



# Saboteur





**AMIGO**

# Saboteur

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 8 and up

 2 – 12 players

 about 30 minutes

## FOR 20 YEARS ...

... the dwarves have been searching the tunnels and caves for precious gold while saboteurs have tried to prevent them from achieving their goal. Place path cards into the tunnel network and explore the mines, hoping to find the great golden treasure. Block those you think are working against you, but keep your own intentions secret unless you want to become the target of some sabotage. Stay vigilant and consider well whom you want to trust—because in the end, only the gold counts! Besides the *Saboteur* base game and the *Saboteur 2* expansion, this anniversary edition also contains the special action cards from the *Saboteur World Championships 2016-2023* and the mini expansions *Tunnel Toll*, *Costume Department*, and *Tunnel Party*, as well as two brand-new mini expansions: *New Goals* and *Treasure Chests*.

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# COMPONENTS

## Base Game:



44 Path  
Cards



27 Action  
Cards



28 Gold Cards



11 Dwarf Cards  
(7 Gold Miners, 4 Saboteurs)

## Expansion:



30 Path  
Cards



21 Action  
Cards



15 Dwarf Cards



33 Gold Nuggets  
(1 / 2 / 5 Gold)

## 20 Year Anniversary Exclusives:



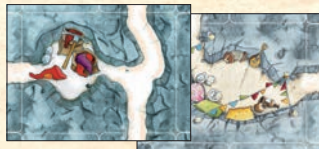
9 *World Championship  
Cards* 2016–2023



*Tunnel Toll* Mini Expansion  
(2 Dwarves, 2 Dwarf Tokens)



*New Goals*  
Mini Expansion  
(8 Cards)



1 Postcard with *Costume Department*  
and *Tunnel Party* Mini Expansions



*Treasure Chests*  
Mini Expansion  
(17 Cards)

# Saboteur

Base Game (3–10 Players)

## THE IDEA OF THE GAME

You're all out seeking precious gold. However, not all dwarves are working together. As a Gold Miner, you try to create an unbroken connection between the start card and the goal card with the golden treasure. As a Saboteur, your goal is to prevent this. Make sure you don't act too obviously, though, or the other players will be able to stop your plans!

## SETUP

Take the 44 path cards, 27 action cards, and 11 dwarf cards for the base game (no markings on the cards' fronts).

Depending on the number of players, you need a certain mix of Gold Miners and Saboteurs on the **dwarf cards**:

- 3 players: 1 Saboteur + 3 Gold Miners
- 4 players: 1 Saboteur + 4 Gold Miners
- 5 players: 2 Saboteurs + 4 Gold Miners
- 6 players: 2 Saboteurs + 5 Gold Miners
- 7 players: 3 Saboteurs + 5 Gold Miners
- 8 players: 3 Saboteurs + 6 Gold Miners
- 9 players: 3 Saboteurs + 7 Gold Miners
- 10 players: all dwarf cards

Put any dwarf cards you don't need back in the box.

Shuffle the dwarf cards and deal 1 of them to each player. Look at your own card **in secret** and put it in front of you, face down. Put the one left-over dwarf card aside, **face down**. You'll only reveal the dwarf cards at the end of the round.

Separate the start card (ladder on both sides) and the 3 goal cards (brown back) from the other **path cards**. One of the goal cards has the golden treasure on its front, the other two each show a black rock. Shuffle the goal cards and place them on the table with the start card as shown below:



The cards you haven't dealt make up the face-down draw deck. Leave some space next to it for a **face-down** discard pile.



Shuffle the **gold cards** and get them ready for the end of the round in a face-down deck.

## PLAYING THE GAME

The youngest player goes first. After that, you take turns in a clockwise direction. On your turn, you **must** play exactly 1 card from your hand. You have the following options:

- Play 1 path card
- Play 1 action card
- Pass and put 1 card on the discard pile, face down

After that, you **must** draw 1 card from the draw deck and add it to your hand. This ends your turn and the player to your left goes next.

**Note:** If the draw deck runs out, stop drawing cards. **Don't** reshuffle the discard pile.

### PLAYING A PATH CARD



Over the course of the game, you'll create a network of tunnels using your path cards that will lead from the start card to the goal cards. You can place the path cards next to each other as far as you want in every direction.

When you play a path card, you must follow these rules:

- The new path card must be placed directly adjacent to one that's already on the table.
- All paths on all sides must match up with each other exactly.
- You can't place path cards horizontally.
- **Important:** A newly placed path card must always have an unbroken connection with the start card.

### PLAYING AN ACTION CARD

Depending on its function, you place an action card either in front of yourself or another player. Action cards allow you to block other players, remove blockades, take cards from the tunnel network, or gain information about the goal cards.



**Sabotage cards** (red symbol) go in front of other players, face up. If you have one of these cards in front of you at the start of your turn, you can't play a path card this turn. Instead, you can only play an action card or pass.

**Note:** A player can have more than 1 sabotage card in front of them, but never more than 1 of the same kind.



**Repair cards** (green symbol) remove 1 sabotage card with the matching symbol from in front of you or another player when you play them. Place both cards on the discard pile.



You can play repair cards with 2 symbols to remove 1 matching sabotage card, not 2. Again, both cards go on the discard pile.

**Note:** You can't play repair cards in front of a player to protect them preemptively. The sabotage card you want to remove must be face up on the table when you play your repair card.



When you play a **rockfall**, remove 1 path card of your choice from the tunnel network immediately. Place the card you've removed and the rockfall on the discard pile. The resulting gap can be refilled with a matching card as the game continues.

**Note:** You can't remove the start card or any of the goal cards with a rockfall.



When you play a **treasure map**, pick 1 of the face-down goal cards, look at it in secret, and put it back exactly where you took it from. Take care not to let the other players see what's on the card. Then, put the treasure map on the discard pile.

## PASSING

If you can't play a card or choose not to, you **must** pass. Place any 1 card from your hand on the discard pile **face down**.

## THE END OF A ROUND

*Face-  
Down  
Goal  
Card*



If you play a path card that both reaches one of the goal cards **and** has created an unbroken tunnel from the start card to that goal card, reveal the goal card.

- If it shows the gold, the round ends.
- If it shows a black rock, the round continues. The goal card remains in its position so that the paths on all its sides match up again.

**Note:** In rare cases, not all paths on a goal card may match up. As an exception, that's okay, but only for a goal card.

The round also ends when you all run out of cards in your hands to play.

Reveal your dwarf cards: Who was a Gold Miner, who was a Saboteur?

*Goal Card  
with Gold*



## DISTRIBUTING THE GOLD CARDS

The **Gold Miners** win if an unbroken path from the start card to the goal card with the gold was created. Draw as many cards from the gold card deck, face down, as **there were Gold Miners** in this round, e.g., 5 gold cards for 5 Gold Miners. The Gold Miner player who reached the goal card with the gold takes all of them, picks one, and passes the rest to the next player in a **counterclockwise** direction. They also pick one, and so on until all Gold Miners have received a gold card. The Saboteurs go empty-handed this round.



**Note:** If a Saboteur creates the path to the gold, the Gold Miners still win. Distribute the gold cards as described above, starting with the first Gold Miner to the Saboteur's right. Saboteurs go empty-handed in this case, too.

**The Saboteurs win** if the round ends and no one has reached the goal card with the gold. If there is only 1 Saboteur in the round, they receive gold cards worth 4 nuggets. If there are 2 or 3, they each receive gold cards worth 3 nuggets, and if there are 4, they each get 2 nuggets.

**Note:** If you play with 3 or 4 players, there can be rounds without a Saboteur at all. If you don't reach the goal card with the gold in this case, no one gets any gold cards.

Keep your gold cards secret from the other players until the end of the game.

## STARTING A NEW ROUND

After you've distributed the gold cards, prepare the next round as described under *Setup* above: Reshuffle the dwarf cards and deal them out, place the start and goal cards to begin the tunnel network as before, shuffle all path and action cards, and deal new cards to each player. Of course, you'll all keep the gold cards you won in the last round until the end of the game.

The player to the left of the one who played the last card of the preceding round starts the new round.

## THE END OF THE GAME

The game ends after the third round. Add the gold nuggets on your gold cards together. The player with the most gold nuggets wins the game. If there is a tie, all players involved share the victory.

# Saboteur 2

## Expansion (2–12 Players)

The rules of the *Saboteur* base game still apply generally. The following describes additions and changes to the base game rules.

**Note:** To play, you'll need the expansion components as well as all path and action cards from the base game.



### THE IDEA OF THE GAME AND THE NEW DWARF CARDS

Once again, you go out in search of the coveted gold. However, this time, the Gold Miners among you go out in teams—or they're just looking out for number one. New dwarf cards change victory conditions and new path and action cards make for a more varied tunnel life. Suddenly, your hard-won gold may not be as safe as you thought, dwarves change their intentions, or you're forced to swap cards with each other.

### THE NEW DWARF CARDS AND THEIR VICTORY CONDITIONS



#### **Blue and green Gold Miners (4 each)**

Both teams want to reach the golden treasure, but they compete with each other.

As a Gold Miner, you win if your **own** team creates the connection to the treasure and the way there isn't blocked by a door (see *New Path Cards: Path with Door*).



Both teams win if the Boss, the Profiteer, a Geologist, or a Saboteur has created the connection to the treasure and the way there isn't blocked by a door.

**SPECIAL CASE:** A team also wins if the **other** team has created the connection to the treasure, but the way for that team is blocked by a door.



### The Boss (1x)

You build pathways for both the blue and the green Gold Miners. If one or both of these teams win, you win with them. However, when the treasure is distributed, you always get **1 gold less**.

As the Boss, you win by yourself if the connection to the treasure was created but neither team can get to it due to the corresponding doors **and** there is no Profiteer in the game. In this case, you get **4 gold**.



### The Profiteer (1x)

You're always with the winning group, whether it's the Gold Miners or the Saboteurs who reach their goal. However, when the treasure is distributed, you always get **2 gold less**.

As the Profiteer, you win by yourself if the connection to the treasure was created but neither team can get to it due to the corresponding doors **and** there is no Boss in the game. In this case, you get **3 gold**.

You also win by yourself if the round ends without a connection to the treasure and there are no Saboteurs in the game. In this case, also, you get **3 gold**.



### The Geologist (2x)

You don't care about the golden treasure; you're only interested in glittering crystals. At the end of the round, you get as much gold as there are visible **crystals** in the tunnel network.

If there are 2 Geologists in the game, they split the gold. If the number of nuggets is odd, round down.

Also in the game are the Saboteurs (3x) that you know already. They win if there is no connection to the golden treasure at the end of the round, as usual.

## SETUP

You'll need all path and action cards from the *Saboteur* base game. All other cards from the base game can go back in the box—you won't need them.

The setup for start and goal cards is the same as in the base game.

Shuffle all path and action cards from *Saboteur* and *Saboteur 2* together. Put aside the top 10 cards of the deck: You won't need them until the next round. Then, deal 6 cards to each player, face down. The remaining cards make up the face-down draw deck. Leave some space for a face-down discard pile next to it.

Shuffle all 15 dwarf cards in this expansion and deal 1 to each player. Look at your dwarf cards in secret and put them down in front of you, face down. As usual, you'll only reveal them at the end of the round. Put aside the remaining dwarf cards as a face-down deck.

Finally, get the gold pieces ready.

## PLAYING THE GAME

The youngest player goes first, then you take turns in a clockwise direction. On your turn, you **must** pick exactly one of the following options:

Action	Draw Cards
Play 1 path card	1
Play 1 action card	1
Discard 2 cards and remove a card from in front of you	1
Pass and discard 1 to 3 cards, face down	1 to 3

Then, your turn ends and the player to your left is up.

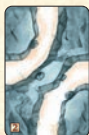
**Note:** If the draw deck runs out, don't draw any more cards. **Don't** reshuffle the discard pile. On your turn, you still have to pick 1 of the 4 options. If you run out of cards, your turn is skipped over for the rest of the round.

## NEW PATH CARDS



### The Bridge (2x)

The 2 paths that cross on this card are **not** connected to each other, so you can't make a turn here. Place the bridge into the tunnel network so that at least 1 of the 2 paths is connected to the start card.



### The Double Bend (2x)

The 2 paths on this card are not connected. Place the double bend into the tunnel network so that at least 1 of the 2 paths is connected to the start card.



### Path with Ladder (4x)

The ladder is a direct connection both to the start card and to all other cards with a ladder. Place the ladder next to any other path card, but not next to a goal card.

**Note:** When you play the ladder, it doesn't have to be connected to the start card in any other way.



### Path with Door (3 per color)

Doors block the way for Gold Miners of the other color. At the end of the round, blue doors are only open to blue Gold Miners, and green doors can only be opened by green Gold Miners. The Boss, the Profiteer, and the Geologists can pass through any door unhindered.



Some path cards show crystals. These don't affect the network of tunnels; they only matter to geologists.

## NEW ACTION CARDS



### **Theft (4x)**

Place the theft card face up in front of **yourself** when you play it. At the end of the round, after the golden treasure has been distributed, steal a gold piece worth **1 gold** from any 1 other player.

**Note:** You **can't** use theft at the end of the round if you've been Trapped.



### **Hands off! (3x)**

Remove 1 theft card of your choice that's face up on the table. Place both cards on the discard pile.



### **Trapped (3x)**

Place the trapped card in front of any other player. When you have a trapped card in front of you, you **can't** play path cards on your turn. If the trapped card is still in front of you at the end of the round, you **don't** get a share of the treasure and you **can't** carry out a theft.



### **Freedom (4x)**

Remove a trapped card of your choice that's face up on the table. Place both cards on the discard pile.



### **Inspection (2x)**

Look at the dwarf card of another player of your choice in secret. Then, discard the inspection card.



### Change Hats (2x)

Pick **any 1 player including yourself**. This player must swap their dwarf card for a new one by drawing the top card from the deck of unused dwarf cards and pushing their former card under the deck. Then, discard the change hats card.



### Swap Hands Cards (2x)

Pick 1 other player and swap all of your hand of cards with them. The number of cards you each have is irrelevant. Then, discard the swap hands card. The **other** player draws 1 card at the end of your turn.

**Note:** You may only have 1 copy of each action card in front of you at any one time.

## DISCARDING TWO CARDS

Take any 2 cards from your hand and put them on the discard pile. Then remove 1 action card of your choice from **in front of you**. At the end of your turn, you draw 1 card and continue playing with 1 less card in your hand than before.

## PASSING

If you can't play a card or choose not to, you **must** pass. Put 1 to 3 of your cards on the discard pile, **face down**. Then, draw the same number of cards from the draw deck and take them into your hand.

## THE END OF A ROUND

The round ends immediately when you've created a connection between the start card and the goal card with the gold. The round also ends when none of you have any cards left to play in your hands.

## DISTRIBUTING THE TREASURE

Depending on whether you managed to create an unbroken path from the start card to the goal card with the gold or not, either the Gold Miners or the Saboteurs win. If the path to the gold is blocked by a door, only the Gold Miners of the corresponding color win.

Check which dwarves are part of the winning group, including the Boss and the Profiteer if they are in the game. Depending on the number of dwarves in the group, each dwarf gets as many gold pieces as the table below shows.

**Note:** The Boss and the Profiteer get 1 or 2 gold fewer than the rest, depending on their role.

1 dwarf	5 gold
2 dwarves	4 gold each
3 dwarves	3 gold each
4 dwarves	2 gold each
5 or more dwarves	1 gold each

Place your gold pieces in front of you, face down. You can swap out your gold for other pieces of the same value but different denominations at any time.

Next, deal with Theft cards. If more than one of you have a theft card in front of you, start with the last player to play their Theft card. The other players follow in a clockwise direction.

**Note:** If a player is still Trapped at the end of the round, they are **not** considered when it comes to distributing the treasure, no matter what dwarf card they have. They don't count towards the winning group, and they can't carry out a Theft, either.



**Example of distributing the treasure—These dwarves are in play: 1 blue Gold Miner, 2 green Gold Miners, 1 Boss, 1 Profiteer, 2 Saboteurs.** The Boss completes the path to the goal card with the treasure. The way is blocked by a blue door. Both Saboteurs have a Theft card in front of them. One Saboteur is Trapped (i.e., they have a “trapped” card in front of them).

This leads to the following gold distribution: The blue Gold Miner has won, along with the Boss and the Profiteer. The winning group thus consists of 3 dwarves. The blue Gold Miner receives 3 gold, the Boss gets  $3-1 = 2$  gold, the Profiteer gets  $3-2 = 1$  gold. The Saboteur with the Theft card takes 1 gold from any other player of their choice. The other Saboteur with the same card gets nothing because they're Trapped.

## STARTING A NEW ROUND

After you've distributed the gold, prepare the next round as described under *Setup* above: reshuffle the dwarf cards and deal them out, place the start and goal cards to begin the tunnel network as before, and shuffle all path and action cards, including the 10 you removed before the last round. Put aside the top 10 cards of the deck again and deal 6 new cards to each player. Of course, you'll all keep the gold you won in the last round.

The player to the left of the one who played the last card of the preceding round starts the new round.

## THE END OF THE GAME

The game ends after the third round. The player with the most gold wins the game. In case of a tie, all involved players share the victory.

# Special Cards

## Saboteur World Championships 2016-2023

Since the *Saboteur* World Championships in 2016, all participants in the tournament have received a special card for the game each year. These special cards can be used on their own or in any combination with the *Saboteur* base game and the *Saboteur 2* expansion (with the exception of the one from 2016, as noted below).

This anniversary edition contains reprints of the special cards from 2016 through 2023.



### 2016 – Greedy Dwarf (2x)

You can only combine the Greedy Dwarf with the *Saboteur* base game. During setup, replace 1 of the Gold Miners with the Greedy Dwarf. Then give 1 dwarf card to each player as usual. The rest of setup and gameplay remains unaffected.

### Gold Card Distribution:

If you are the Greedy Dwarf, you only win the round if it was **you** who created the connection from the start card to the gold. In this case, you receive **4 gold**. Otherwise, you remain empty-handed for this round.

**Note:** You'll only need the second Greedy Dwarf if you're playing the tournament variant (see page 26).

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All other special cards are action cards. If you want to use them, shuffle them into the deck of path and action cards during setup, and play them as usual (exception: the veto card). Once you've carried out their actions, these cards go on the discard pile.

The special cards allow you to take the following actions:



### 2017 – Goal Card Swap

Pick 2 face-down goal cards and take them **without** looking at their fronts. Decide whether you want to swap the 2 cards or not, then put them back.



### 2018 – Treasure Trove

Instead of drawing a card from the draw deck, take the **top 5 cards** from the **discard pile**. Look at the cards, take **1** of them into your hand and return the remaining cards to the discard pile, face down.

**Note:** If there are fewer than 5 cards in the discard pile, take all there are and pick 1 of them.



### 2019 – Veto

Play the veto during **another player's turn** as a reaction to the path or action card they've just played. Remove the other player's card before it takes effect and place it on the discard pile along with the veto card. Next, the other player draws a card from the draw deck (ending their turn), then you do so yourself.



### 2020 – Change of Direction

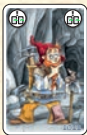
Starting immediately, the turn order is reversed for the rest of the round. If you've played in a clockwise direction up to now, you're now going counterclockwise, and vice versa.

In the base game, you'll also consider the changed direction when you're distributing the gold cards.



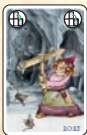
### 2021 – Master Crafter

The master crafter is a repair card with 3 symbols. Use it to remove **1 sabotage card** (broken axe, broken cart, or broken lantern). Place the removed sabotage card and the master crafter on the discard pile.



### 2022 – Pathfinder

Play 2 path cards one after the other this turn. Place them in the network of tunnels according to the usual rules. At the end of your turn, draw **2 cards**, which means that you'll play with 1 card less for the rest of the round.



### 2023 – Diversion

Move the **last** path card played into the network of tunnels to a new position—according to the usual rules.

# Saboteur Mini Expansions

## TUNNEL TOLL

This mini expansion came out in 2016 in a boardgame advent calendar by Frosted Games. To use it with *Saboteur* or *Saboteur 2*, you'll need the 2 dwarves, the 2 dwarf markers, and the gold pieces from *Saboteur 2*.

### Setup:

Place the **dwarves** in their bases and get them ready alongside the **dwarf markers**. Take **1 gold piece** each.



### Playing the Game:

On your turn, you get another action to choose from:

- Discard any 1 card from your hand to put a dwarf in play.

This action can be used exactly once per dwarf each round.

**Putting a dwarf into play:** Discard 1 card from your hand on the discard pile, face down. Take 1 of the 2 dwarves and the corresponding marker. Place the dwarf at the open end of a path. The dwarf blocks this path, so no player can put any path cards there. Put the dwarf marker in front of you to indicate that you've put that dwarf into play.



**Note:** After this action, you **don't** draw a card from the draw deck; you'll have 1 less card to play with for the rest of this round.

**Paying and removing the dwarf:** If you want to place a path card in the place where the dwarf is, you must pay **1 gold** to do it. Give the gold to the player who put that dwarf into play. Then, put the dwarf and its marker aside. They can't be used again this round.

**Note:** You may ask another player to pay the gold for you.

### The Next Round:

Get the dwarves and their markers ready again. They're at your disposal again for the new round. Starting with the second round, you can also pay the dwarves with gold you've won in previous rounds.

## COSTUME DEPARTMENT

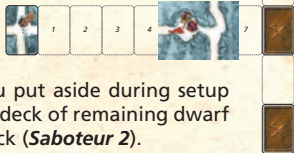
The Costume Department came out in 2016 on the Christmas card for the podcast "Bretterwischer". To use it with *Saboteur* or *Saboteur 2*, you'll only need the postcard from this anniversary edition.

### Setup:

Place the postcard with the Costume Department into the network of tunnels during setup as shown.

### Playing the Game:

If you're the first player to connect the Costume Department with the start card, you **must immediately** swap out your dwarf card. Swap it to the card you put aside during setup (*Saboteur*) or draw the top card from the deck of remaining dwarf cards and put your old one under the deck (*Saboteur 2*).



## TUNNEL PARTY

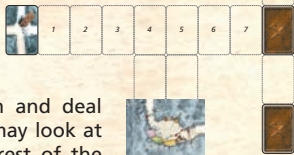
The Tunnel Party first came out on an AMIGO postcard in 2019. To use it with *Saboteur* or *Saboteur 2*, you'll only need the postcard from this anniversary edition.

### Setup:

Place the postcard with the Tunnel Party into the network of tunnels during setup as shown.

### Playing the Game:

If you're the first player to connect the Tunnel Party to the start card, collect all players' dwarf cards without looking at them. Shuffle them and deal them back out **face down** (each player may look at their own card). Continue playing the rest of the round with your new dwarf cards.



# New Goals

New goals await you in the network of tunnels! Find additional gold or encounter evil creatures who wish you ill. To use New Goals with *Saboteur* or *Saboteur 2*, you'll need the 8 new goal cards and the gold pieces from *Saboteur 2*.



## Setup:

Replace the usual goal cards in the *Saboteur* base game with the 8 new ones. Take the goal card with gold and 4 random of the remaining 7 goal cards. Shuffle all 5 cards and prepare the setup as shown. Put aside the remaining 3 goal cards; you'll need them for the next round.



1 2 3 4 5 6 7



## Playing the Game:

When you reach one of the goal cards, reveal it as usual and add it to the tunnel network so it matches up. Then carry out the **effect** that's shown on the card:



**Gold Sack:** Take 1 or 2 gold pieces as shown on the card immediately.



**Dragon:** Pay 1 gold piece immediately, if you already have any.



**Giant Spider:** The round ends immediately, and the Saboteurs have won.

On other goal cards, you'll find the **black rocks** (no effect) you already know and the **gold** (the round ends and the Gold Miners win).

**Note:** If you place a new path card that connects the start card to 2 face-down goal cards at the same time, reveal 1, carry out its effect, and then reveal the other. You choose the order.

## The Next Round:

Take all 8 goal cards and prepare the setup as described above.

# TREASURE CHESTS

NEW!

Word got out quickly when Treasure Chests were discovered in the tunnel network. Curious as dwarves tend to be, you don't want to miss out on those! However, they don't always hold what you wish them to.

To use Treasure Chests with *Saboteur* or *Saboteur 2*, you'll need the 17 special cards in this mini expansion.



## Setup:

Shuffle the **7 path cards** (dark back) and the **10 treasure chests** (dark back with treasure chest) separately. Place 4 treasure chests in the network of tunnels during setup, face down. Then cover each of them with a face-down path card. Put the remaining 6 treasure chests and the 3 path cards aside; you'll need them again for the next round.

## Examples of possible setups:



**Note:** You can place the treasure chests into the tunnel network any way you choose, you just can't place them directly adjacent to each other.

## Playing the Game:

When you connect a face-down path card with the start card, take it and the treasure chest beneath it. Place the treasure chest face down in front of you for now. Reveal the path card and put it back in its original position, taking care to match up its pathways on all sides. Then, reveal the treasure chest and carry out its effect (see *Treasure Chest Effects*). Finally, put the treasure chest aside.



**Rockfall:** If you play a Rockfall, you may either remove a revealed or a **face-down** path card. If you remove a face-down path card this way, you also remove the treasure chest beneath it.



**Treasure Map:** If you play a Treasure Map, you may look at a treasure chest and the corresponding path card in secret instead of a goal card. Then, return both cards back to their original position, face down.

### Treasure Chest Effects:



Take **1 gold** from the supply.

**Note:** If you're playing the *Saboteur* base game, take a gold card with 1 gold nugget.



From now on, all of you can't use Treasure Maps to look at face-down goal cards any more. Leave this card on the table as a reminder.



**Don't** draw a card from the draw deck at the end of your current turn. For the rest of this round, you have 1 less card to play with.



Draw **1 additional** card from the draw deck at the end of your turn. For the rest of this round, you have 1 more card to play with.



Push 1 face-down goal card 1 space further **away** from the start card.



At the end of your turn, **don't** draw a card from the draw deck. Instead, draw 1 card from the hand of **any other player** and take it into your hand. The other player has 1 less card to play with for the rest of this round.





Draw **3 cards** from the draw deck at the end of your turn. Look at them in secret, take 1 of them into your hand, and discard the other 2, face down.



Look at another player's dwarf card in secret.



Shuffle the **discard pile**. Draw the **top 5 cards** from it and take 1 of them in your hand. If there are less than 5 cards in the discard pile, you only draw the available ones. At the end of your turn, you don't draw another card from the draw deck.



Draw the **top 5 cards** from the draw deck and put them on the discard pile, face down.

# Saboteur Variants

## SABOTAGED DWARF

This is a variant you can play with the *Saboteur* base game. We recommend it especially for games with a lower player count.

### Distributing the Gold Cards:

If the Gold Miners win, any of them who have a **Sabotage Card** in front of them **do not** receive any gold cards for this round.

Regardless, draw as many gold cards as there are Gold Miners in this round, and distribute them as usual. Skip any players with sabotage cards, though. This means that 1 or more players may receive more than 1 gold card.

**Note:** If **all** Gold Miners have sabotage cards in front of them, no one gets any gold cards this round.

## TOURNAMENT VARIANT

This is a variant you can play with the *Saboteur* base game. It's being used at official *Saboteur* tournaments for games with 5–9 players. Besides the *Saboteur* base game, you'll need the gold pieces from *Saboteur 2* and the two 2 *Greedy Dwarf* World Championship Special Cards.

### Setup:

Instead of the gold cards, use the gold pieces from *Saboteur 2*.

Depending on the number of players, use the following **dwarf cards** for each round:

- 5 players: 1 Saboteur + 3 Gold Miners + 1 Greedy Dwarf
- 6 players: 2 Saboteurs + 3 Gold Miners + 1 Greedy Dwarf
- 7 players: 2 Saboteurs + 3 Gold Miners + 2 Greedy Dwarves
- 8 players: 3 Saboteurs + 3 Gold Miners + 2 Greedy Dwarves
- 9 players: 3 Saboteurs + 4 Gold Miners + 2 Greedy Dwarves

Set up the game as usual. In addition, draw 1 **random path card** and place it exactly in the middle between the start card and the middle goal card, face up. Then shuffle the deck of path and action cards to create the draw deck. Deal the following cards from the draw deck:

- 5 players: 6 cards each
- 6–7 players: 5 cards each
- 8–9 players: 4 cards each

### Distributing the Gold Cards:

In the tournament variant, you don't distribute gold cards but gold pieces. How many depends on who has won the round:

**If the Gold Miners win**, the player who reached the goal card with the gold and ended the round gets **3 gold**. All other Gold Miners get **2 gold** each.

**If a Greedy Dwarf wins**, they get **4 gold** and everyone else gets nothing.

**Note:** To win, the Greedy Dwarf **must** be the player who created the connection between the gold and the start card.

**If the Saboteurs win**, they each get **3 gold**.

**Exception:** In a 5-player game, there is only 1 Saboteur in play: if they win the round, they receive **4 gold**.

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