

STEP 2. MOVE YOUR DWARF

After you have played or discarded cards, you may move your dwarf up to 3 cards. You can only move your dwarf along existing pathways.

Example: After you have played a card, move your blue dwarf 3 cards along the path.

These special cases can affect how you move your dwarf:

- If your dwarf begins a turn on a card with a campfire, you may move it up to 5 spaces on this turn.
- You can't land on or cross path cards with an obstacle that has not yet been overcome (with a tool).
- Rocks and obstacles that have been overcome can be occupied by only 1 dwarf at a time. A second dwarf may neither land on this card nor pass through it if there is another dwarf on it.
- A troll blocks the path it is on. You can't move onto or off of a card through the path connection the troll is on.
- If you move your dwarf over a trap, you immediately lose 1 card from your hand. The player to your left picks any card from your hand and discards it without looking at it.

Note: If you don't have any cards in your hand at the start of your turn, you can't move your dwarf. You lose your entire turn.

Mines and Treasures

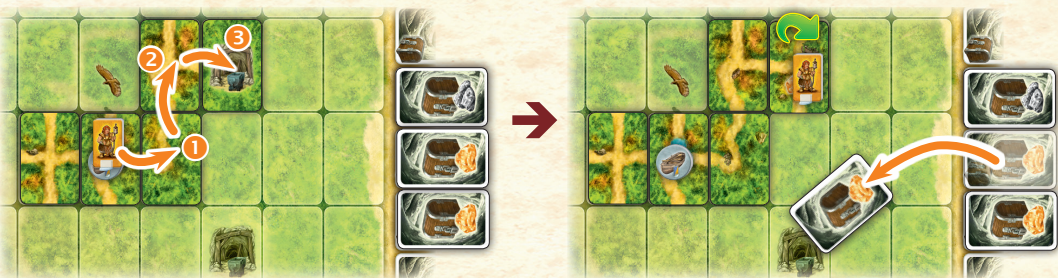
If you're the first player to move your dwarf onto a mine, turn over that mine card. Adjust it so it fits the existing network of paths at its location. **Stop** moving and put your dwarf on the mine.

Note: Sometimes, when you turn over a mine, it won't fit into the network of paths on all sides. In this case, adjust it so that it can be reached through the pathway you used to get there.

There are four different mines: three containing treasures and one that's guarded by the dragon. The symbols on the three treasure-filled mines match the symbols on the back of the treasure cards.



After ending your movement on a mine, take one card that matches the treasure shown on that mine, if there are still any available. Place the treasure in front of you, face down. If you are still on the mine at the end of your next turn (because you haven't moved your dwarf) take another card with this type of treasure if there are any left. If another player moves a dwarf onto the now face-up mine, that player also collects a treasure card that matches the mine if there are any left.



Example: You move your yellow dwarf onto a face-down mine. Turn over the mine card and put it back on its space. It's the gold mine, so take one golden treasure card and place it in front of yourself, face down.



The Dragon Mine

If you turn over the mine guarded by the dragon (because you were the first to get there) you must take the dragon token and put it in front of yourself. At the end of the round, this will cost you 2 victory points.

After that, treat this mine card just like a regular path card. From now on, all players can move through this card without any penalty.

STEP 3. DRAW CARDS

At the end of your turn, you must draw cards if there are any left in the draw pile. If you played a path or action card this turn, draw 1 card from the draw pile. If you have discarded cards, draw as many cards as you discarded (1 or 2).

Note: If the draw pile runs out, don't draw any more cards for the rest of the round.

THE END OF A ROUND

The round ends immediately when one of the following occurs:

- The draw pile has run out and none of the players have any cards left, or
- All the treasures have been collected.

Note: As a group, you can all decide together that a round is finished if one or more mines can no longer be reached and its treasures can no longer be collected.

Divvying Up the Treasures

Once the round is over, turn over your dwarf cards and reveal your identities. Then, turn over your treasures, and divide them as follows:

- Selfish dwarves** get the value of any treasure they have collected themselves as victory points.
- All other players get together with their clans. If there are saboteurs, they join the opposing clan for the final tally. Add up the values of your clan's treasures and convert them into victory points.
- Divide the clan's victory points evenly between all (non-selfish) dwarves in that clan. If there are any victory points left over, give them to the player who collected the single most valuable treasure. If more than one player has collected the most valuable treasure, split the remaining victory points between those players evenly. If you still have victory points left over, no one gets them.
- If you have the dragon token you must hand in two of the victory points you collected during this round. If you only collected one victory point (or none at all) this round, you only have to hand in one (or none).

Example:

1 The two loyal yellow dwarves have collected 8 victory points, which they now split evenly between themselves.

2 The two loyal blue dwarves and the yellow saboteur have also collected 8 victory points that they split between themselves as evenly as possible (2 each). The 2 remaining victory points go to the yellow saboteur, because she contributed the single most valuable treasure, worth 4 points. However, one of the two loyal blue dwarves has also picked up the dragon token. He has to give his two victory points back.

3 The blue clan's selfish dwarf keeps all of her treasures for herself, and collects 3 victory points.



A New Round Begins

Set up the second round just like the first: Re-shuffle the mines, redistribute the treasures, re-shuffle and deal out new dwarf cards and, if necessary, give a new dwarf to each player. Shuffle all the path and action cards together, set 10 of them aside, and finally deal 5 cards to each player (4 if there are 7-9 players).

The new round starts with the player to the left of the last player to play a card in the first round.

THE END OF THE GAME

The game ends after the second round. The player who has collected the most victory points wins the game. If there is a tie, all tied players are winners.

Note: Of course, you may decide to play three or more rounds if you like, in order to determine a clear winner. Each round extends the duration of the game by about 20 minutes.

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Saboteur™ THE LOST MINES GAME

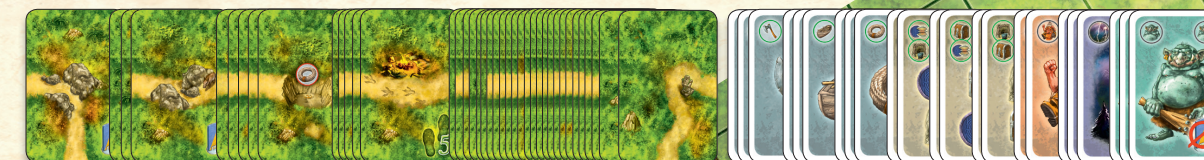


If you'd prefer to learn to play by watching a short video, please visit www.amigo.games/game/lostmines.

by Frederic Moyersoen, with illustrations by Alexander Jung
Players: 3 to 9 Ages: 10 and up Duration: about 45 minutes

CONTENTS

Although this game is designed for ages 10 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.



40 Path Cards

23 Action Cards

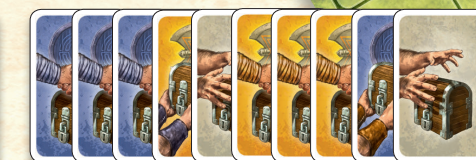


2 Starting Cards

4 Mine Cards



12 Treasure Cards



10 Dwarf Cards



10 Dwarves (with Bases)



10 Dwarf Tokens



32 Victory Point Tokens



14 Forest Tokens



1 Dragon Token

1 Game Board

THE OBJECT OF THE GAME

Card by card, you and your clan work together to create a path through the forest. Along the way, trolls will block your path and traps will make you lose cards from your hands. To overcome the obstacles you will encounter, you'll need to collect and employ the right tools. The goal is to move your dwarves along the paths to reach the four mines and claim the treasures they contain. At the end of the round, you'll split the spoils with your teammates. But beware, although each member of your clan gets a fair share, there are dwarves who only work for themselves or for the other clan!

The player who collects the most valuable treasures (and the most victory points) over two rounds wins the game.

THE DWARF CLANS

In *Saboteur – The Lost Mines*, you are a member of one of two rival dwarf clans: the blue dwarves and the yellow dwarves. Up to five dwarves from each clan go looking for treasures, but not all of them work loyally for the benefit of their own team.



The Dwarf Clans

Loyal Dwarves From Both Clans

Up to three **loyal dwarves** will work for each clan unconditionally. Every treasure they find goes into the same pool at the end of the round and they rely on their companions for help.



Each team has one **selfish dwarf**. These dwarves work only for themselves, and keep any treasure they find at the end of the round. However, they **don't** get a share of the treasures the other members of their clan collect.

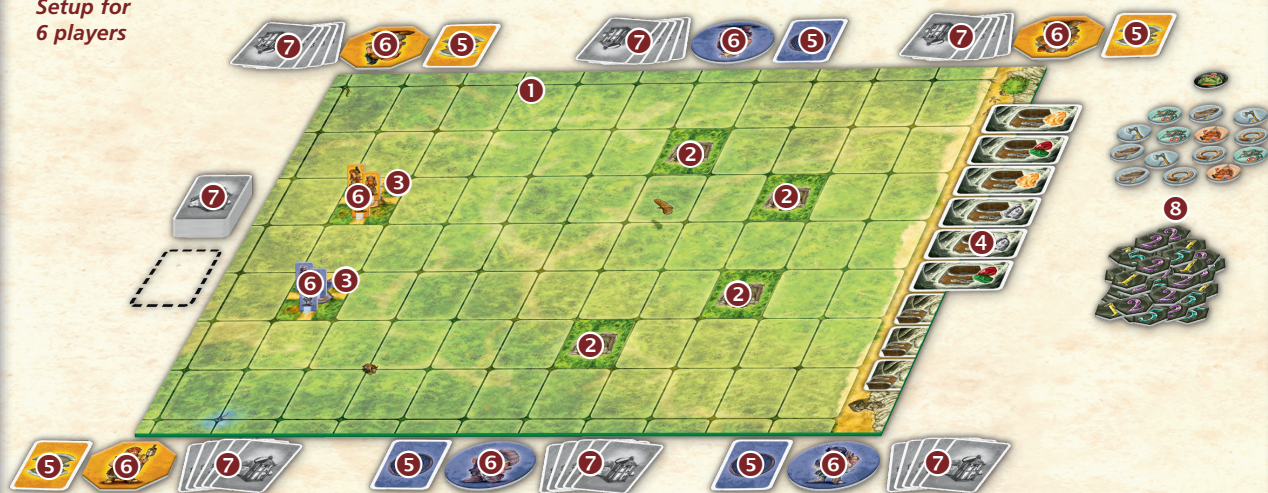


Each team has one **saboteur**. Saboteurs only pretend to work for their own clan, while secretly furthering the aims of the rival clan! Any treasures they find go into the other clan's pool—and they get their share from the other clan, too.

PREPARATION

- Place the **game board** on the table.
- Shuffle the **4 mines** and put them on the mine spaces on the board, **face down**.
- Put the two **starting cards** on the start spaces on the board.
- Shuffle the **treasures** and place a number of them equal to the number of players next to the edge of the game board, **face down**. Put the remaining treasures aside without looking at them: You won't need them for the rest of the round.

Setup for 6 players



- Prepare the **dwarf cards**. In a game with seven or more players you will use all of them, but in smaller games you need to remove specific dwarf cards before the game:
 - If there are 5 or 6 players, remove **1 loyal dwarf card** from each clan.
 - If there are 3 or 4 players, remove **2 loyal dwarf cards** from each clan.

Shuffle the **dwarf cards** and give one to each player. Take a good look at your card **without** revealing it to the other players, then put it face down in front of you. The other players are allowed to know which clan you belong to at all times (this is shown on the back of your card), but your true identity (the front of your card) **must stay secret** until the end of the round. Put any remaining dwarf cards aside **without looking at them**.

- Pick a **dwarf** from your clan, put it into a base, and take the corresponding **dwarf token**. Place your dwarf on your clan's starting card on the board and put the token in front of you where everyone can see it, so they'll know which dwarf is yours.

- Shuffle all the **path** and **action cards** together. Take 10 cards from this pile and put them aside without looking at them; you won't use them in the current round. If there are 3-6 players, deal 5 face-down cards to each player for their starting hands. If there are 7-9 players, deal 4 cards to each player. Put the remaining cards in a face-down draw pile next to the game board. Make sure to leave enough space for a (face-down) discard pile you're going to create over the course of the round.

- Set the **forest tokens**, the **dragon token**, and the **victory point tokens** within easy reach.

HOW TO PLAY

The shortest player goes first, then play passes to the left. On your turn, you must carry out the following actions in this order:

- Play 1 card or discard 1-2 cards (required)
- Move your dwarf up to 3 cards (optional)
- Draw 1 or 2 cards from the draw pile (required)

After you draw, your turn is over and the next player's turn begins.

Important: If the draw pile runs out, skip over step 3 and don't draw any more cards. If you don't have any cards in your hand at the start of your turn, you must skip your turns for the rest of the round.

STEP 1. PLAY CARDS

At the start of your turn, you **must** play 1 card or discard 1 or 2 cards from your hand. Choose one of the following options:

- A – Play 1 path card on the game board
- B – Play 1 action card, or
- C – Discard 1 or 2 cards



A – Play 1 path card on the game board

The path cards are used to build pathways from the starting cards to the mines on the game board. If you choose to play a path card, you must place it next to one of the starting cards, a previously played path card, or a face-up mine (see page 5). All paths shown on the sides of the new card must connect to the paths on previously played path cards on all sides where they touch. Also, every card you play must extend an already existing path.

Note: The card you play does **not** necessarily have to connect to your own starting card or your own dwarf, as long as you follow the rules above.

Examples of incorrectly placed path cards: 1 has not been placed next to an existing card; 2 does not connect on all sides; 3 does not extend an existing path.

Special Path Cards

Obstacles: Obstacles block the way. You can only move your dwarf onto or past these path cards after someone has played the matching tool that overcomes the obstacle.

There are three types of obstacles: tree trunks, lakes, and ditches.



Rocks: Rocks are bottlenecks. Only 1 dwarf may stand on a card with a rock at any time, and an occupied rock cannot be passed by any other dwarf.



Campfire: If you start your turn on a campfire card, you can move up to 5 cards that turn (instead of up to 3 cards—see page 5, "Step 2. Move Your Dwarf").

B – Play 1 action card

Action cards allow you to overcome obstacles, gain secret information, set traps, attract trolls, or remove path cards and forest tokens from the game board.

Action Cards With Tools

Each of the three kinds of obstacles can be overcome with its own special tool. You can only play a tool if the corresponding obstacle has already been placed on the game board. When you play a tool, show the card to the other players, then put it face down on the discard pile. Take the matching forest token from the supply and put it on top of the obstacle. That obstacle has been overcome, and the path card can be used by all dwarves from now on.



Axe → Tree Trunk



Boat → Lake



Rope → Ditch

Note: After an obstacle has been overcome, only 1 dwarf at a time can occupy that card, and an occupied obstacle card cannot be passed by any other dwarves (just like a rock card).



Action Cards That Gain Information

These action cards allow you to gain information about the mines, the treasures, or the other players. When you play one of these cards, show it to the other players and put it face down on the discard pile. Each card gives you **two options**: Pick **one** and carry it out. Keep the information you've gained to yourself and don't reveal it to the other players!



Secretly look at a **mine** that hasn't been revealed yet. Then put the mine back in its place, face down.



Secretly look at a **treasure** that hasn't been collected yet. Then put the treasure back in its place, face down.



Secretly look at another player's **dwarf card**. Then put the dwarf card back in its place, face down.

Action Cards With Events



When you play a **"trap"** action card, show it to the other players and put it face down on the discard pile. Take the corresponding **"trap"** forest token and place it ...

- on a path connecting two cards already on the game board, or
- on the open end of a path (i.e., the path that connects a path card to the unused area of the game board).

Whenever your dwarf moves past a trap, you immediately lose one card from your hand. The player on your left picks a card from your hand and puts it onto the discard pile, face down, without looking at it. You may not replace lost cards, so you must play with one card less for the rest of the round.



When you play a **"troll"** action card, place it in front of you, face up. Take the corresponding **"troll"** forest token and place it ...

- on a path connecting two cards already on the game board, or
- on the open end of a path (i.e., the path connecting a path card to the unused area of the game board).

The troll blocks this section of the path for all dwarves until it's your turn again. At the start of your next turn, remove the troll and put the action card face down on the discard pile.



Some examples of the correct placement of traps and trolls.

Note: If a trap or a troll covers the open end of a path, you may still add path cards there in order to extend the path.



When you play a **"thunderstorm"** action card, show it to the other players and put it face down on the discard pile. Then, remove **any one path card that does not have a dwarf on it** from the game board. If there is a tool (axe, boat, or rope) on the card, remove it as well. Put the card you've removed on the discard pile, face down. Remove a trap or a troll token as well, but only if it is now lying on two empty spaces of the game board (after you remove the path card).

Important: You **cannot** use a thunderstorm to remove a starting card or mine.

C – Discard 1 or 2 cards

If you can't play a card for action A or B, or if you **choose** not to, you **must** discard 1 or 2 cards from your hand instead. Put the discarded cards on the **discard pile**, face down.