



# Saboteur

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## Variants

These variants are especially recommended when playing with a small number of players to create a higher level of competition between the gold miners. But they also add an interesting note when playing with a higher number of players. Enjoy!

### 1. Sabotaged Gold Miners

- Gold miners who still have one or more broken tool action cards in front of them **at the end of a round** (broken lamp, broken cart, broken pick-axe) **will not receive a gold nugget card** when the treasure is found.
- The number of gold nugget cards handed out is still equal to the number of gold miners in the round. This way, one or more gold miners may receive more than one gold nugget card.

### 2. Selfish Dwarf

- Make sure that **the gold miner with the red jacket** is among the gold miner role cards that are dealt at the beginning of each round regardless of the number of players.
- The player who receives this role card can only win if he plays the last path card that connects to the treasure himself. In this case, he receives gold nugget cards **with a total value of 4 nuggets**. All other players receive nothing.
- If another gold miner reaches the goal card by playing the last path card that connects to the treasure, the selfish dwarf with the red jacket receives nothing. Draw and hand out one less gold nugget card in this case.