



Play a Game of Saboteur

Roles:

4 - 6 players (builders, saboteurs)  
+ 1 observer  
Find out your role from your mission card. Do not discuss roles!

Goal:

Builders: Build as many roads as possible.  
Saboteurs: Prevent any roads from being built.  
**Available time:** 10 minutes  
**Material:** Deck of cards + this sheet + mission cards.

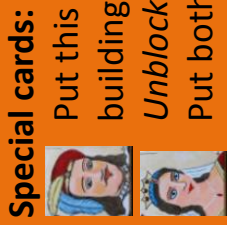
Preparation:

- 1) Pick a start card from the deck and put it face up on the board. If it is not a number pick a new one until you have a number card.
- 2) Pick three end cards from the deck and put them face down on the board.
- 3) Every player gets four playing cards and a mission card. Do not show your cards or mission to anyone.
- 4) Put down the remaining cards as the stack.

Building a Bridge:

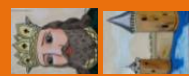
2 - 10  
Connect the start card to one of the end cards by building a bridge spanning at least five card widths, using only numbered cards. The rules for connecting cards are shown above.

When the end card is reached it is turned to face up. The road is valid only if the end card and the card connecting to it are the same color (♠, ♣, ♥ or ♦) and as long as there are no gaps in the bridge.



Special cards:

- Put this card in front of a player you want to *block* from building. He or she can still perform all other actions.
- Unblock* a player. You can unblock yourself.
- Put both cards (Jack and Queen) on the discard pile.



- Destroy a card in the road (not being a start or end card).
- Inspect* an end card (secretly, saboteurs are watching!).



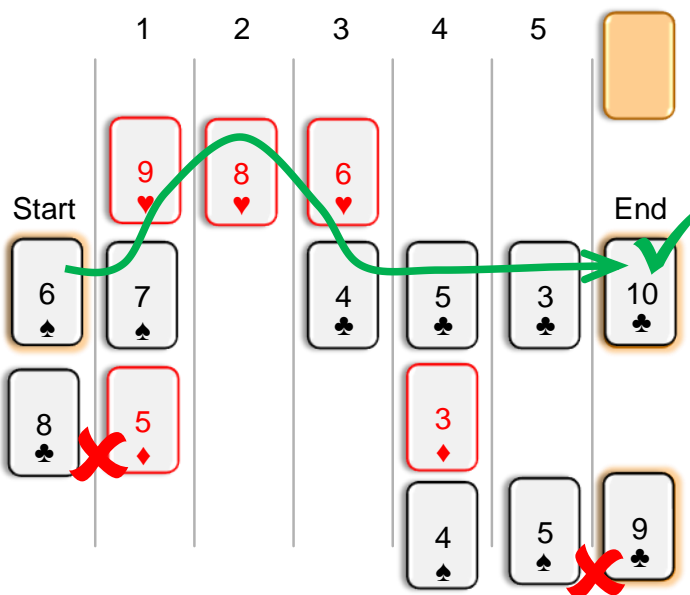
- Use as any card. (Numbered or special.)



Turns:

- Take turns clockwise. Each turn play a card:
  - Build on the bridge (numbered card); OR
  - Use a special card; OR
  - Put it on the discard pile (face up or down).

End your turn by picking a card from the stack if possible so you again have four cards in hand.



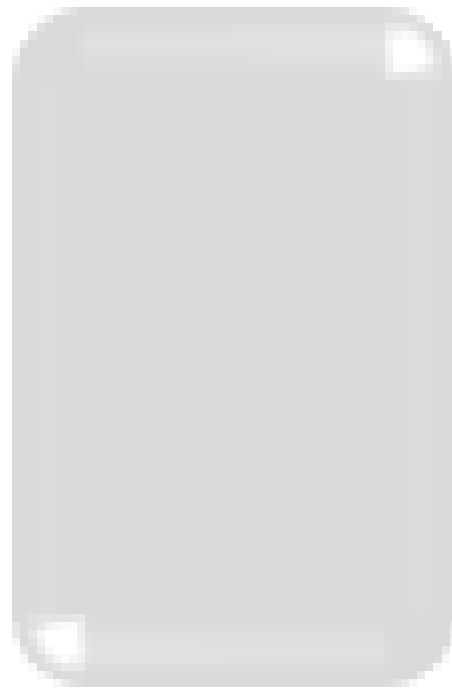
Color doesn't matter  
Rank difference max 2



Same color  
Rank difference max 2

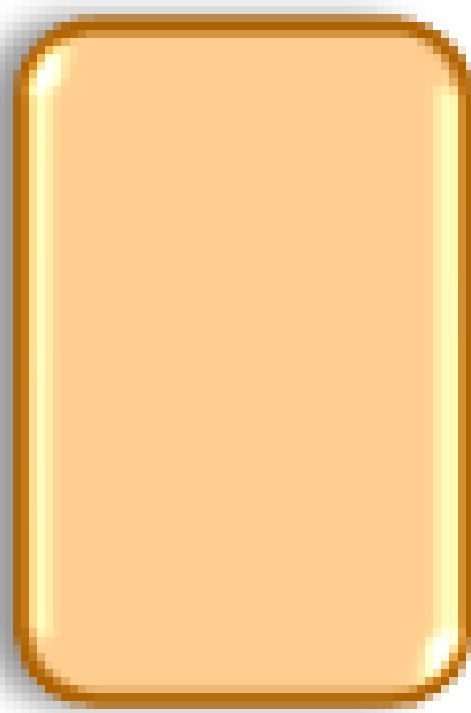


Stack



Discard Pile

End



5

4

3

2

1



Start

Observer:

The role of the observer is to look at the gameplay and take notes on what happens in the game and how this influences the way players interact with each other.



**Game end:**  
Time is up or all cards have been played.

Retropective:

Look back on what you experienced during the game. Do you recognize this in your work or organization. What can you learn from this? Taking what you learned, how can you improve your organization or way of working?

"I hear and I forget, I see and I remember, I do and I understand."  
— Confucius —

Please share your experiences and feedback with us.  
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Send it to

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