

If there is no bid on a card, you get it without charge.

Extortion

Take ₤3 from the bank.

To each other player in order, you may make a monetary offer for one of their face-up cards. They must choose:

Either sell you the card for that sum;

Or pay you that sum and keep the card.

An Office or *Support* card becomes public/face-up; a Resource card is turned face-down.

Cash In

First, each other player in rotation may pay you ₤5 to take a Cash-In themselves.

In any order and as often as you like, you may:

- sell sets of Resources for money from the bank. Three of the same type of resource, or three of the same number, make a set worth the sum of the numbers on the cards. If they are the same type

and the numbers are consecutive, gain an additional ₤15.

- Buy places on the Senate track for ₤10 each.
- Play Office cards.

Game End

The moment the fourth War card is played, the game ends without resolving it. The winner is the player highest on the Senate track; break ties by most money.

Senators

<https://tekeli.li/rogers-rules/>
Last edited 2025-05-04

Goal

Have the most Senate support at the end of the game.

If you ever find yourself short of cash for a required expense, you may instantly convert points on the Senate track into ₤5 each.

Support cards are optional; rules for them are in italics.

Setup

Lay out the market boards so that the Senate track runs from 1 to 20.

Each player chooses a colour, and takes the matching player screen and wooden discs. One of those discs should go in position 5 of the Senate track.

Shuffle each deck of Resource cards (I, II, III) and deal one card from each, face down, to each player. Place the decks above their respective spaces on the Market Board.

Shuffle the Office deck (IV) and place it in the last space.

Shuffle the Event deck (E) and place it face down above the market decks.

Randomly choose a first player. They get ₤10; each subsequent player in clockwise rotation gets ₤3 more. Money is kept behind the screen.

Shuffle the Support deck (S) and deal out @ cards face-up. Starting with the last player and proceeding clockwise, each player chooses one and places it face-up in front of them.

Play turns in rotation.

Turn

Draw an Event card. Turn the top card, resolve the event, and discard the card. War cards go to a stack of their own, because the fourth War card drawn instantly ends the game.

Take one action. This can be one of Auction, Extortion, or Cash In.

Auction

Turn up the top card of each of the Resource and Office decks I-IV.

Starting with the player to your left, each player may place their tokens on any of the price tracks. There is no point in placing a lower bid than one that has already been placed.

When all players have had a chance to bid, choose for each resource:

Either give the card to the highest bidder, and they pay you the price; **Or** pay them the price, and take the card for yourself..

In either case, place the card face-up in front of the player who won it.