



Saboteur

by Frederic Moyersoen

Players: 3-10

Age: 8+ years

Playing time: approx. 30 minutes

Contents:



44 path cards



27 action cards



28 gold nugget cards



7 gold-diggers



4 saboteurs

Idea of the Game

The players take on the part of dwarves. Either they are gold-diggers, working their tunnels ever deeper into the mountain in search of treasures, or they are saboteurs trying to put obstacles into the diggers' path. The members of each group should support each other, once they figure out who is on their side. If the gold-diggers manage to create a path to the treasure, they are duly rewarded with nuggets of gold, while the saboteurs have to leave empty-handed. However, should the gold-diggers fail, the saboteurs reap the reward. After three rounds, the player with the most nuggets wins.

Preparation

Separate the cards into path, action, nugget and dwarf cards.

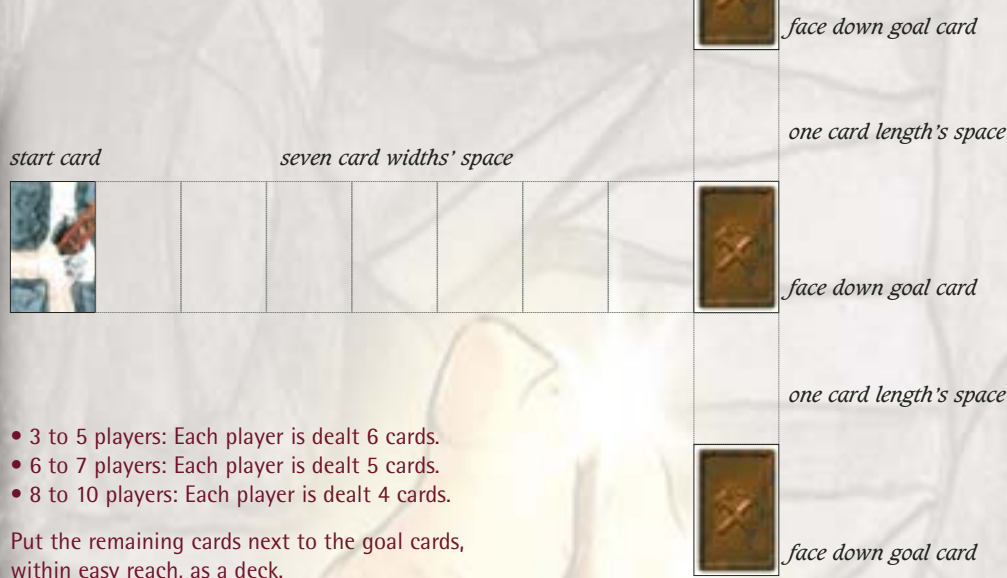
The number of gold-diggers and saboteurs needed depends on the number of players. Put the remaining dwarf cards back into the box, they will not be needed for the rest of the game.

- 3 players: 1 saboteur and 3 gold-diggers
- 4 players: 1 saboteur and 4 gold-diggers
- 5 players: 2 saboteurs and 4 gold-diggers
- 6 players: 2 saboteurs and 5 gold-diggers
- 7 players: 3 saboteurs and 5 gold-diggers
- 8 players: 3 saboteurs and 6 gold-diggers
- 9 players: 3 saboteurs and 7 gold-diggers
- 10 players: all dwarf cards

Put the appropriate numbers of gold-diggers and saboteurs into one deck and shuffle. Each player is dealt one card, which he looks at and puts face down on the table in front of himself without revealing his role to any of the other players. The remaining card is put aside (also face down) until the end of the round.

Among the 44 path cards, there are one start card (showing a ladder) and three goal cards. One of the latter shows the treasure, the other two merely a stone. Shuffle the goal cards and put them (face down) on the table together with the start card (face-up), as shown in the illustration below. Over the course of the game, a maze of pathways from the start card to the goal cards is created. Note that these pathways may extend beyond the borders of the 5 by 9 card pattern indicated in the illustration.

Put the remaining path cards and all action cards into one deck, shuffle and deal out a number of cards to each player, which also depends on the number of players in the game:



- 3 to 5 players: Each player is dealt 6 cards.
- 6 to 7 players: Each player is dealt 5 cards.
- 8 to 10 players: Each player is dealt 4 cards.

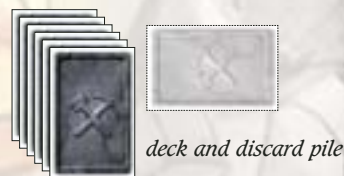
Put the remaining cards next to the goal cards, within easy reach, as a deck.

Shuffle the gold nugget cards and put them next to the leftover dwarf card as a face down deck. The youngest player begins, then play passes clockwise.

How to play

On his turn, a player must first play a card.

This means: - Either add a path card to the maze,
- or put down an action card in front of a player,
- or pass, putting one card face down on the discard pile.

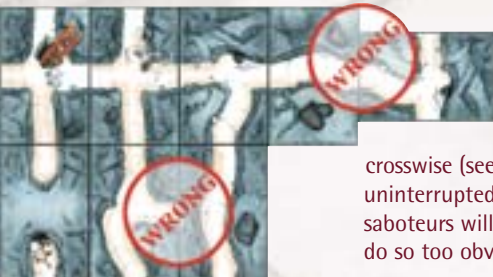


deck and discard pile

After that, the player takes the top card off the deck into his hand. This ends his turn, and play passes to the next player.

Note: As soon as the deck is used up, players do not draw cards anymore; a turn then consists of playing a card or passing (with a discard).

Playing a path card



Bit by bit, the path cards form a way from the start card to the goal cards. A path card must always be put next to a path card that is already on the table. The paths on all sides of the card must fit those already in play, and a path card may never be played crosswise (see illustration). The gold-diggers will try to establish an uninterrupted path from the start card to one of the goal cards; the saboteurs will attempt to prevent just that. However, they should not do so too obviously, otherwise they will be unmasked very quickly.

Playing an action card

Action cards are played by putting them face-up in front of oneself or a fellow player. By means of action cards, players can hinder or help each other, take a card out of the pathway maze, or gain information about the goal cards.



If one of these cards is put down in front of a player, that player may not play a path card as long as this card is in place. Of course, he may still play other cards. At any given time, a maximum of three such broken tool cards may be in front of a particular player, but only one card of each type. Only when there is no such card in front of him at the beginning of his turn may a player add a path card to the maze.



These cards are used to repair the broken tools, that is, to remove one of the cards shown above from in front of a player. They may be played on a card in front of yourself, or on one in front of a fellow player. Either way, both the repair card and the broken tool card are put on the discard pile. Of course, the repair card must match the broken tool – for example, if there is a broken mine wagon in front of a player, it can only be repaired by an intact mine wagon, not by a lantern or pick.



There are also repair cards showing two tools. If one of these is played, it can be used to repair either one of the tools shown, but not both.

Note: All repair cards can only be played if there is an appropriate broken tool in front of a player.



This card, the rock-fall, a player puts down in front of himself. He may then take a path card of his choice (except start and goal cards) out of the maze of pathways, putting it and the rock fall card face down on the discard pile. A saboteur can thus interrupt a path from the start card towards a goal card; a gold-digger can take out a dead end, providing a new chance for a path. Gaps created in this way can be filled with fitting path cards in the following turns.



When a player plays this card, he carefully picks up one of the three goal cards, looks at it, then puts the goal card back in its place and this card on the discard pile. He now knows whether or not it is worth digging a path to this particular goal card – for only one of the three shows the treasure.

Pass

If a player cannot or does not want to play a card, he must pass, putting one card from his hand face down on the discard pile without showing it to the other players. **Note:** All cards in the discard pile should be face down. Towards the end of a round, there is a chance that players may have no cards left in hand – in which case they also pass (without discarding, of course).

End of a round

When a player plays a path card so that it reaches a goal card and creates an uninterrupted path (of at least 7 cards) from the start card to this goal card, he turns it over.

- If it is the card showing the treasure, the round is over.
- If it shows a stone, the round continues. The face-up goal card is placed next to the path card just played in such a way that the paths fit.

Note: In rare cases, it may be that the goal card cannot be placed in such a way that all paths fit the adjacent path cards. As an exception to the general rule, this is allowed if it concerns a goal card.

The round is also over if the deck is used up and each player in turn has passed because he has no playable cards left in hand. Now, all dwarf cards are turned over: Who was a gold-digger, and who a saboteur?

face down
goal card



goal card
with
treasure



Handing out the gold

The gold-diggers have won the round if an uninterrupted path (of at least 7 cards) has been formed from the start card to the goal card showing the treasure. Draw as many gold nugget cards (face down) as there are players – e.g., five cards if there are five players. (However, in a 10-player game, draw only nine nugget cards).

The player who reached the goal card with the treasure gets these gold nugget cards and chooses one card. Then he passes the remaining gold nugget cards counter-clockwise to the next gold-digger (not saboteur), who also chooses a card. This goes on until all gold nugget cards have been chosen. It may well be that some gold-diggers get more cards than others.

Optional Rule: Gold diggers who have a Sabotage-card (broken pickaxe, lamp or cart) in front of them at the end of a round do not receive Gold cards when their team wins the round. The Gold cards are distributed only among the gold diggers who are not sabotaged. Saboteurs are not affected by this rule.

The saboteurs have won the round if the goal card showing the treasure cannot be reached or the deck has been depleted and everyone has passed. If there was only one saboteur, he gets gold nugget 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. If there are no saboteurs, which can happen in a three or four player game, no gold nuggets are handed out. The players should keep their gold cards secret until the end of the game.

A new round begins

Once the gold has been handed out, the next round begins. Start card and goal cards are put on the table just like at the beginning of the game. The same dwarf cards used for the last round (including the one that was put aside) are shuffled and dealt out again. Shuffle path and action cards, deal out the appropriate number of cards to the players, and put the rest down as a deck.

Of course, players keep the gold nugget cards they have earned in previous rounds. The remaining gold nugget cards are once again put aside face down, next to the extra dwarf card.

The left neighbor of the player who played the last card in the previous round begins the new round.

End of the game

The game ends after the third round. All players count the gold nuggets on all their gold nugget cards. The player with the most nuggets wins the game. If there is more than one player with the same number of nuggets, they are tied in first place.



If you have comments, questions, or suggestions, please contact us:

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