

Saboteur 2 Player Aid

Player turn (choose 1):

- 1) Play 1 path card in a valid spot in tunnel maze and draw 1 card
- 2) Play 1 white bordered action card, do action, and draw 1 card.
- 3) Pass your turn by discarding 1-3 cards facedown to the discard pile and drawing that number of replacement cards.
- 4) Discard 2 cards to remove a face up card in front of yourself. Only draw 1 card to replace (this permanently reduces hand size). This helps when missing a matching fix card for trap or breakage.

Action Cards (white bordered)



Thief!: Playing the thief card on yourself allows you (if not trapped) to steal 1 gold from someone at end of round.



Stop Thief!: Play this action card to remove a thief card from in front of someone else.



Trapped!: Trap someone by playing this. While trapped, they cannot play path cards, don't share in winnings, and cannot steal even if they've played a thief card.



Trap Escaped!: This action card allows you to free yourself or any one player from a trap card.



Inspection: Play this action card and you may examine the role card of one other player.



New Hat!: Play this action to make someone discard their role card and draw a new one from the unused role draw pile.



Swap Hands: Play to swap your hand of cards for another player's hand of cards. They get the draw card!



Rockfall: Use this card to remove any one played path card (such as a dead end or a critical path card to the treasure).



Map: This action card allows you to secretly examine one of the three potential treasure goal cards and return it facedown.



Breakage: These break a player's digging ability. Until all are removed, that player can't play path cards, but they can still play action (white bordered) cards. Only 1 of each type can be played simultaneously on a player.



Repair: A card showing these symbols can be used to repair one matching symbol breakage card in front of any player.

Roles

Blue

Gold Diggers (4 each of Blue & Green):



A Green or Blue gold digger wins if their color team finishes an unblocked path to the treasure. They also win if someone other than Blue and Green finishes an unblocked path to the treasure.



Green



Note: Green or Blue teams can be blocked by an opposite color door in the treasure path. It's possible for the Green or Blue team to complete a blocked path to treasure and give the win to the opposite color team!



Boss (1):

The Boss wins if anyone finishes a path to the treasure. The Boss's share is 1 less gold piece.



Profiteer (1):

The Profiteer wins if a Green, Blue, or Saboteur team wins. The Profiteer's share is 2 less gold pieces.



Geologist (2):

The Geologist's doesn't win or lose, instead their gold share is the number of crystals showing in the tunnel maze (Geologists split the total, any remainder is lost).



Saboteur (3):

The Saboteur wins if the treasure is not found by the end of the round. The round ends when everyone passes after the draw pile runs out.

Winning Share

1	Winner	5 G ea.
2	Winners	4 G ea.
3	Winners	3 G ea.
4	Winners	2 G ea.
5+	Winners	1 G ea.

Special Path cards



Ladder: Connects to all ladders including start card. Must play touching a path card and cannot touch a goal card.



Bridge: Two separate paths. One must connect to start card.