Saboteur -Rules

Rules:

We have modified the real Saboteur game for the project.
During a Saboteur game, each player plays consecutively.
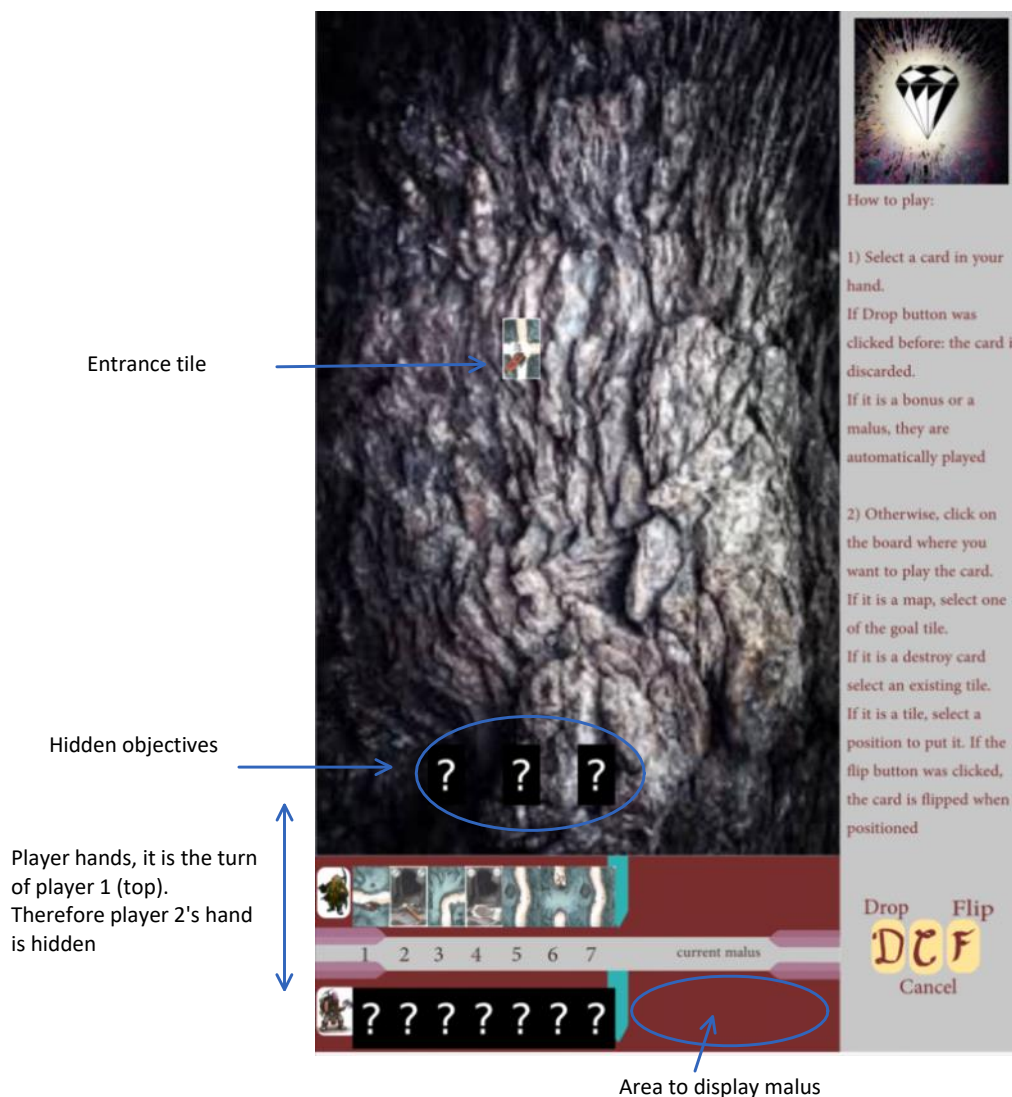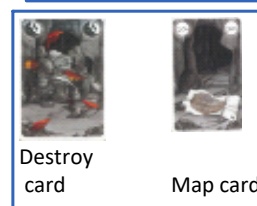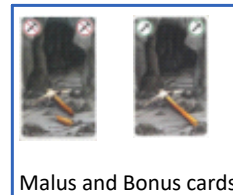There are 4 different types of card in the game:

- Tile: these cards represents tunnel that are created in the mine.

- Malus: represented by a broken axe. When the opponent player uses this card you won't be able to play Tile cards on your turn until you play a Bonus card.

- Bonus: a bonus heal itself from a malus.

- Destroy: when used, it destroy a Tile card on the board.

- A map card, which enable a player to look at an hidden objective.

During his turn, a player can play one of the card in his hand, or discard one of them (the card is then dropped).

The board size can be varied, but we restricted to a board of size (15,15) for the project.
This means that you can put at most 15 tile cards in a row/column of the board.
At the beginning of the game the board is instantiated with 4 particular tile (which you can't destroy using a Destroy card): an entrance and 3 hidden objectives.

Let us have a close look at the board:

e.g of a tile

Malus and Bonus cards

Destroy card   Map card

Entrance tile

Hidden objectives

Player hands, it is the turn of player 1 (top).
Therefore player 2's hand is hidden

Area to display malus

When a hidden objective is linked via a continuous path to the entrance tile, its identity is revealed. 2 of the 3 hidden objectives are cross tiles, while the third has a golden nugget.
A player reach victory when he is the one to finish the link with the golden nugget objective.
When a hidden objective is revealed, he stays shown for the rest of the game.
When a player uses a map, the objective identity is revealed to him. Yet discovering the golden nugget does not make you win, you need to be the one that finishes the path to the golden nugget.
The game ends either when the nugget is found or when the deck (from which player draw a card at every turn) and the player hands are empty.

Let us observe this in action:
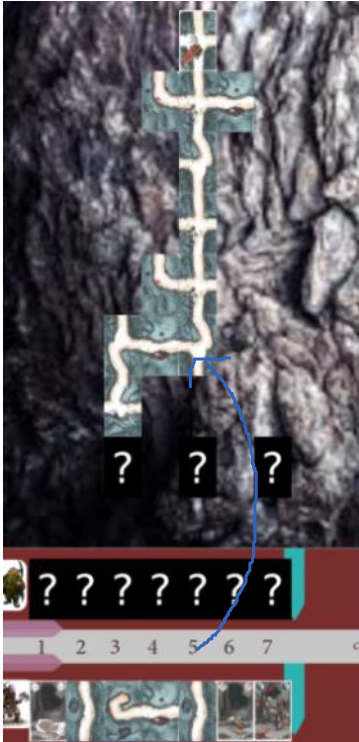
Player 2 plays a straight tile up to the Middle objective. As it creates a path from the entrance to the objective, the objective Is revealed. It appears not to be the nugget, and The player 1 can play.


It is now player 1's turn, he links the middle objective to the left one.
It creates a continuous path to the entrance, And the objective is revealed.

The hidden objective was the nugget! Player 1 wins the game.

What are the rules for positioning tiles?
The rule is that no path can end into a wall of another tile. Additionally, one can't dig from starting from an hidden objective that has not been linked to the entrance at least one.

Allowed ✓   Not allowed ✗
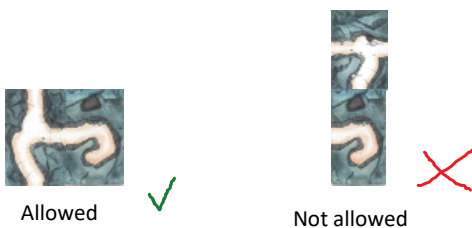
In our particular version of the saboteur we allow to dig from tunnel that are directly not connected to the entrance. An unrevealed objectives acts like an empty tile. When it is revealed, it acts as a full tile. The entrance is always considered as a full tile.
Entrance and objectives can't be destroyed.

To understand the rules, do not hesitate to play a few games using the GUI version we made for you.