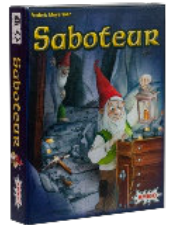


Players' leaflets for Saboteur

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



From the leaflet, each player gets ...

- a rules resumé
- a guide to characters & actions
- a handy guide to pathways



Printing

They're created at A5 size, which is half of A4.

More little rules leaflets here ►

FunGames4CasualPlayers.com



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.

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.

C - Pass

Discard one card and take another (if there are any). That's it, turn's over.

End of a round

If **dwarves reach the gold**, the round is over. The dwarf who **reached** the treasure chooses one of the gold nugget cards.

The others pass **counter clockwise**, each digger choosing until all nugget cards have gone.

Saboteurs get none of course ~ why should they?

Optional rule: diggers with a broken tool do not receive nuggets. They are distributed only among the diggers who are not sabotaged.

If dwarves reach coal, the round is not yet over. Leave the card so that it fits all paths leading to it (*if possible*), and play goes on.

Saboteurs win if the deck's empty, and nobody can play a card to reach treasure.

If there are no saboteurs, nobody gets gold.

If there's just one saboteur, they get 4 nuggets : two or three saboteurs each get 3 nuggets : four saboteurs get 2 nuggets.



Saboteur

basic game



What's it about?

Some of the dwarves are seeking to establish a tunnel towards the glorious golden goal, and others are seeking to prevent it from happening - they are sabotaging sorts.

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

The player with most gold after three rounds wins !

How many dwarves?

That depends on the number of players ~ **3 to 10**

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

One card is randomly left aside unseen, then the cards are secretly dished out to players.

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.

To start

Deal each player a dwarf ~ keep it secret.

Deal the shuffled path/action cards ...

- ▶ **3 to 5** players : 6 each
- ▶ **6 to 7** players : 5 each
- ▶ **8 to 10** players : 4 each

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.

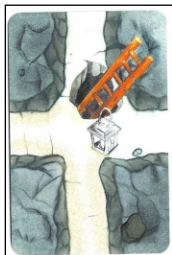


There must be seven pathway cards between the starting ladder and the goal cards.
There must be space for one card to go between each goal card.

New pathways must have an unbroken link back to a ladder.

Pathways to one of these three

One of the three goal-cards is gold.
The other two are just rocks.

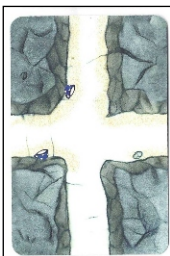
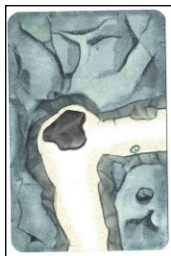


The mine starts here

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

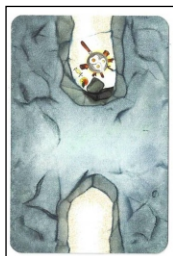
The three goal-cards may break the following rule about paths properly joining up.

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.

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

Mend that lamp!



Extras Just a few cards can be used to repair **two** types of wanton damage. This 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!

