

PUSH

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

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Goal

Be the player with most points when the deck runs out.

Setup

Shuffle the deck. Take turns in rotation.

Turn

Either take a normal turn or bank cards.

For a normal turn: turn cards one at a time. Each card except ↵ goes into one of your three stacks; you cannot place a card if it could make a duplicate number or colour in that stack. The die card has no number or colour but only one may be in any given stack.

You may stop after any card. If so, choose one stack to Collect. Each other player in order (reversed by each ↵ card)

collects one stack until none is left.

If you draw a card you can't place, discard it. Roll the die and discard all cards of that colour from your Bench (⊕ means no discard). Each other player collects one stack; if any stacks are left when it gets back to you, discard them.

Discard all switch cards.

Bank cards: instead of your entire turn, take all cards of one colour from your Bench and place them face down in your Banked pile.

Collection

Place all the cards from the stack into your Bench area (face up and visible).

If there is a die card, roll the die and discard from your Bench any colours that match (⊕ means no discard). Then discard the die card.

End game

The game ends when the deck runs out. Add all numbers on your cards (stacks, Bench and bank) to get your score.