

Only playable with the Saboteur basic game!



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Saboteur 2

by Frederic Moyersoen

Players: 2-12

Ages: 8 and up

Duration: approx. 30 minutes

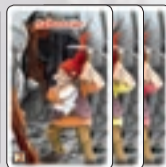
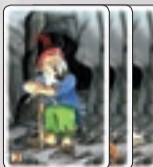
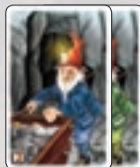
Components

30 Path Cards

21 Action Cards

15 Dwarf Cards

32 Gold Nugget Tokens
(1, 2, or 5 gold)



Important: In addition, you will need some cards from the Saboteur base game.

The Goal of the Game

Once again, the dwarves are out to get their beloved gold. This time, the gold miners compete in teams—or maybe they're out for themselves!

The new dwarf cards have new victory conditions, and new path and action cards make life in the tunnels even more exciting. Gold you have won might not be as safe as you think, dwarves may change their allegiance, and you might have to swap hands with another player!

The basic rules of Saboteur still apply. Changes and additions to these rules are explained below.

New Dwarf Cards and Their Victory Conditions



Blue and Green Gold Miners (4 each):

There are now two teams of dwarves that want to get their hands on the golden treasure—but they are in competition!

A team wins the round if one of their own dwarves finishes a path to the treasure and the route is not blocked by a door of the other team's color.

Both teams win together if the boss, profiteer, geologist, or saboteur creates a path to the treasure and the route is not blocked by any doors.

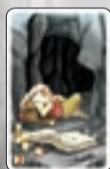
SPECIAL CASE: A team also wins if a dwarf from the other team finishes a path to the treasure, but the route for his team is blocked by a door of a different color.



The Boss (1x):

The boss can build paths for both the blue and green teams, and he also wins if either (or both) of them win. But, when the treasure is divided between the dwarves, he always gets 1 gold nugget less than the others.

The boss wins by himself if the treasure is reached but both the blue and green teams are blocked by doors and there is no Profiteer in play. In this case, the boss gets 4 gold nuggets.



The Profiteer (1x):

The profiteer always wins—it doesn't matter if the gold miners or the saboteurs achieve their goal! But, when the treasure is divided, he always gets 2 gold nuggets less than the others.

The Profiteer wins by himself if he is the one that finishes the path to the treasure, and both teams of gold miners are blocked by doors, and there is no Boss in play. In this case, he gets 3 gold nuggets.

He is also the sole winner if there is no path to the treasure and there are no saboteurs in play. In this case, he gets 3 gold pieces as well.



The Geologist (2x):

Geologists are out for themselves—but they don't care about the treasure! At the end of the round, they get gold nuggets equal to the number of crystals visible in the maze of path cards.

If both geologists are in play, they split the gold, rounding down if necessary.

There are also the infamous saboteurs (3x) in the game. They win if there is no path to the treasure at the end of a round.

Preparation

You need all the path and action cards from Saboteur. The dwarf and gold nugget cards aren't needed when playing Saboteur 2.

Set up the same starting grid as in the basic game.

Shuffle the rest of the path and action cards (from Saboteur and Saboteur 2) together and create a face down draw deck. Remove the top 10 cards from the deck and put them aside without revealing them. These cards aren't used this round. Then, deal 6 cards to each player.

Shuffle the 15 dwarf cards from Saboteur 2 and give one to each player, who looks at it and puts it face down in front of him without revealing his role to the other players. Keep your role secret until the end of the round!

Put all unused dwarf cards aside in a face down pile.

Set the gold nugget tokens nearby.

How to Play

The youngest player goes first, with play passing clockwise. On his turn, a player must choose exactly one of the following four actions:

Action	Number of cards you draw
Add 1 path card into the tunnel network	1
Play 1 action card	1
Discard 2 hand cards face down to remove 1 action card from in front of himself	1
Pass and discard 1 to 3 cards face down	1 to 3

Then his turn is over and the next player is up.

Note: When the draw pile is empty, you don't draw any cards. You still have to pick one of the four possible actions on your turn. If you run out of hand cards, you have to skip your turns for the rest of this round.

New Path Cards



Bridge (2x)

The two paths on this card are not connected to each other: You can't turn left or right on this card. If you want to play this card, at least one of the pathways has to be connected to the start card.

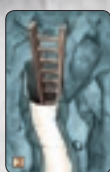


Double Bend (2x)

The two paths on this card are not connected to each other. If you want to play this card, at least one of the pathways has to be connected to the start card.



Crystals can be found on many path cards. Crystals have no effect on building the tunnel network.



Ladder (4x)

The ladder is automatically connected to the start card as well as all other cards with ladders. The ladder can be played next to any path card **except** a goal card.

Note: A connection to the start card is not needed to play this card.



Door (3 each of both colors)

If the pathway to a goal card includes a path card with a door on it, the only gold miners who win the round are the ones that match the color of the door (so, if the path has a blue door, only blue gold miners will get gold!).

Doors don't block the paths of the boss, profiteer, or geologist.

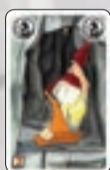
New Action Cards



Theft (4x)

The player plays this card in front of himself. At the *end* of the round, after the treasure has been divided, the player may steal **1 gold nugget** from another player of his choice.

Important: You cannot use this card at the end of the round if you are trapped!



Change Hats (2x)

The player of this card chooses any player (including himself), who must swap his dwarf card for a new one. The chosen player discards his dwarf card face down and draws a new one from the top of the pile of unused dwarf cards. Then, discard the "change hats" card.



Trapped (3x)

If this card is in front of a player, he cannot play any path cards. If the round ends, he doesn't get a share of the treasure, and isn't counted when dividing the treasure. Also, he cannot steal any gold using the "theft" card.



Hands Off (3x)

The player chooses 1 "theft" card in play and discards it along with the "hands off" card.



Inspection (2x)

The player secretly looks at 1 other player's dwarf card then discards the "inspection" card.



Swap Hands (2x)

The player exchanges all the cards in his hand with another player (without showing them to the other players). The number of cards doesn't matter. Then, discard the "swap hands" card. The other player in the exchange draws 1 card.



Freedom (4x)

The player chooses 1 "trapped" card in play and discards it along with the "freedom" card.

Remember: Each player can have only **one** of each type of action card in front of him at any one time!

Discarding 2 Cards

On a player's turn, he may discard two cards from his hand to remove any one action card from in front of him and discard it. But, he only gets to draw **one** card. So, each time you use this action, you reduce the number of cards in your hand by 1!

Passing

If you can't or don't want to play a card, you **must** pass and discard 1 to 3 cards from your hand face down. Then, draw cards equal to the number of cards you discarded.

The End of a Round

The round is over when the goal card with the treasure is connected to the start card by a path or if none of the players can play another card.

Dividing the Treasure

Whether or not there is an uninterrupted path to the treasure determines if the gold miners or the saboteurs have won. If the path to the treasure is blocked by a door, only the miners that match the color of the door win.

Depending on how many winners there are, each of them gets the number of gold nuggets listed below:

Players keep their gold nuggets face down in front of them. A player may swap gold nugget tokens with the bank for tokens of equal value at any time.

Once all players have received their gold, all "theft" cards in play are resolved. If there is more than one "theft" card, the player who played his card *last* goes first, then continue clockwise.

1 dwarf	5 gold nuggets
2 dwarves	4 gold nuggets each
3 dwarves	3 gold nuggets each
4 dwarves	2 gold nuggets each
5+ dwarves	1 gold nugget each

Example of Dividing Up the Gold

The following roles are in play: 1 blue gold miner, 2 green gold miners, 1 boss, 1 profiteer, and 2 saboteurs.

The boss finishes an uninterrupted path to the goal card with the treasure, but the path is blocked by a blue door. Both saboteurs have a "theft" card in front of them, but one of the saboteurs also has a "trapped" card. The gold is divided as follows:

The blue gold miners have won, along with the boss and the profiteer. So, there are a total of three winners. The blue gold miner gets 3 gold nuggets. The boss gets $3 - 1 = 2$ gold nuggets. The profiteer gets $3 - 2 = 1$ gold nugget. The first saboteur can use his "Theft" card to steal 1 gold nugget from any player. The second saboteur can't, because he's trapped.

A New Round Begins

Place the start and goal cards back on the table. Thoroughly shuffle all action and path cards—including the 10 cards set aside before—and put them in a face down draw deck. Remove the top 10 cards again, then deal 6 cards to each player.

Re-shuffle all 15 dwarf cards and give one to each player face down. The player to the left of the one that played the last card in the previous round takes the first turn.

The End of the Game

The game ends after the third round. The player who has the most gold nuggets wins the game! If more than one player has the most gold nuggets, they all win.

If you have comments, questions, or suggestions, please contact us:

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