

Players' leaflets for Saboteur-2

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

From the leaflet, each player gets ...

- a rules resumé
- a guide to dwarves & actions
- a reminder about pathways



Advent calendar 2016 - a little bit extra

Two dwarves with tokens to identify them.

Each player receives 1 gold nugget at the beginning of the game.

The action is ...

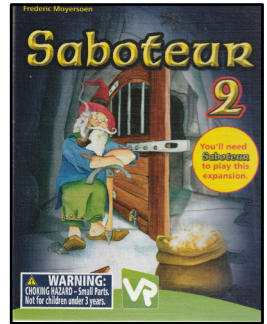
Discard one card and place a dwarf in the tunnel, at the end of a path that can be continued. Take the dwarf's token to show who did it.

A player can do it only once per round.

► **The dwarf blocks everyone from continuing that path.**

To remove the dwarf and continue the path, pay 1 gold to the player that placed that dwarf there (*they are holding the dwarf's token*).

The dwarf can be used again next round.



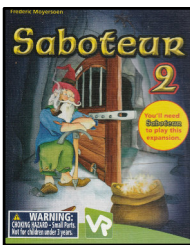
Printing

They're created at A4 size, then folded.

More little rules leaflets here

FunGames4CasualPlayers.com





Saboteur

Version 2 - the expansion



Dwarves are down a mine, seeking treasure.
Some are nice : some are nasty.

The game plays over three rounds.

Digger dwarves

Up to eight of them (*the number varies in each game*) are digging a tunnel towards treasure. But they are in competing teams.

There's a **Green** team, and a **Blue** one - their jackets tell all.

They are often in competition when it comes to splitting treasure. (Section 4)

To set up and start

- Place the three treasure cards - about seven cards' width from the starting ladder.
- These are placed with **long sides** facing the start card long side. All cards must do likewise.
- Deal each player a dwarf ~ they keep its identity secret.
- Take ten path/action cards and set them aside ~ they'll not be used.
- Deal each dwarf six cards.
 - Decide who'll start, and get mining.
- The discard pile is never replenished.
- These steps are taken for each of the three rounds.

1



Each turn ... one of these

A - Play a mine-path card

The card must be put next to a path that's already on the table, and the new section of path must join paths that can be reached from a **ladder**.

Cards are laid short sides to short: long to long. They may be rotated before being placed.

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

Actions are played **face-up** in front of oneself, another dwarf, or onto the discard.

They can be used to ...

- hinder or help yourself or others (*break tools, and mend them*)
- remove a card from the pathway (*rockfall*)
- gain information about the goal cards (*map*)

The actions take place immediately. Take the action, then **take a new card**.

C - Pass and discard

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

Discard one, two, or three cards (face down) and take the same number back. If there are **not** that many available, take less.

Simply discarding and not taking anything back may become the only available option.

D - Discard and repair (or escape)

By discarding two cards (face down) a dwarf can repair one of their broken tools or break free from jail. This option **cannot** be used to help others.

They then get only **one** new card, thus reducing the size of their hand.

How each round ends

- A miner reveals the gold, or ...
- The gold's not found, the deck is used up, and nobody has a card they can play to reach treasure - rather than playing a card, dwarves still may pass.

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Other dwarves

Saboteurs

Saboteurs **win** if the treasure's not reached **and** the deck is used up **and** nobody has cards in hand to help reach the gold.

Saboteurs are not eligible to take gold if they're **trapped** in prison.

If there was only one eligible Saboteur, they'd get five pieces.
If there were two, each would get four pieces
If three, it's three pieces each.



If gold wasn't found but there were **no** saboteurs, nobody gets anything **except** the **Profiteer**.



Profiteer

Profiteers never lose unless **trapped** behind bars ~ then nothing!

If anyone gets to the treasure, the profiteer **always** gets two pieces less than the the highest scorer - even if that is **only** the Profiteer.

Even if **saboteurs** win, the profiteer gains.

Furthermore, if the path's not completed but there are **no** Saboteurs to take the gold, the Profiteer gets three pieces, and nobody else gets anything.

Boss

Wearing both green and blue, to show he's 'with' both teams, the **Green** and the **Blue**.

He bosses, but doesn't belong to any team.
He gets gold even if both teams are blocked by doors.

So he alone, or he and the profiteer may be the only dwarves that **do** get gold if the treasure's found.



Geologists

No matter how things ends up, Geologists who are **not trapped in jail** get as many Gold Pieces as there are crystals on display.

If there are two geologists, they share the prize (rounded down).

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Splitting the treasure

No matter how things end up, **Geologists** get as many Gold Pieces as there are crystals. Two geologists share the prize (rounded down).

▶▶ A - If a digger-dwarf gets there

Diggers may win if they reach treasure. If a door of their **own** colour blocks the path they can get through it - and they they count as winners.

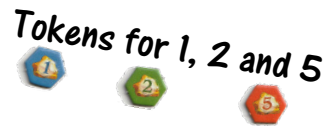
But they can't get past a door of the **other** team's colour - if they're blocked, they're **not** counted as winners. Worse, the win is 'gifted' to the other team - if they are not blocked as well.

Winners get gold

The prize is determined by the number of winners, **including** the **Boss** and the **Profiteer** if they're taking part. **Geologists** are **not** involved in calculating the share out.

Any Dwarves who are **trapped in jail** are not counted in the following winner-count.

- Single-winner prize is 5 pieces
- Two winners - 4 pieces each
- Three winners - 3 each
- Four - 2 pieces
- Five or more - just 1 piece each



Boss gets 1 less, and **Profiteer** gets 2 less than these payouts ~ they perhaps get nothing.

▶▶ B - someone other than a digger-dwarf gets there

If the **Boss**, **Geologist**, **Profiteer** or even a **Saboteur** get to the treasure first, it's as if a **Digger** had done so.

- If a **Saboteur** gets there, they **enable** a digger-win. They are **not** counted as one who got there, and they get nothing (*they lost*).
Diggers and the **boss** may be eligible for a share of the gold (*the profiteer always is*).

Digger teams not blocked by the opponent's doors are included in the share-out.

The share-out is calculated as detailed above. Those in jail cannot take part.

▶▶ C - The treasure is not reached

Saboteurs, as winners, get gold as above [A] - likewise **Profiteer**: not **Boss**. With **no Saboteurs**, the **Profiteer** gets 3 gold pieces. With **no Profiteer** either, nobody benefits.

.... and lastly, thieving

Dwarves who've got a **theft** card and who are **not in jail** can now steal one gold piece from another dwarf. The one who last played a Theft Card steals first, then clockwise.

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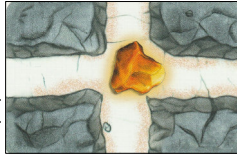
Pathways

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 pathway cards must have an unbroken link back to a ladder - any ladder.

Aiming to reach this ▶

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



The mine starts here

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

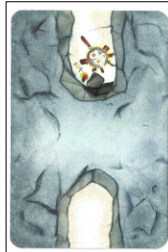
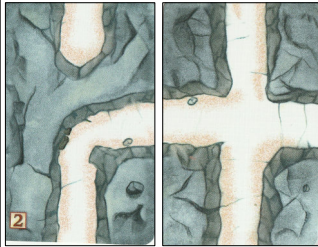
The three goal-cards may break the following rule about paths properly joining up.

All the paths on side-touching cards must be continuous from one to the other.

These two will fit together as shown.

The one with bend in it cannot be placed at the other side of the crossroads as it stands.

Rotated, it could.



Oh dear !

Dead ends can be used to block fruitful pathways.

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Pathways

Ladders

The ladder's going down into a lower level that links to the start ladder.

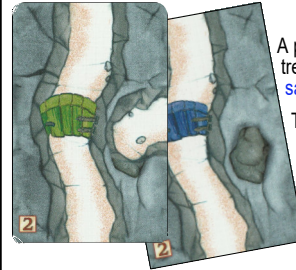
It can help bypass blockages, gaps, or doors ... it's like a new start.

Its path must join another path, but that path does not have to link directly to the start, nor to another ladder.

It cannot be placed next to a treasure card.



Path with a Door



A path with a green or blue door can be used to carry treasure away only by the diggers in the team of the same colour as the door.

The boss is not affected by them - he's in both teams.

Anyone can place doors, and anyone can build beyond them.



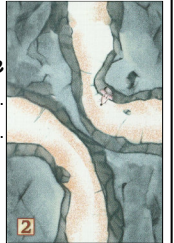
Some path cards contain Crystals. These have no effect on the path's connections, and do not affect anybody.

Geologists love them! It's what they're looking for.

The Double Curve

Two unconnected paths.

At least one path must connect to a path with a ladder on it.



The Bridge

Two unconnected paths: one going under a dark bridge. At least one of the two paths must connect to a ladder.

You cannot turn left or right on this card: it's not a crossroad.

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Actions

By placing an action card either in front of a dwarf, or on the play-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 any dwarf.

Several items may be broken, but only one broken tool of any type at the same time.



Miners need trolleys (3)

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

Mending trolleys (2)

Dwarves can mend their own broken trolleys, or those of other dwarves.

Discard the 'mend' card, and the broken trolley card.



Done diggin'! (1)

No pickaxe, no pathways.

It must be mended before the dwarf can dig again.



Fixed it! (2)

Discard both pickaxe cards - break, and mend.



Going nowhere without a lamp! (3)

With this card in front of them, miners can't see to put down any pathways.

It must first be mended.

Mend that lamp! (2)

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 three cards can be used to repair two types of damage.

This lamp card is one such - it repairs lamps or pickaxes.

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Actions



Map (6)

Secretly look at any of the three treasures. Whether to tell others, and whether to tell the truth - that's the dwarf's choice.



Rock fall

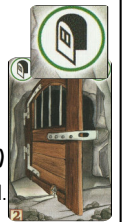
To block a route or to clear one, a dwarf may create a rock fall. It permits the removal of any path-card of the dwarf's choice (not the Start Card).



Trapped in prison! (3)

Play this card against another player, who is then trapped in jail and cannot play pathway cards.

If still trapped when the round ends, they're not included as a winner and don't get a cut of the treasure.



Free at last! (4)

With this card you can release any dwarf from jail.



Swap hands (2)

Exchange hands with another player - "they become you".

You can do this even if you have no further cards, and if the draw pile is empty. You take all their cards: they draw a new one.



Change hats (2)

Use it on a player (including yourself) to change their role ... randomly take a new dwarf.



Inspection (2)

If you play this, you may look at the role of another player and find out what they're up to.



Theft (4)

Put a theft card in your own player area. After the gold has been distributed, you can steal 1 piece of another dwarf's gold.

You cannot steal if you are trapped in jail.



Hands Off (3)

You can remove one Theft card from any dwarf.

Leaflets here ▶ fungames4casualplayers.com/rules-of-game-saboteur/

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