

Pathways - to one of these

It's to be expected that most pathway cards will display pathways that go somewhere, but given the name of the game, there also are some dead-ends, beloved of **saboteurs**.

Pathways must continue on routes that have an unbroken link back to the starting ladder.

Of course, **saboteurs** may choose to place the path cards so that the route goes away from the treasure, or makes the route more circuitous.

There will always be seven pathway cards between the starting ladder and the three goal cards, and there is one card's gap between each goal card.

All the paths on touching cards must be continuous from one to the other: example below.

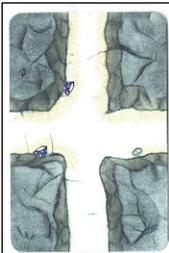
Only the three goal-cards may break this rule.



The mine starts here

From this point the pit-pathways can go in any of the four directions.

By instantly going away from the treasure, **saboteurs** may give away their identity too early.



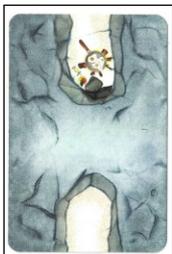
These two will fit together as shown, but the one with debris in it cannot be placed the other side of the crossroads as it stands - rotated, it could.

Oh dear !

It looks as if one of the **saboteurs** has blocked a fruitful pathway.

Pathways cannot be added if they do not link back to the ladder.

So if this blocks a route coming in at the top, a path cannot be added at the bottom.



Actions

By placing an action card either in front of a dwarf, or on the play-pile, dwarves can wreak havoc, put things right, or look at maps to locate the treasure.

Actions that break or mend trolleys, lamps, or pickaxes can be directed at both **diggers** and **saboteurs** to stop them from going about their business. Several of their items may be broken.



Miners need trolleys

By playing this card in front of another dwarf, miners are prevented from creating any pathways until it's been mended.

Dwarves can mend their own broken trolleys, or those of associates. Just put it on the discard, and remove the broken trolley card.



Mending trolleys



Going nowhere without a lamp!

With this card in front of them, miners can't put down any pathways. It must first be mended.

Mend that lamp!

All dwarves can mend their own lamps, or those of other dwarves. Just put it on the discard, and remove the broken lamp card.



Extras Just a few cards can be used to repair two types of wanton damage. The lamp card is one such - it repairs lamps or pickaxes.



Done diggin' !

No pickaxe, no pathways. It must be mended before the dwarf can dig again.

Done it!



Investigation and desolation

By playing a map, a dwarf can secretly look at any of the three treasures. As to whether they tell anybody else, and as to whether they tell the truth - that's up to them.



There may be a route that a **saboteur** wants to block, or a blockage that a **digger** wants to clear: rock-fall may do the job.

The dwarf who plays this card can choose which en route path-card to destroy and remove from the board. It may be replaced, of course.



Saboteur's played over three rounds

If dwarves reach a goal card but it turns out to be coal, the round's not over. The coal card is left in such a way that all paths fit - if possible, but not essential.

Turn end A

A round ends if dwarves reach **gold** via an uninterrupted path from the start. In that case, the **gold-diggers** have won, and the gold is handed out.

The dwarf who reached the treasure looks at the nugget cards (have as many to hand as there are players), and chooses one. The others are passed counter clockwise, each digger choosing until all nugget cards have gone.



Some gold-diggers may get more nugget cards than others.

Optional rule: diggers with a broken pickaxe, lamp or trolley at the end of a round do not receive nuggets. They are distributed only among the diggers who are not sabotaged.

Turn end B

The deck is used up and all players in have passed because they have no playable cards in hand. In this case all the dwarf cards are turned over to reveal who was a gold-digger, and who was a saboteur.

The **saboteurs** have won the round.

If there was only one saboteur, they get gold cards worth a total of four nuggets (not four gold nugget cards). If there were two or three saboteurs, each gets three nuggets worth of gold; if there were four saboteurs, each gets two nuggets.

Keep your nuggets secret until the end of the game.

The player with most gold after three turns wins !



Saboteur

Each turn, do A, B, or C



A - Mine - lay down a mine-path card

The card must always be put next to a path that's already on the table, and the added paths must fit in with those already in play that aren't dead-ends.

Cards must be laid short sides to shorts: long sides to longs. They may be rotated through 180° before being placed.

The **gold-diggers** try to establish an uninterrupted path from the start card to one of the goal cards, whilst the **saboteurs** will attempt to prevent it. They perhaps should not do so too early, otherwise they may be unmasked very quickly, and diggers may try to impede them.

So, put down a path, then take a new card.

B - Take action - affecting either the mine, or a miner

Action cards are put face-up in front of oneself or another player. They can be used to ...

- hinder or help yourself or others
- to take a card out of the pathway
- to gain information about the goal cards.

The actions take place immediately.

Take action, then take a new card.

C - Pass

Perhaps you cannot play a card, or it might be a good idea to try to improve your hand.

Lay one card aside & take another (if there are any). That's it, turn's over.



How many dwarves?

That depends on the number of players: each time one dwarf is randomly left aside.

- ▶ six players: 2 saboteurs and 5 diggers
- ▶ seven players: 3 saboteurs and 5 diggers
- ▶ eight players: 3 saboteurs and 6 diggers
- ▶ nine players: 3 saboteurs and 7 diggers
- ▶ ten players: all 11 dwarves