

Shuffle the cards, flipping some of them over, and put them in the base of the stand

Give each player one each of grey, purple and blue rods, and an orange if playing Advanced; and a set of four different snow pieces. ④: don't worry that one of you doesn't have a set; the Scout will sit out each round.

Choose a random Scout for the first round, and play rounds until victory.

Round

The scout draws a card and rolls the die, then places the card in

the top of the stand, dice-face symbol down.

All players (④ except the Scout) attempt to construct the shape shown. Only the coloured rods matter; use snow as necessary. If there's a square on the die, the bottom of the shape must *not* rest on the table; if there's no square, it must.

Opinions differ as to whether you're allowed to build your construction flat to work out the supports and then turn it upright; this author feels that that makes the game too easy.

When you think you have a correct Tukilik, call "finished".

When all players have finished, check all constructions.

If all are correct, the last player to finish gets the card.

If just one is wrong, that player cards the card.

If more than one is wrong, the one who finished earliest gets the card.

② If one player has 5 cards, the other is the winner.

③-④: once one player has 5 cards, that player is the Scout for the final round and does not

play. First to finish correctly wins the game. Otherwise, the player who got the card is the next round's Scout.

Choose Standard (pink cards) or Advanced (yellow cards) game.

Setup

Be the player with fewest cards when someone has accumulated five.

Goal

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

Tuki