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Game: **SABOTEUR**
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For best results, print on card at 100%, laminate and trim to size.

Saboteur

Setup

Separate the cards into **path**, **action**, **nugget** and **dwarf** cards. Take the following dwarf cards, returning the rest to the box:

3 players: 1 saboteur, 3 gold-digger

4 players: 1 saboteur, 4 gold-digger

5 players: 2 saboteur, 4 gold-digger

6 players: 2 saboteur, 5 gold-digger

7 players: 3 saboteur, 5 gold-digger

8 players: 3 saboteur, 6 gold-digger

9 players: 3 saboteur, 7 gold-digger

10 players: all dwarf cards

Shuffle these into a deck and deal 1 card to each player, who looks at it and places it facedown on the table. Put aside the remaining card.

Shuffle the 3 **goal cards** and put them facedown on the table with a card space between them vertically, and 7 card spaces between the **start card** (faceup) and the middle goal card. Shuffle all the other path cards and all action cards and deal out the following number of cards to each player: **3-5 players:** 6 cards; **6-7 players:** 5 cards; **8-10 players:** 4 cards.

Shuffle the **nugget cards** into a facedown deck. Choose a starting player.

Play

On your turn, first play a card: either add a path card to the maze; play an action card; or pass, discarding one card *facedown* on the discard pile.

Then take the top card off the deck into your hand. Play then passes clockwise to the next player. When the deck is used up, players do not draw cards anymore.

Path cards must be played next to one already on the table, must connect back to the mine entrance, and the paths on all sides must fit those in play.

Action cards are played faceup in front of *any* player:

Broken Tools: A player may not play a path card as long as one of these cards is in front of them. A maximum of 3 of these cards, one of each type, may be in front of any one player.

Repair Tools: These cards remove their matching broken tool card. Place both on the discard pile. Repair cards with 2 tools on them can be used to repair *either one* of the tools shown.

Rock Fall: Play in front of yourself. Then choose a path card from the maze and put it, and the rock fall card, on the discard pile.

Treasure Map: Pick up one of the 3 goal cards, look at it, then return it to its place facedown. Place the treasure map card on the discard pile.

End of a Round

When a player reaches a goal card and creates an uninterrupted path of at least 7 cards from the start card to that goal card, he turns it faceup. If it is the **treasure**, the round is over. If it is a **stone**, the round continues; place the faceup goal card so the paths fit (as much as possible).

The round is also over if the deck is used up and each player in turn has passed because he has no playable cards.

Turn all dwarf cards over to reveal who was **gold digger** or **saboteur**.

Handing Out the Gold

The gold diggers win the round if an uninterrupted path has led to the treasure. Draw as many facedown gold nugget cards as there are players (in a 10 player card, however, draw only 9). The player who reached the treasure takes these cards and chooses one, then passes the remaining cards counter-clockwise to the next gold digger, who chooses, and so on until all cards have been chosen.

Optional: Gold diggers with a broken tool card in front of them do not receive gold nugget cards (saboteurs are not affected).

The saboteurs win the round if the treasure card cannot be reached or the deck ran out and everyone passed. 1 saboteur gets nugget cards worth a total of 4; 2 or 3 saboteurs each get 3 nuggets worth; 4 saboteurs each get 2 nuggets worth.

Shuffle all the cards again (including the dwarf card put aside) to set up a new round. The player to the left 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. Players keep their gold cards secret until the end of the game. **The player with the most gold nuggets wins.** If several players have the same number, they tie for first place.