

Players' leaflets for Saboteur

Don't print this - the leaflet starts on next page



Saboteur

30-45 minutes

3-10 players

It isn't always convenient to pass rules to and fro during this busy game.

Players (newcomers especially) will want to see ahead what their choices may be, or what restrictions may be applied to them by opposing dwarves.

So, from the leaflet, each player gets ...

- a guide to action cards
- turns described
- reminder of how scoring works

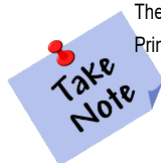


Printing

They're created at A4 size. There are two copies of each leaflet pages on each sheet.

Print back to back then cut them into little leaflets that will fit into the box.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little rules leaflets here ►

FunGames4CasualPlayers.com



Good fun, good value games that are well worth a look

[Palm Island](#)

A very small **solo** or **duo** game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For **two** players who enjoy the cut and thrust of a trick taking game. This very replayable tussle is good value for money.

[Merchants of Dunhuang](#)

We think it's the best **four** player game that's set in a medieval market. It's inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A **solo** game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A **solo** searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of Shakespear's London. It calls for **much** deductive thinking!

[Mr. Jack](#)

For **two** players, this excellent, absorbing game brings head scratching aplenty, and even the occasional fluttering heart - truly!



Each turn, do A, B, or C

A - Tunnel - lay down a path card

The card must be put next to a path that's already on the table, and paths must fit those that can be reached from the starting ladder.

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

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

or B - Take an action

Actions go face-up in front of oneself, or another dwarf, or the discard.

They can used ...

- to help yourself or associates, or hinder others
- to take a card out of the pathway (rockfall)
- to gain information about the goal cards (map).

The actions take place immediately.

So, take the action, then take a new card.

or C - Pass

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

Discard one card and take another (if there are any).

That's it, turn's over.

8



Saboteur

Leaflet from ...

FunGames4CasualPlayers.com



What's it about?

Saboteur is a card-laying game, where some are seeking to establish a tunnel towards the glorious golden goal, and others are seeking to prevent it from happening.

All are dwarves, but some are sabotaging sorts. Each player undertakes a rôle as digger or saboteur: secretly.

During the dig, they may gang up against the opposition.

The digging dwarves are driving a mine-tunnel towards possible treasure - gold nuggets.

Saboteurs will aim to stop them, and grab the gold for themselves.

Digger-dwarves get gold for **getting** to the treasure: saboteurs get gold by **thwarting** them.

The player with most gold after three rounds wins !

Saboteur's played over three rounds



If dwarves reach a goal card but it turns out to be coal, the round is not over.

The coal card is left in such a way that it fits all paths leading to it, if possible (it's not always possible), and play goes on.

1



Print this sheet on rear of pages 2 & 7

Use the outer box-lines as a cutting guide, with both sheets together.



Each turn, do A, B, or C

A - Tunnel - lay down a path card

The card must be put next to a path that's already on the table, and paths must fit those that can be reached from the starting ladder.

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

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

or B - Take an action

Actions go face-up in front of oneself, or another dwarf, or the discard.

They can used ...

- to help yourself or associates, hinder others
- to take a card out of the pathway (rockfall)
- to gain information about the goal cards (map).

The actions take place immediately.

So, take the action, then take a new card.

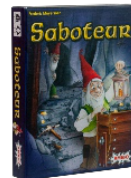
or C - Pass

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

Discard one card and take another (if there are any).

That's it, turn's over.

8



Saboteur

Leaflet from ...

FunGames4CasualPlayers.com



What's it about?

Saboteur is a card-laying game, where some are seeking to establish a tunnel towards the glorious golden goal, and others are seeking to prevent it from happening.

All are dwarves, but some are sabotaging sorts. Each player undertakes a rôle as digger or saboteur: secretly.

During the dig, they may gang up against the opposition.

The digging dwarves are driving a mine-tunnel towards possible treasure - gold nuggets.

Saboteurs will aim to stop them, and grab the gold for themselves.

Digger-dwarves get gold for **getting** to the treasure: saboteurs get gold by **thwarting** them.

The player with most gold after three rounds wins !

Saboteur's played over three rounds



If dwarves reach a goal card but it turns out to be coal, the round is not over.

The coal card is left in such a way that it fits all paths leading to it, if possible (it's not always possible), and play goes on.

1



The round ends when the diggers win

A round ends if dwarves reach gold via an uninterrupted path from the start point.

So, the **gold-diggers** have won, and the gold is handed out.

The dwarf who reached the treasure looks at the nugget cards, and chooses one.

The others are passed counter clockwise, each digger choosing until all nugget cards have gone. Some may get more than others.

Saboteurs get none of course ~ why should they? 😞

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.

or it ends when the saboteurs win

The round's finished if the deck is used up and all diggers have to pass because they have no playable cards in hand.

All the dwarf-rôle cards are turned over to reveal who was a gold digger, and who was a saboteur.

The **saboteurs** have won the round.

If there no saboteurs, nobody gets any gold! This is possible in three and four player games, **unless** you arrange things so that there always will be a saboteur.

If there was only one saboteur, they get gold cards worth a total of four nuggets (not four nugget cards).

If there were two or three saboteurs, each gets three nuggets.

If there were four saboteurs, each gets two nuggets.

2



No pickaxe? Done diggin' !

No pickaxe, no pathways.

It must be mended before the dwarf can dig again.

Fixed !



Extras

A few cards can be used to repair two types of wanton damage. The lamp card **opposite** is one - it repairs lamps or pickaxes.



Investigation - maps.

By playing a map, a dwarf can secretly look at any of the three treasures.

As to whether they tell the others, and as to whether they tell the truth, that's **entirely** up to them.

Devastation - rock falls.

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

The dwarf who plays this card can choose which en route path-card to remove and discard.

It may be **replaced** by gold diggers later of course.



7

The round ends when the diggers win

A round ends if dwarves reach gold via an uninterrupted path from the start point.

So, the **gold-diggers** have won, and the gold is handed out.

The dwarf who reached the treasure looks at the nugget cards, and chooses one.

The others are passed counter clockwise, each digger choosing until all nugget cards have gone. Some may get more than others.

Saboteurs get none of course ~ why should they? 😞

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.

or it ends when the saboteurs win

The round's finished if the deck is used up and all diggers have to pass because they have no playable cards in hand.

All the dwarf-rôle cards are turned over to reveal who was a gold digger, and who was a saboteur.

The **saboteurs** have won the round.

If there no saboteurs, nobody gets any gold! This is possible in three and four player games, **unless** you arrange things so that there always will be a saboteur.

If there was only one saboteur, they get gold cards worth a total of four nuggets (not four nugget cards).

If there were two or three saboteurs, each gets three nuggets.

If there were four saboteurs, each gets two nuggets.

2



No pickaxe? Done diggin' !

No pickaxe, no pathways.

It must be mended before the dwarf can dig again.

Fixed !



Extras

A few cards can be used to repair two types of wanton damage. The lamp card **opposite** is one - it repairs lamps or pickaxes.



Investigation - maps.

By playing a map, a dwarf can secretly look at any of the three treasures.

As to whether they tell the others, and as to whether they tell the truth, that's **entirely** up to them.

Devastation - rock falls.

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

The dwarf who plays this card can choose which en route path-card to remove and discard.

It may be **replaced** by gold diggers later of course.



7

Pathways to one of these three goal cards

Randomly laid down, there are three cards that mark the tunnel's end. Two are merely coal, but one is gold.



Getting to gold will win nuggets for the digger-dwarves, but coal only brings the need for renewed effort.

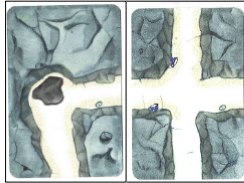
Most pathway cards display pathways that go somewhere, but given the name of the game, there also are some dead-ends, and these are much loved by saboteurs.

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

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

There must always be at least seven pathway cards between the starting ladder and the three goal cards, and there must be space for one card to go between each goal card.

All the paths on touching cards must be continuous from one to the other. Only the three **goal-cards** may break this rule.



These two tunnel cards will fit together as they're shown.

But the one with debris in it cannot be placed the right side of the crossroads as it stands, as the tunnel would not be continuous.

Rotated 180°, it could.

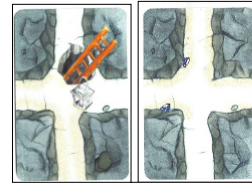
4

The mine starts here

The ladder's where the dwarves gain access, and it's from this point that the tunnels begin.

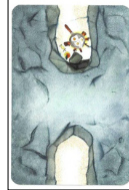
The pathways can go in any of the four directions.

To win the gold, there must be a continuous pathway from the treasure back to this point.



Oh dear !

It looks as if one of the **saboteurs** has blocked a fruitful pathway, and pathways cannot be added to if they do not link back to the ladder.



This dead-end locks a route that was showing signs of being helpful.

Now, a path cannot be added at the bottom.

All is not lost

One of the gold diggers may be able to remove the dead-end with a rock fall later.



5

Print this sheet on rear of pages 6 & 3

Use the outer box-lines on the first sheet as a cutting guide.

Pathways to one of these three goal cards

Randomly laid down, there are three cards that mark the tunnel's end. Two are merely coal, but one is gold.



Getting to gold will win nuggets for the digger-dwarves, but coal only brings the need for renewed effort.

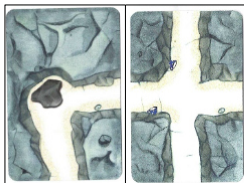
Most pathway cards display pathways that go somewhere, but given the name of the game, there also are some dead-ends, and these are much loved by saboteurs.

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

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

There must always be at least seven pathway cards between the starting ladder and the three goal cards, and there must be space for one card to go between each goal card.

All the paths on touching cards must be continuous from one to the other. Only the three **goal-cards** may break this rule.



These two tunnel cards will fit together as they're shown.

But the one with debris in it cannot be placed the right side of the crossroads as it stands, as the tunnel would not be continuous.

Rotated 180°, it could.

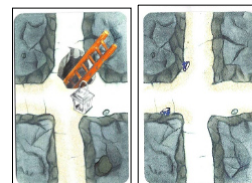
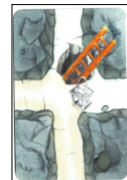
4

The mine starts here

The ladder's where the dwarves gain access, and it's from this point that the tunnels begin.

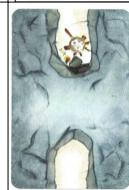
The pathways can go in any of the four directions.

To win the gold, there must be a continuous pathway from the treasure back to this point.



Oh dear !

It looks as if one of the **saboteurs** has blocked a fruitful pathway, and pathways cannot be added to if they do not link back to the ladder.



This dead-end locks a route that was showing signs of being helpful.

Now, a path cannot be added at the bottom.

All is not lost

One of the gold diggers may be able to remove the dead-end with a rock fall later.



5

Actions

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

Actions that break or mend trolleys, lamps, or pickaxes can be directed at dwarves to stop them from going about their business.

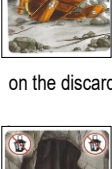
Several of a dwarf's items may get broken by opponents ~ more than once, even, if the others want to be really evil.



Miners need trolleys

Playing this card in front of another dwarf prevents them from laying a pathway until it's mended.

Mending trolleys



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



Nowhere without a lamp!

With a broken lamp, dwarves can't see where they're going, to put down pathways.

Mend that lamp!

All dwarves can mend their own lamps, or those of other dwarves.

Just put the card on the discard and discard the broken lamp card.



6

How many dwarves?

That depends on the number of players.

When setting up to play, **one** card is randomly left aside before the cards are secretly dished out.

In three and four player games, there may not be a saboteur at all !

- ▶ 3 : 1 saboteur and 3 diggers
- ▶ 4 : 1 sab : 4 diggers
- ▶ 5 : 2 sab : 4 diggers
- ▶ 6 : 2 sab : 5 diggers
- ▶ 7 : 3 sab : 5 diggers
- ▶ 8 : 3 sab : 6 diggers
- ▶ 9 : 3 sab : 7 diggers
- ▶ 10 : all 11 dwarf cards

Optional saboteur numbers

You may arrange things so that there will always be saboteurs present, and perhaps that it will always be the maximum possible.



Gold nuggets

At the start of each round all the unused nugget cards are shuffled, and dealt into a face-down pile of as many cards as there are dwarves.

3

Actions

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

Actions that break or mend trolleys, lamps, or pickaxes can be directed at dwarves to stop them from going about their business.

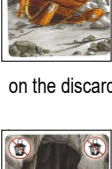
Several of a dwarf's items may get broken by opponents ~ more than once, even, if the others want to be really evil.



Miners need trolleys

Playing this card in front of another dwarf prevents them from laying a pathway until it's mended.

Mending trolleys



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



Nowhere without a lamp!

With a broken lamp, dwarves can't see where they're going, to put down pathways.

Mend that lamp!

All dwarves can mend their own lamps, or those of other dwarves.

Just put the card on the discard and discard the broken lamp card.



6

How many dwarves?

That depends on the number of players.

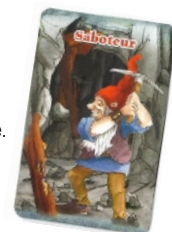
When setting up to play, **one** card is randomly left aside before the cards are secretly dished out.

In three and four player games, there may not be a saboteur at all !

- ▶ 3 : 1 saboteur and 3 diggers
- ▶ 4 : 1 sab : 4 diggers
- ▶ 5 : 2 sab : 4 diggers
- ▶ 6 : 2 sab : 5 diggers
- ▶ 7 : 3 sab : 5 diggers
- ▶ 8 : 3 sab : 6 diggers
- ▶ 9 : 3 sab : 7 diggers
- ▶ 10 : all 11 dwarf cards

Optional saboteur numbers

You may arrange things so that there will always be saboteurs present, and perhaps that it will always be the maximum possible.



Gold nuggets

At the start of each round all the unused nugget cards are shuffled, and dealt into a face-down pile of as many cards as there are dwarves.

3