, each player counts the tricks they won and compares with their bid. If it is correct, return the token to their reserve; otherwise discard it to the box.

Then each player checks their side bet: again, reclaim your token if correct, return it to the box if not.

If no player has run out of tokens, pass the first player token

to the left and play another round. Otherwise go to End Game.

Hardcore variant: players with no tokens are eliminated, winner is the last one still playing. If more than one player is eliminated in the last round, the one who took most 5s wins.

End Game

If one player has more tokens than any other, they win.

Otherwise, all players with tokens remaining play one final round. If

one player has more tokens than any other, they win. Otherwise, whoever took most 5s wins. Otherwise those players tie.