

Round

Shuffle cards and deal all to the players.

Each player secretly sorts their cards: highest value at the back of the face-up stack, lowest at the front. If there are multiple cards of the same value, you may choose the order.

Place the High Note card at the back, then pass the deck face down (High Note on top) to the player to your left.

Each player, without looking at card faces, spreads their cards face

down in a line in front of them, High Note to the left. So cards left to right will be in a sequence that never ascends, but the player does not know their values.

On the first round, the start player is to the left of the dealer.

For later rounds, the start player is the one with lowest total score.

Start player leads by flipping over one of their cards (not the leftmost). Other players must follow suit if possible. Winner is

highest trump (③ yellow, otherwise red), or highest card of the suit led.

Once in the round, after you have played into a trick, but before the next player plays, you may Bid. Secretly view any two adjacent cards in your line, then choose one to reveal as your bid (sideways below your line).

If you find yourself with only two cards and have not yet bid, you must play one; the remaining one becomes your bid.

Winner of the trick stacks all trick cards face down and leads the next trick.

At the end of the round, score one point per trick won, plus 5 points if your bid matches the number of tricks won.

Game end

Break score ties in favour of the player with the lowest successful bid in the last round.

If players are still tied, play another round.

Goal
Have the most points after three rounds.

Setup
Give each player a High Note reference card

③ Remove all red and orange cards.
Choose a random dealer.

<https://tekeli.li/rogers-rules/>
Last edited 2025-05-02