

Saboteur Tournament Rules - Overview

Role Distribution

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

Hand Cards

5		
6-7		
8-10		

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

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





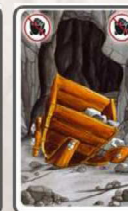
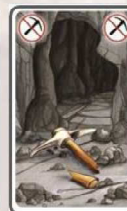
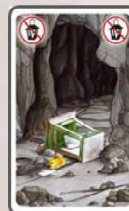


Saboteur

Wins if nobody reaches the goal card

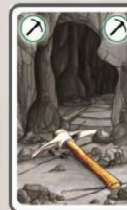
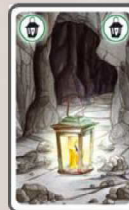
1 x 
2-3 x 

Action Cards



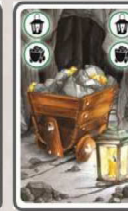
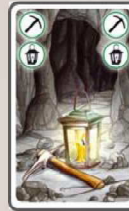
Sabotage card

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



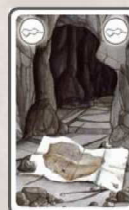
Repair cards

Repairs the depicted item. Remove one matching sabotage card.



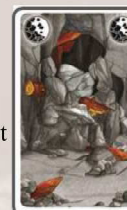
Repair cards (Joker)

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)

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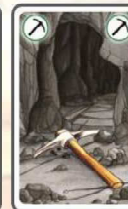
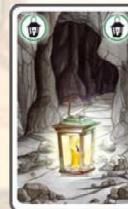
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2-3 x 

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