

Players' leaflets for Saboteur-2

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

It isn't always convenient to pass rules to and fro.

Players (especially newcomers) often need to consult the rules, and to see ahead what their choices may be, or what might be done to them.

From the leaflet, each player gets ...

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

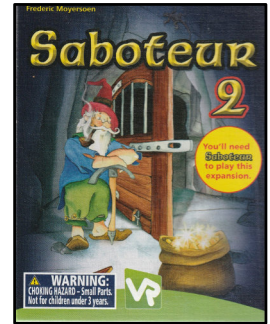


Printing

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

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

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



Fun, popular games available from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

Palm Island

A very small solo 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 is of incomparable value

Merchants of Dunhuang

A (*perhaps the best*) four player game set in a medieval market - 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 London. Much deductive thinking!

Mr. Jack

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

Orchard

A solitaire game that's based on just nine cards, which are used to generate the most bountiful harvest. Very good, gentle fun, with online monthly challenges.

Splitting the treasure

► A - If **Diggers** get there

Diggers win if they get to the treasure **and** there is a path to it from any **ladder**.

Only the team that completed the path can grab gold.

If a door of the their **own** colour blocks the path they are allowed through, but if there's a door of the **other** team's colour blocking the route, they cannot get through, so get nothing.

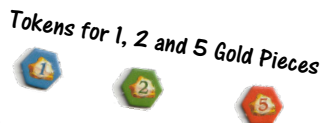
It is possible that one team will build the final path to the treasure, but that **no** diggers from either team will be able to gather any gold pieces, because doors block them - how awful !

How many Dwarves get gold?

The **potential** prize is determined by the number in the winning team, **including** the **Boss** and the **Profiteer** if they're taking part. The **Geologist** isn't interested in gold.

Only Dwarves who are **not trapped** in a cell can participate in the share-out, and be counted in the following "how many dwarves" guide.

- Single Dwarf gets - 5 pieces
- Two Dwarves - 4 pieces each
- Three of them - 3 each
- Four - 2 pieces
- Five or more - just 1 piece each



Boss or **Profiteer** always get less than **Diggers**.

► B - If **someone other than diggers** gets there

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

- If it's a **Saboteur** that 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, however (*the profiteer always is*).

Digger teams that can get past coloured doors are included in the share-out in this scenario. If both teams are blocked by doors, none are included.

Once that's been cleared up, the share-out is calculated as detailed above.

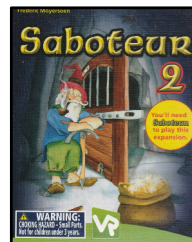
► C - Treasure is **not reached**

If the path's **not** completed but there are **no Saboteurs**, the **Profiteer** gets 3 gold pieces. Nobody else gets anything. If there's no **Profiteer** either, nobody will benefit.

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

.... and lastly, **thieving**

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



Saboteur

Version 2 - the expansion



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

There are as many dwarves in the mine as there are players.

Diggers - nice dwarves

Up to eight of them (*the number will vary in each game*) are doing what any half-decent dwarf would do - they're digging a tunnel towards treasure.

Saboteurs - nasty dwarves

But there will very likely be **Saboteur**-dwarves around, seeking to get in the way of the Diggers and stop them from getting a pathway to the treasure.

Others - 'so-so' dwarves

There may be others in the mine, hoping for rich pickings.

Boss, who's busy leaning on his pick in blue shirt and green trousers.

Profiteer, spending valuable time resting: with the accounts book open.

Geologist (*there may be two*) doesn't care about treasure or gold: just crystals.

► Digger teams

The maximum number of **Diggers** is eight, and they are in two teams.

There's a **Green** team, and a **Blue** one.

Only **one** team gets gold if the treasure is reached by a gold-digger.

► To start

Deal each player a dwarf ~ keep it secret.

Take 10 path & action cards and set them aside ~ they'll not appear!

Deal each dwarf 6 cards.



Saboteur

Saboteurs **win** if the treasure's not reached and ...

- the deck is used up and
- no players have playable cards in hand.

Saboteurs are not eligible to take any 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 there were no saboteurs, nobody gets anything - except the **Profiteer**.



Profiteers

Such greed!

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

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

Even if the **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 them - but he doesn't belong to any team, so he gets gold even if both teams are blocked. They don't but he does ... bosses are like that.

So he alone, or he and the profiteer may be the only dwarves that do get gold.

Geologist

What a gem!

No matter how things ends up, Geologists who are not **trapped** get as many Gold Pieces as there are crystals on display within the tunnel system.



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 a path-card of the dwarf's choice (*other than the Start Card*).



Trapped in prison! (3)

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

If still trapped when the round ends, they don't get included as one of the winners 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)

Play this to exchange hands with another player.

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



Inspection (2)

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

Change hats (2)

Use it on a player (including yourself) to change their role ... randomly take one from the pile.



Hands Off (3)

You can remove one Theft card from **any** dwarf.

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.

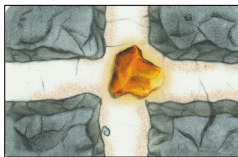
You cannot steal if you are **trapped** in jail.



Pathways

Aiming to reach this ►

One of the three **goal-cards** is gold: the other two are just rocks. Most pathway cards will help diggers to get here.



Pathways must continue routes that have an unbroken link back to a ladder.

Saboteurs may place 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.



The mine starts here

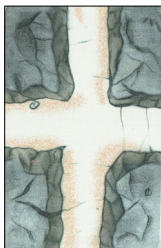
From this point the mine-pathways can go in any of the four directions.

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, as in the example below.

These two will fit together as shown.

But the one with bend in it cannot be placed at the other side of the crossroads as it stands - rotated, it could.



Oh dear !

Saboteurs can use these to block fruitful pathways.

Pathways cannot be added to if they don't link back to a ladder, so if this blocks a route coming in at the top, a path cannot be added at the bottom.



Ladders

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

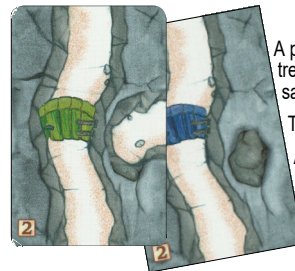
It can help bypass blockages, gaps, or doors ... it's like a new start.

Its path must join another path, but **that** path doesn't have to link directly to the Start, or 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 held back by them.

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.

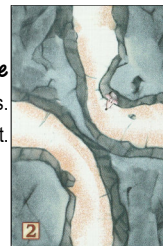
Geologists love them! It's what they're looking for.



The Double Curve

Two unconnected paths.

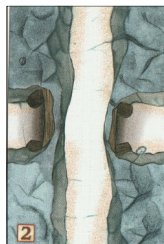
At least one path must connect to a path with a ladder on it.



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.



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 of a dwarf's items may be broken, but they can have only one broken tool of any type at the same time.



Miners need trolleys (3)

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

Mending trolleys (2)

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



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 wanton damage.

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



Done diggin' ! (3)

No pickaxe, no pathways.

It must be mended before the dwarf can dig again.

Fixed it! (2)

Just discard both pickaxe cards - break, and mend.



Each turn, do A, B, C or D

A - Lay down 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 shorts: long to long. They may be rotated before being placed.

Diggers try to establish an uninterrupted path from a **ladder** to one of the goal cards, whilst the **saboteurs** will attempt to prevent it.

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

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

They can be used to ...

- hinder or help yourself or others
- to take a card out of the pathway
- to gain information about the goal cards.

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

Discard means removing the card from play - not back into the draw pile.

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 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 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.