

Saboteur

**Material and
Guidelines
for local Saboteur
Tournaments and
National
Championships 2018**

Saboteur Organized Play Season 2018

Date: whenever

Suitable for you Local- and Instore-tournaments

See above: National Championship organized by your local distributor

1st December 2018 : Saboteur World Championship (Warsaw, Poland)

Content

Organizing a Saboteur In-Store Tournament (Tips for store owners)

Templates:

Table Distribution Plan

Registration sheet

Master List Participants

Score Sheet

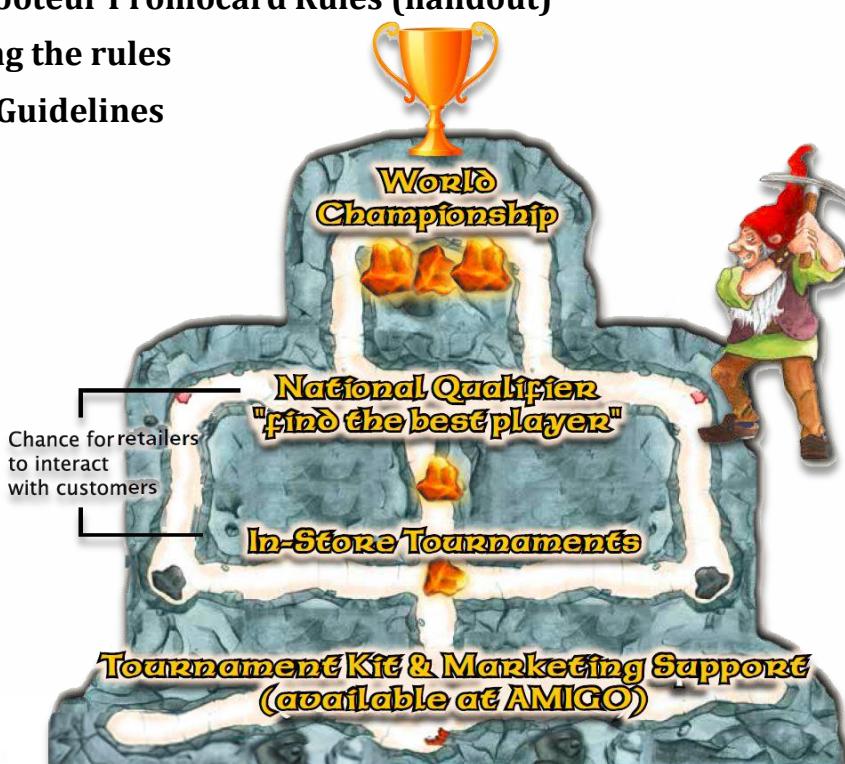
Tournament rules overview (handout)

Basic Saboteur Tournament Rules

2018 Saboteur Promocard Rules (handout)

Following the rules

Penalty Guidelines



Organizing a Saboteur In-Store-Tournament (Tips for store owners)

Organizing a Saboteur Tournament in your store is an ideal occasion to foster your relationship with both, new and frequent customers. The following suggestions can help you to organize this kind of event.

Number of Players:

A small gaming session with the tournament rules should have at least five players. For a small tournament, we recommend a minimum of two tables with six players each.

Required Space:

A minimum of two tables with twelve chairs in total are recommended for a small tournament. If you have less space available, you can host a small game night instead. Having access to a nearby toilet would be helpful.

Timing:

Plan about 2-3 hours for a small tournament. Depending on the number of players, participants will play two or more games. Each game is made up of three rounds of about 15 minutes.

If you hold your tournament during the opening hours or after closing time is up to you and your circumstances.

Required Materials:

You need one Saboteur base game per table and you could prepare little prizes for the winner. To make things easier, you can also order a saboteur tournament kit from your Saboteur Distributor!

It contains enough material to host two tables with six players each:

- 2 poster playmats
- 2 spare decks of the saboteur base game
- 20 Saboteur Promo-Cards (two are required for the game, the rest can be giveaways)
- 1 Saboteur drawstring-bag as a prize for the winner of the evening
- 1 Saboteur-notepad as a prize for the runner-up
- Table tents to mark the table numbers

You should also print some copies of the scoresheet-templates from the following pages.

P.S.: Some players will want to practice and others may get curious about the game, so don't forget to stock up on Saboteur games!



Planning the event

On the following pages you will find templates that help you to organize your Saboteur event:

- **Registration lists** (name-only for the store, name + contact data to keep at the counter)
- **Table Distribution Plan** (gives you an idea how to plan your tournament)
- **Master List** (gives an overview over the participants. Prepare at least 1 copy)
- **Score Sheet** (required for scorekeeping during the tournament. You will need one copy per game per table, e.g. 5 copies for a small tournament with 12 Players in total: 2 Games at 2 tables + 1 final game at one table. Having spare copies for tiebreakers is recommended)
- **Saboteur Tournament Rules Overview** (useful reminder of the rules. Prepare 1 overview-sheet for each player)
- **Poster** (please use our open files)

Preparing sweets and beverages for the evening could lighten up the atmosphere.

We recommend serving sweets or snacks only between games and away from the game material to avoid accidents and losses. Sweets or snacks that don't leave stains and crumbs are a plus.

Advertising:

Advertise your event! We suggest that you put up a sign, poster and maybe some flyers in your store, at least 2 weeks in advance, four would be better.

Let them sign up!

Put up a list in the store where players can sign in in advance. This will help you to get an overview on who will attend. Ask future participants to leave their contact data – e-mail-address and cellphone-number at the counter. Send a reminder-e-mail about the tournament a few days before the event.

During the Event:

- 1.) Who is there? Use the Participants Master List to register all players
- 2.) Use the score sheets and pair the first round of the tournament
 - (**Distribution List** will show you how many tables you will need for the registered players!)
 - Start first Round. Duration: approx. 45min
- 3.) Fill the scores of the first game into to the Master list
- 4.) Use the score sheets to pair the second round (Create new tables by exchanging the players with the highest rank of the first game, then those of rank 3, etc.)
 - Start second Game. Duration: approx. 45min.
- 5.) Fill the scores of the second Game into the Master list. Add the results of Game 1 + 2.
 - The 6 Players with the highest score after 2 Games proceed to the Final Game.
- 6.) Announce the 6 final Players; all other players will now receive the promo cards.
 - Start the final Game. Duration: approx. 45 min
- 7.) Announce the winner. Award prizes (e.g. "Winner" mug from the Event kit for the winner of the evening, notepad for the runner-up)

Saboteur Tournament

Time:

Date:

Location:

Enter the mines and brace yourselves for a whole new gaming experience! Play Saboteur together with friends and players you have not met before. Meet the new Saboteur role – **the selfish dwarf** – and qualify yourself for the Saboteur National Championship, which will lead the path to the Saboteur World Championship 2018 in Warsaw.

A great time and the chance to earn glory and to win goodies await!

Be part of it!

Important! Please leave your contact details at the counter!



Name
1.)
2.)
3.)
4.)
5.)
6.)
7.)
8.)
9.)
10.)
11.)
12.)
13.)
14.)
15.)
16.)
17.)
18.)

Saboteur Tournament

Time:

Date:

Location:

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Be part of it!



Name	cellphone number	email adress
1.)		
2.)		
3.)		
4.)		
5.)		
6.)		
7.)		
8.)		
9.)		
10.)		
11.)		
12.)		
13.)		
14.)		
15.)		
16.)		
17.)		
18.)		

Table Distribution Plan for Your Local Saboteur Tournament

Game 1					
Players	Table 1	Table 2	Table 3	Table 4	Cut to
4	4	-	-	-	-
5	5	-	-	-	-
6	6	-	-	-	-
7	7	-	-	-	6
8	8	-	-	-	6
9	9	-	-	-	6

up to 10 players: no Game 2					
Players	Table 1	Table 2	Table 3	Table 4	
-	-	-			-
-	-	-			-
-	-	-			-
-	-	-			-
-	-	-			-
-	-	-			-
-	-	-			-

Final Game Table 1
-
-
-
-
6
6
6

Game 1					
Players	Table 1	Table 2	Table 3	Table 4	no cut
10	5	5	-		-
11	6	5	-		-
12	6	6	-		-
13	7	6	-		-
14	7	7	-		-
15	5	5	5		-
16	6	5	5		-
17	6	6	5		-
18	6	6	6		-

all players proceed to Game 2					
Players	Table 1	Table 2	Table 3	Table 4	Cut to best
10	5	5			6*
11	6	5			6*
12	6	6			6*
13	7	6			6*
14	7	7			6*
15	5	5	5		6*
16	6	5	5		6*
17	6	6	5		6*
18	6	6	6		6*

Final Game Table 1
6*
6*
6*
6*
6*
6*
6*
6*

Game 1					
Players	Table 1	Table 2	Table 3	Table 4	no cut
19	7	6	6	-	-
20	5	5	5	5	-
21	6	5	5	5	-
22	6	6	5	5	-
23	6	6	6	5	-
24	6	6	6	6	-

all players proceed to Game2					
Players	Table 1	Table 2	Table 3	Table 4	Cut to best
19	7	6	6	-	6*
20	5	5	5	5	6*
21	6	5	5	5	6*
22	6	6	5	5	6*
23	6	6	6	5	6*
24	6	6	6	6	6*

Final Game Table 1
6*
6*
6*
6*
6*
6*

* The best 6 players proceed to the final. If there are ties, all tying players proceed to the final table (maximum of 10 players). In case there are more than 10 players for the final table, divide the players onto two tables and play one extra game (3 rounds) to determine the players for the final table. If there are still more than 10 players left, play one extra round as a tie-breaker

Master List - Participants

Score after each Game (each game has 3 rounds)

Name	Game 1	Game 2	Game 1+2	Final Game	Total Score	Rank
1.)						
2.)						
3.)						
4.)						
5.)						
6.)						
7.)						
8.)						
9.)						
10.)						
11.)						
12.)						
13.)						
14.)						
15.)						
16.)						
17.)						
18.)						
19.)						
20.)						
21.)						
22.)						
23.)						
24.)						

* The best 6 players proceed to the final. If there are ties, all tying players proceed to the final table (maximum of 10 players). In case there are more than 10 players for the final table, divide the players onto two tables and play one extra game (3 rounds) to determine the players for the final table. If there are still more than 10 players left, play one extra round as a tie-breaker.

Score Sheet

Game:	
Table Number:	



Player (Name)	Points this game (round 1-3)			Total Points:	Rank
	Round 1	Round 2	Round 3		
1.)					
2.)					
3.)					
4.)					
5.)					
6.)					
7.)					
8.)					
9.)					
10.)					

Awarding the points	
Saboteur(s) win	4 points if there is one Saboteur, 3 points each if there are 2 or 3 Saboteurs
Selfish dwarf wins	4 points for one selfish alone
Gold diggers win	3 points for the gold miner who found the treasure, 2 points each for the other gold diggers
* Mark the score of the “winner” of a round (selfish dwarf, gold digger who made the connection, all Saboteurs) with a star. In case of a tie, the number of received stars will serve as tiebreakers.*	

Saboteur Tournament Rules - Overview

Role Distribution

5	1	3	1
6	2	3	1
7	2	3	2
8	2	6	
9	3	6	
10	3	7	

Roles

Gold digger

Wins when a path from the start card leads to the gold card (connection not made by selfish dwarf!)

1st
2nd, 3rd, ...



Selfish Dwarf (red jacket)

Wins only when he manages to connect the start card with the gold card himself. A selfish dwarf wins always alone.



Saboteur

Wins if nobody reaches the goal card

1 x
2-3 x



Action Cards



Sabotage card
Place in front of another player. The player cannot play path cards until the broken tool is repaired.



Repair cards
Repairs the depicted item. Remove one matching sabotage card.



Repair cards (Joker)
Repairs one of the two depicted tools. Remove one matching sabotage card.



Map
Look at one of the goal cards in secret



Cave-in
Remove one path card from the tunnel (no start or goal card)

Hand Cards

5		
6-7		
8-10		

Saboteur Tournament Rules - Overview

Role Distribution

5	1	3	1
6	2	3	1
7	2	3	2
8	2	6	
9	3	6	
10	3	7	

Roles

Gold digger

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2-3 x



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Map
Look at one of the goal cards in secret



Cave-in
Remove one path card from the tunnel (no start or goal card)

Hand Cards

5		
6-7		
8-10		

Basic Saboteur Tournament Rules

Technically, all the rules of the “Saboteur” base game apply in the tournament as well, with the exception of the distribution of the role cards before the beginning of a round and the distribution of gold points at the end of a round. As usual, **one game at a table is made up of three rounds.**

Communication is a vital part of the saboteur game. Players are allowed to tell other players where the treasure lies or which role card they have. They may also lie, of course.

It is NOT allowed to show any hand cards or role cards to other players before the round has ended. Goal cards are only revealed when an uninterrupted path from the start card leads there. Please check the common errors list and penalty guidelines for details.

The selfish dwarf

The tournament rules introduce one new role: the Selfish Dwarf. The selfish dwarf is a miner who acts on his own and wants all the gold for himself. Thus, he doesn't share any gold with any other dwarf. Similarly, other dwarfs don't share any gold with the selfish dwarf. For the Selfish dwarf card use either the special 2016 promo card, or in case that this card is not available, use the miner with the red jacket (see picture). In a 7-player round, the dwarf in purple jacket may serve as the second Selfish Dwarf.

Note: if the back of the promo card is distinctive from the other role cards, this might become a spoiler. To solve this, use sleeves with an opaque back.



Preparation of a round

Determine a Dealer / scorekeeper

Keeping a player (e.g. the oldest player at the table) responsible for dealing cards and for keeping scores of the results at the table is advisable, as it minimizes downtime at the tournament.

Distribution of Role cards

In contrast to the original game, there is a fixed ratio of role cards in the tournament. The minimum number of players for a tournament round is five players. Six players per table are recommended, but up to 10 players per table are possible.

The dealer shuffles as many role cards as there are players:

5 players	1 saboteur	3 gold diggers	1 selfish dwarf
6 players	2 saboteurs	3 gold diggers	1 selfish dwarf
7 players	2 saboteurs	3 gold diggers	2 selfish dwarfs
8 players	2 saboteurs	6 gold diggers	--
9 players	3 saboteurs	6 gold diggers	--
10 players	3 saboteurs	7 gold diggers	--

Role Distribution

5	1	3	1	
6	2	3	1	
7	2	3	2	
8	2	6		
9	3	6		
10	3	7		

Hand Cards

5		
6-7		
8-10		

Deal hand cards

The number of hand cards is similar to the base game:

5 players – 6 hand cards each.

6-7 players – 5 hand cards each

8-10 players – 4 hand cards each

Determine a starting player

The dealer shuffles as many gold cards as there are players. He makes sure to use exactly one card with 3 gold nuggets. All players draw one card each. The player with the 3-nugget-card is the starting player of this round.

Playing a saboteur round

The gameplay of the saboteur tournament is similar to the Saboteur base game.

Play one card, draw one card: On their turn, players must play or discard exactly one card. As long as the supply deck lasts, players must draw one card thereafter. Turns continue clockwise. Players must not play cards out of turn. Here is a short reminder:

Path cards:

A player can only play a path card when none of his tools is broken. Newly placed path cards must always have an uninterrupted connection to the start card.

Action cards:

With action cards, a player can secretly check one goal card (map), destroy one of another player's tools (place sabotage card in front of that player), repair one of his own or one of another player's tools (repair cards remove one sabotage card).

Pass:

If a player cannot or does not want to play a card on his turn, he must discard one of his cards, face down.

For details, please refer to the standard rules of Saboteur.

End of a round

A round ends when there is an uninterrupted path from the start card to the goal card or when no player has playable cards left in hand.

Gold miners win when there is an uninterrupted path from the start to the gold treasure, unless the selfish dwarf has made the connection.

The Selfish Dwarf wins when he himself completes an uninterrupted path from the start to the gold treasure, and only then. Selfish dwarves always fight alone, even if there is more than one selfish dwarf in the game.

Saboteur(s) win when no playable cards are left and there is no uninterrupted path to the gold treasure

Keeping scores

Instead of using gold cards, the dealer/scorekeeper at the table writes down the gold points on a score sheet in the saboteur tournament.

Award gold points as follows:

Gold miners win: 3 points for the dwarf who made the connection, 2 points for all other gold diggers

Selfish dwarf wins: 4 gold points

Saboteur(s) win: 4 points if it was only one saboteur, 3 points per saboteur for a group 2 or 3 Saboteurs

Rewards



Gold digger



Selfish Dwarf (red jacket)



Saboteur



1 x



2-3 x

Promo Card 2018 – Repository

Content:

1 action card „repository“

Preparation:

During shuffling the path- and action cards, add one copy of the „repository“ card.

During Play:

Adjustment to the original gaming rules:

All cards on the discard pile are face-down. This applies to used action cards, discarded sabotage cards, removed path cards and all discarded hand cards.

„Repository“ may be played by a player during his turn as an action card.

The „repository“ works like this:

If you play the „repository“, take the top 5 cards from the discard pile. You look at them and choose one card of those five cards, which you add to your hand. The remaining four cards are put back onto the discard pile along with the „repository“ card.

This action ends your turn and you do not draw cards from the drawing pile this turn.



Promo cards except for the selfish dwarf should not be used in the National Championships!

Following the rules

Despite the name of the game being “Saboteur”, all players are responsible for a fair and correct gameplay. A tournament will only run smoothly if all players abide by the rules of the game. Minor errors may have little impact on a game round, major errors may have higher impacts and can even bring the current round to an abrupt halt. Therefore, all players shall monitor both, their own actions and those of other players at the table in order to prevent rule violations, mistakes and errors.

A player forgot to draw a card? – Remind him directly. A player is about to play a path card that wouldn’t have a connection to the ladder? Tell him where it should be put instead.

Here is a list of possible errors and mistakes that you should help to avoid:

- Playing a card outside of your turn
- Playing more than one card in the same turn
- Discarding hand cards face up
- Forgetting to draw a card at the end of a turn
- Drawing cards from the discard pile
- Playing a path card even though tools are broken
- Moving or discarding a broken tool that has not been repaired
- Moving or shifting path cards that have been played previously
- Discarding path cards without playing a cave-in card
- Playing an action card in a way that is not possible (e.g. playing a second broken lantern to a player with a broken lantern, removing a goal card with the cave-in card)
- Showing hand cards to other players before the end of the round
- Showing goal cards to other players before the end of the game
- Showing role cards to other players before the end of the game
- Looking at other players role cards or hand cards
- Filling wrong scores into the scoresheet
- Performing other wrong actions

Penalty Guidelines

For bigger Saboteur Events, assigning a judge will be inevitable. A judge is responsible for solving problems at the gaming table and assigning the following penalties, depending on the degree of rule violation:

- 1.) **Caution** : a verbal reminder for the player to stay on track
- 2.) **Warning**: a direct verbal warning. Several warnings may escalate into a Game Loss.
Escalation of penalties can only be applied by a referee.
- 3.) **Game Loss**: the player will discontinue playing the current game round and will receive zero points for the current round. In the next round, the player can join the game again.
- 4.) **DQ – Disqualification**: - only to be assigned after a fair investigation and if other options are not possible anymore

In the list below are examples for Errors and two different kinds of penalties.

A **Tier 1 Penalty** should be assigned to a player at an event such as a store level tournament.
A **Tier 2 Penalty** would be assigned at major events, e.g. a National- or World Championship.

1.0 - Game Play Error

1.1 Game Play Error – minor

Examples:

- Forgetting to draw a card at the end of a turn
- Playing a path card even though tools are broken
- Playing an action card in a way that is not possible (e.g. playing a second broken lantern to a player with a broken lantern, removing a goal card with the cave-in card)
- Performing other wrong actions

Penalty:

Tier 1: Caution

Tier 2: Warning

1.2 Game Play Error – major

Example:

- Discarding hand cards face up
- Playing a card outside of your turn
- Playing more than one card in the same turn
- Drawing more than one card per turn
- Moving or shifting path cards that have been played previously
- Showing hand cards to other players before the end of the round
- Moving or discarding a broken tool that has not been repaired (unintentionally)

Penalty:

Tier 1: Warning

Tier 2: Warning

1.3 Game Play Error – severe

Example:

- Showing goal cards to other players before the end of the game
- Showing role cards to other players before the end of the game
- Filling wrong scores into the scoresheet
- Looking at other players role cards or hand cards (intentionally)
- Moving or discarding a broken tool that has not been repaired (intentionally)
- Discarding path cards without playing a cave-in card

Penalty:

Tier 1: Warning

Tier 2: Game Loss

2.0 Procedural Error

2.1 Procedural Error – minor

Example:

- Entering staff-only areas
- Interrupting staff during announcements to players or rulings in progress
- Showing up to a match late (less than 5 minutes)

Penalty:

Tier 1: Warning

Tier 2: Warning

2.2 Procedural Error – major

Example:

- Showing up to a match more than 5 minutes late

Penalty:

Tier 1: Game Loss

Tier 2: Game Loss

3.0 Unsporting Conduct

Example:

- Cheating
- Verbal abuse
- Theft
- Assault

Penalty:

Tier 1: Disqualification

Tier 2: Disqualification