

Saboteur

The Duel

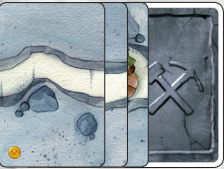
Players: 1-2

Ages: 8 and up

Duration: approx. 30 minutes

Components

36 path cards

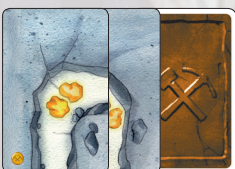


18 action cards



74 playing cards:

18 goal cards



2 dwarf cards



Punchboard with:

8 dwarf counters



2 keys



2 dwarves with bases



Object of the Game

Do unto others...! Both dwarves have to choose: Will they build their tunnel together or will they try on their own? In either case, you will have to try to sabotage your opponent at the right time. Play a broken pickaxe, a rock slide in the tunnel or a locked door – the cleverer dwarf will gain the crucial advantage and grab the gold. The player who has collected the most gold nuggets after three rounds wins the game.

And if you can't get your hands on a second dwarf, you can always try your luck at the solo game. Will you be able to build an efficient tunnel and avoid all obstacles?

SABOTEUR FOR 2 PLAYERS

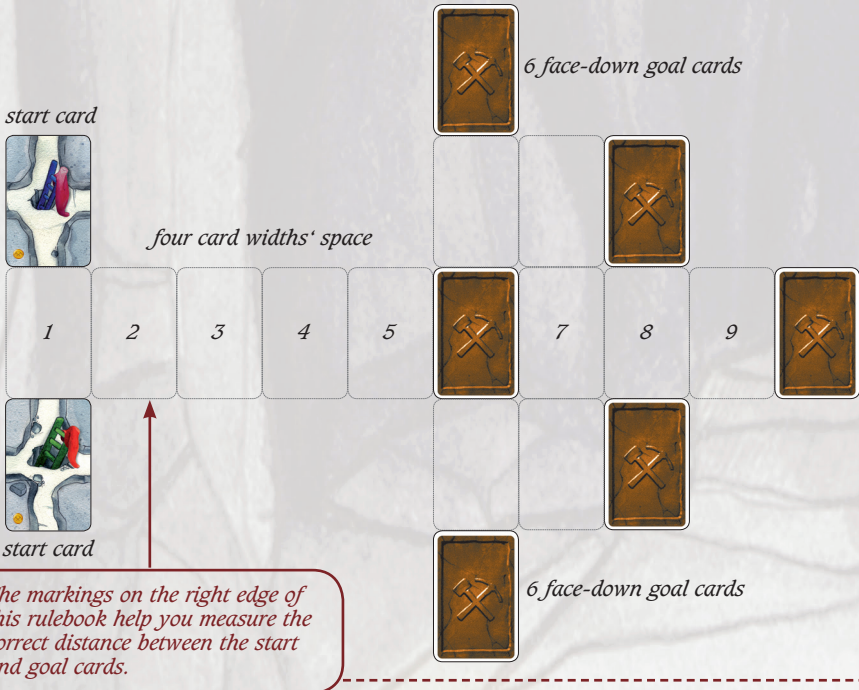
Game Setup

Separate the path cards, action cards, goal cards and dwarf cards.

Pick one dwarf card each and put them in front of yourselves face up.

(You can use the two punch-out dwarves instead of the dwarf cards.)

Among the 36 path cards, you will find 2 start cards (both showing a ladder and a dwarf's hat). Shuffle the 18 goal cards and place 6 of them on the table face down, together with the two start cards, as shown. You won't need the other goal cards until the next round. Over the course of the game, a maze of pathways from the start cards to the finish cards is created. Note that these pathways may extend beyond the 5 by 9 card grid shown in the illustration.



Shuffle the remaining 34 path cards and all action cards together. Without looking at them, deal 6 cards to each player. This is their hand.

The remaining cards make up the face-down draw pile. Put it within easy reach of both players.

The 8 dwarf counters and the 2 keys should be within easy reach of both players.

The green dwarf begins, then take turns alternately.



draw pile and face-up discard pile

Playing the Game

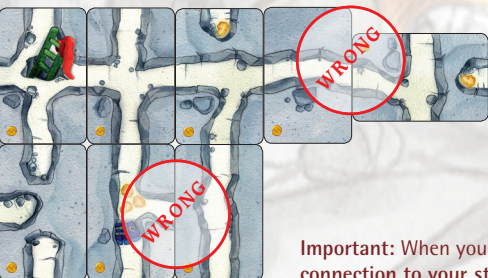
When it's your turn, you have to choose exactly one of these four possible actions:

Action	Number of cards you draw
Play 1 path card into the maze	1
Play 1 action card	1
Discard 2 cards from your hand to remove 1 action card from in front of you	1
Pass to discard 1 or 2 cards	1 or 2

Then your turn ends and it's the other player's turn.

Note: If the draw pile is exhausted do not draw any cards. However, you still have to choose one of the four possible actions when it's your turn. If a player runs out of hand cards, he or she must sit out the rest of the round.

A. Playing a Path Card



The path cards create one or two tunnels from the start cards to the goal cards. When you play a path card, always place it next to a path card that's already on the table. All paths on the cards have to connect to the paths on cards adjacent to it. Do not play cards horizontally (see illustration). Both players try to connect their own start card with the goal cards. This can lead to the two paths merging. If that happens, both players can use the merged paths.

Important: When you play a new path card, it has to have an uninterrupted connection to your start card (by path or by ladder; see below).

Goal Cards

Once you've created an unbroken connection from one of the start cards to one of the face-down goal cards, you reveal that goal card and place it back in the same place so its paths line up with the path cards next to it. If there are two possible ways to do this, you may choose one.

Note: There is a chance that your goal card won't fit between the path cards already on the table. This is the only case in which you are allowed to place a goal card without exactly connecting it to adjacent paths.

Special Path Cards



Bridge (x2) and double bend (x2): The paths shown on these cards are not connected with each other. When playing one of these cards, at least one of the two paths on the card must have an uninterrupted connection to your start card.



Path with ladder (x2): The path on this card is automatically connected to the start card of the same color. You can place this card next to any other path card, except goal cards or path cards showing gold.



Path with door (x6 + x8 on goal cards):
A path with a blue or green door may only be used by the dwarf of the corresponding color. The door is an obstacle for the other dwarf, unless you use a key to unlock it (see "Playing an Action Card").



Path with gold (x5): Gold nuggets have no influence on the connection of pathways. However, they can be collected by the players (see "Securing Gold Nuggets").



Path with troll (x3): The troll blocks the path behind it. If you want to pass a troll, you have to bribe it with 1 gold nugget. If you decide to do this, take one dwarf counter and put it on the troll showing your color.
At the end of the round, you have to pay 1 gold nugget.
Note: Once the troll has been bribed, the path is cleared for both players.

Securing Gold Nuggets

If you manage to create an **uninterrupted connection between your start card** and a card with gold, take a dwarf counter showing your color from the stash and put it on the gold. This is gold you will receive at the end of the round, even if the connection might get broken in the meantime.
Note: If you create a connection between your opponent's start card and the gold **instead of** a connection with your own start card, he or she gets to immediately put a dwarf counter on the gold.

B. Playing an Action Card

Use action cards to either sabotage your opponent, aid yourself, remove cards from the tunnel maze or gain information about the goal cards.



Place a **sabotage card** in front of your opponent. Players with sabotage cards in front of them cannot play path cards into the maze on their turn. All other actions (playing an action card/discarding 2 cards/passing) are still available to them, however. There can only be one card of the same type in front of a player.



A **repair card** allows you to remove a sabotage card that is currently in front of you. Play a green symbol that matches the sabotage card's red symbol. Then put both the sabotage and repair cards on the discard pile.
If you play a card showing two green symbols, you can still only remove one matching sabotage card, not two.



A **key card** allows you to open a door of your opponent's color. Take one of the key tokens and put it on the door in question. This door remains open for you until the end of the round. Discard the key card.
Note: The key card may also help you reach gold that doesn't have a dwarf counter on it yet. In this case, you may take a counter of your color and place in on the gold piece.



Play a **rock slide card** to remove one card of your choice from the tunnel maze. Discard the rock slide and the card you have removed.
Note: You cannot remove start cards, goal cards, path cards with gold, or cards with a troll from the maze.

When you play a **treasure map**, you are allowed to look at one of the face-down goal cards. Take a peek, then put the card back in its place. Discard the treasure map card.

C. Discarding 2 Cards

Discarding any 2 cards from your hand allows you to remove and discard any one sabotage card in front of you. Please note that if you do this, you can only **draw 1 card** at the end of your turn. So each time you pick this action, you reduce the number of cards in your hand by 1 until the end of that round.

D. Passing

If you can't or don't want to play a card, you **have to** pass and discard 1 or 2 cards from your hand. In this case, draw the corresponding number of cards from the draw pile.

The End of a Round

- A round ends as soon as one of the following conditions is met:
- All 6 goal cards have been turned face-up.
 - All 8 dwarf counters have been placed.
 - The draw pile is exhausted **and** both players are out of hand cards.

Take all path cards with gold on them that have a dwarf counter of your color on it. Place these cards in front of yourself – they don't go back into play for the following rounds.

If you have bribed any trolls this round, you have to pay them now. Each troll costs you 1 gold nugget. If you can't pay the exact price, you have to pay with a more valuable card. Trolls don't give change.

Put any face-up goal cards back into the box. Shuffle any remaining face-down goal cards back into the pile of unused goal cards.

Starting a New Round

Put the start cards and 6 new goal cards on the table as before. Shuffle all action cards and the remaining path cards together as the new face-down draw pile. Again, deal 6 cards to each player. The dwarf counters and keys are available again for the new round.
The player who has fewer gold nuggets starts the next round. If there is a tie, the blue dwarf goes first.

The End of the Game

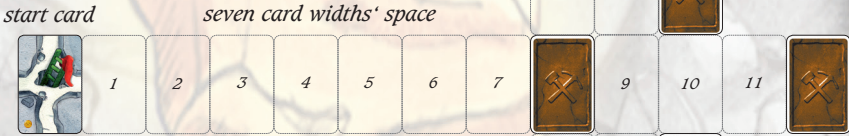
The game ends after the third round. The player who has collected the most gold nuggets wins the game.

SABOTEUR FOR 1 PLAYER

The solo game follows the same rules as the duel, but with the following adjustments:

Game Setup:

Pick one dwarf color and put the other dwarf card and the second start card back in the box. You only get **6 dwarf counters**.
The space between the start card and the goal cards is **7 card widths**.



At the start of each round, randomly remove 10 cards from the draw pile. Put them aside for use in the next round.

Playing the Game – Action Cards:

When you draw a **sabotage card** from the draw pile, you **have to** put it in front of yourself immediately, then draw another card. If you already have a sabotage card in front of you and you draw the same card again, put the card you've drawn on the discard pile. It has no further effect.
If you draw a **rock slide**, you **have to** play it immediately. Remove the last path card you have played that doesn't have gold or a troll on it.

Playing the Game – Starting a New Round:

Return to the deck the 10 cards you have put aside at the start of the round. Then prepare the next round as described above.

End of the Game:

Your objective is to collect as many gold nuggets as possible. Depending on how many you collected, you score the following results:

0–14 points	Can't win 'em all ...
15–19 points	Not too bad.
21–24 points	Looks like you can sniff out gold!
25+ points	You're the boss of the tunnels!



You have purchased a quality product.
Should you have any reason
for complaint, please do not hesitate to contact us.
Mayfair Customer Service: custserv@mayfairgames.com
Mayfair Games, 8060 St. Louis Ave., Skokie IL 60076

