SABOTEUR



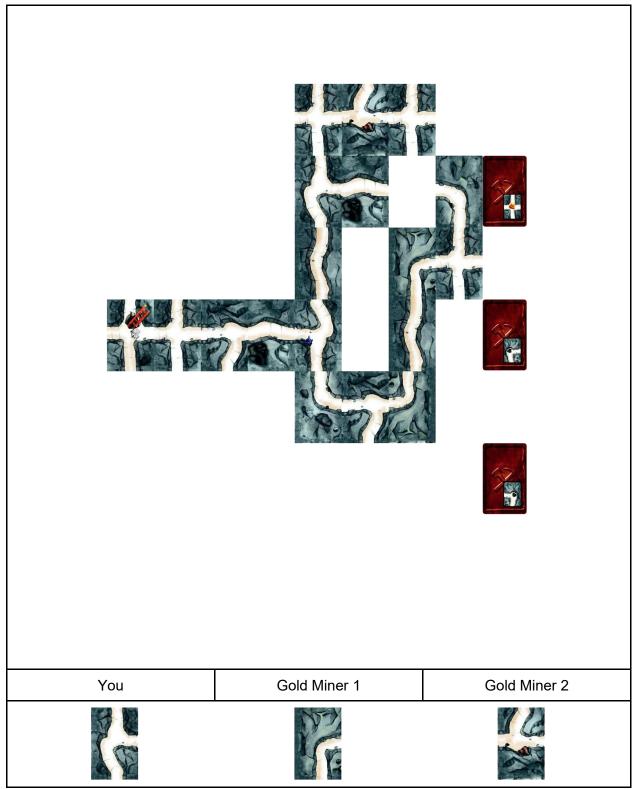
You observe the Ordos saboteurs honing their craft through various training simulations underground, until they always make the right moves.

Rules for their simulation can be found here.

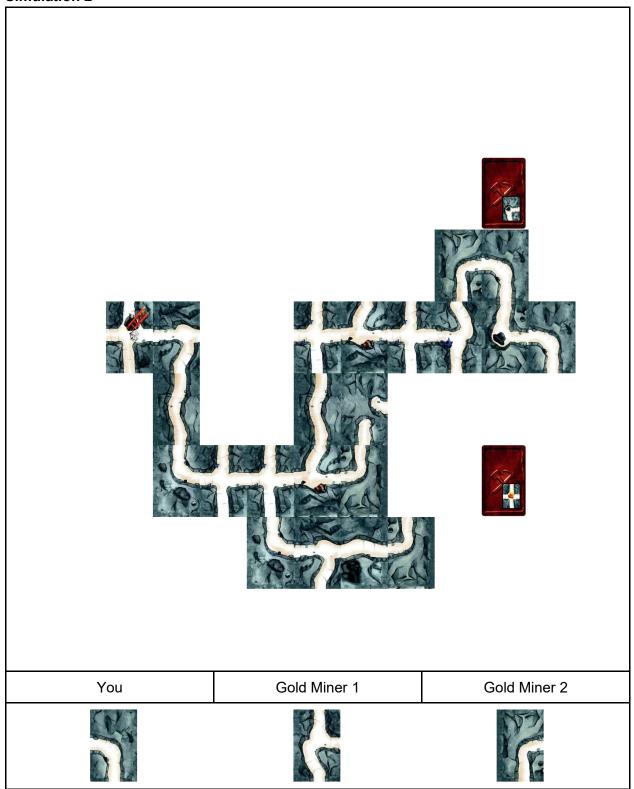
In addition, through the use of spice melange, the following applies across all the simulations:

- The Saboteur's identity is known, and the Gold Miners are fully cooperative and will play optimally for either of them to achieve the goal.
- The identity of all face-down goal cards are known.
- There are no more cards left in the draw deck, and the exact cards held by each person are known.
- The Saboteur acts first, followed by Gold Miner 1, then Gold Miner 2, and so on.

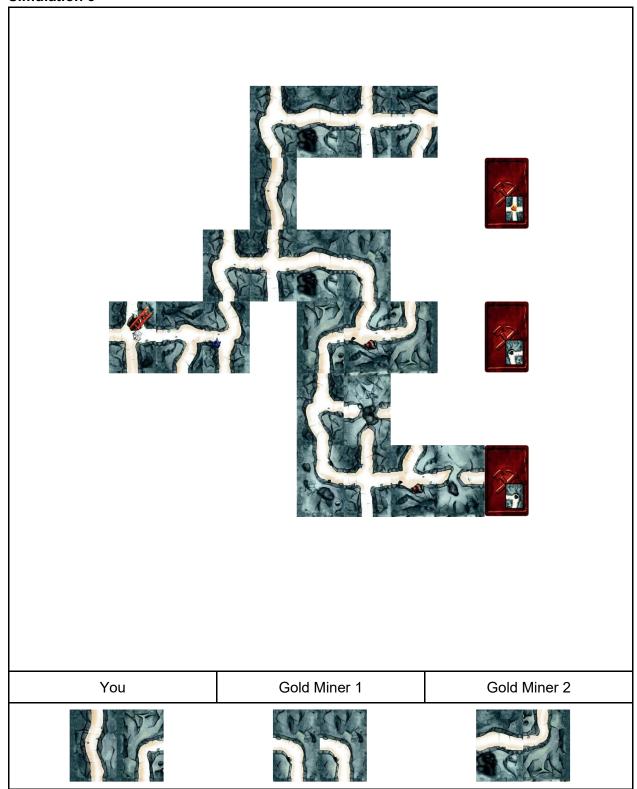
SABOTEUR 1/12



SABOTEUR 2/12

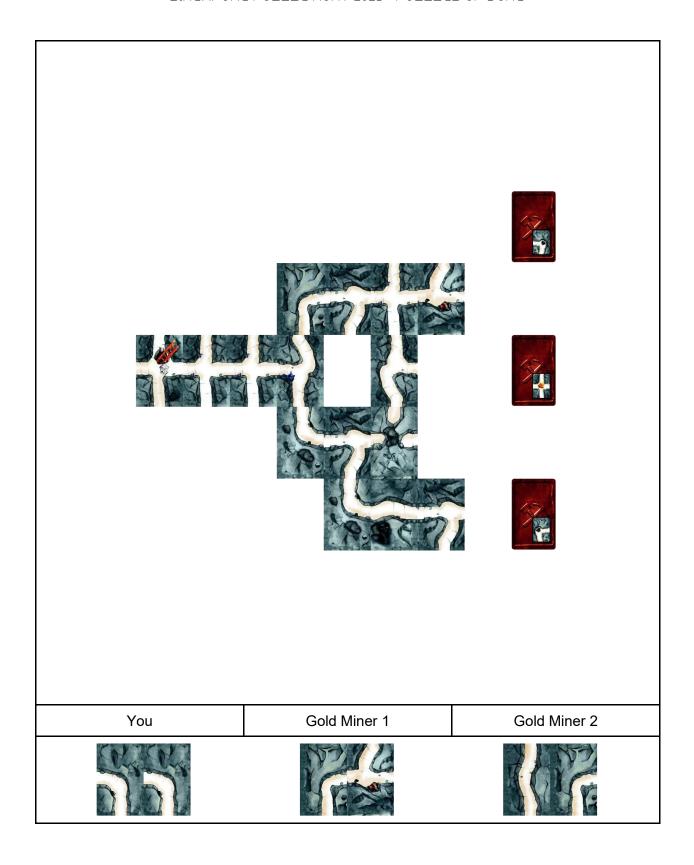


SABOTEUR 3/12

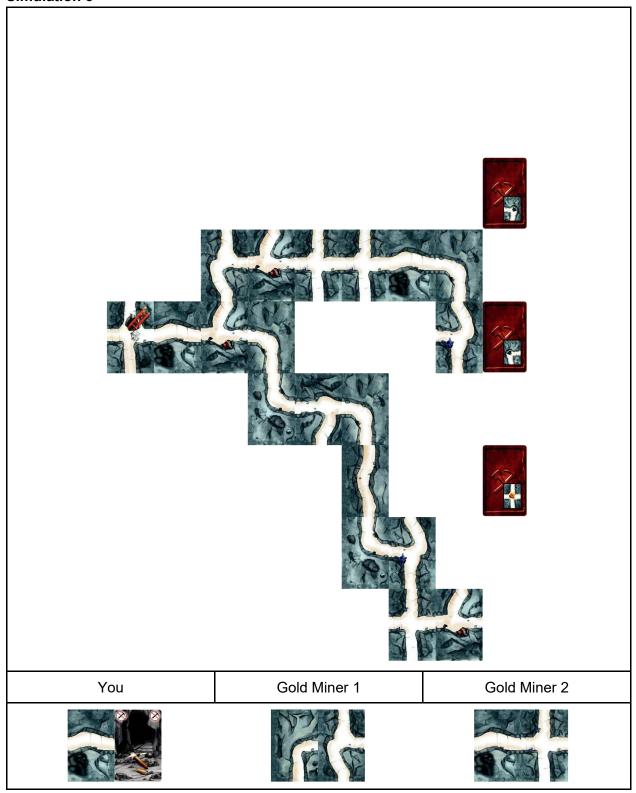


Simulation 4

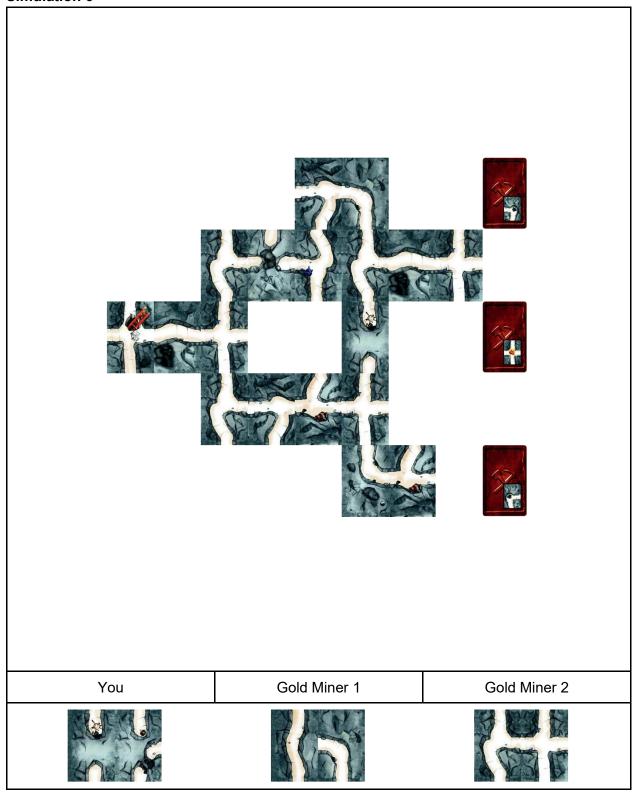
SABOTEUR 4/12



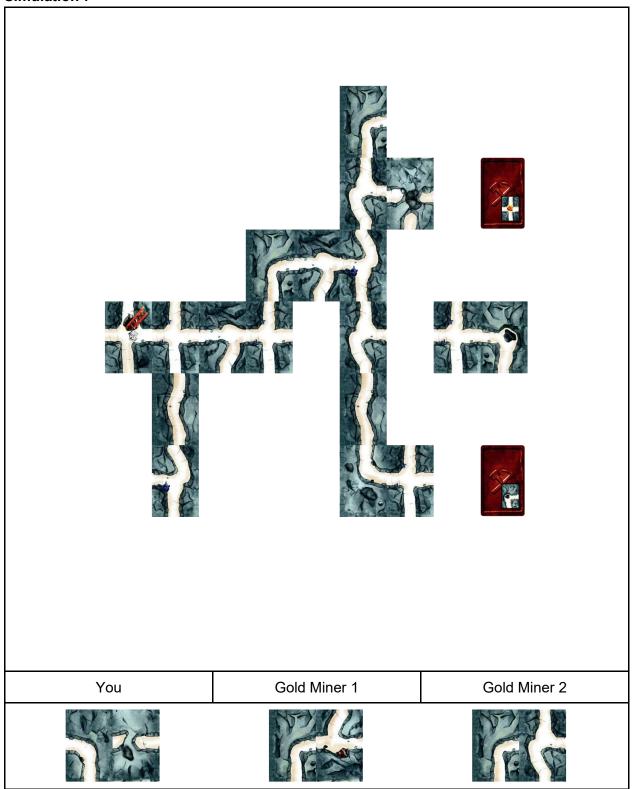
SABOTEUR 5/12



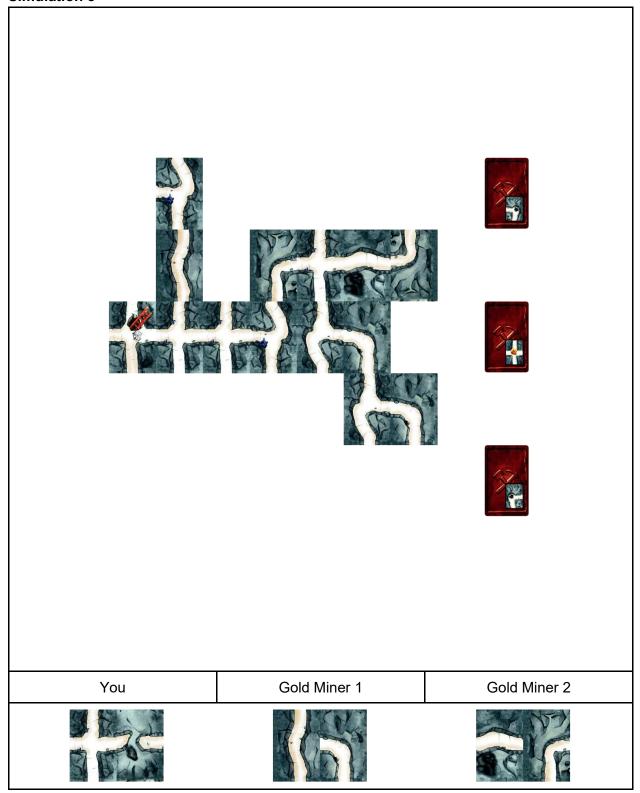
SABOTEUR 6/12



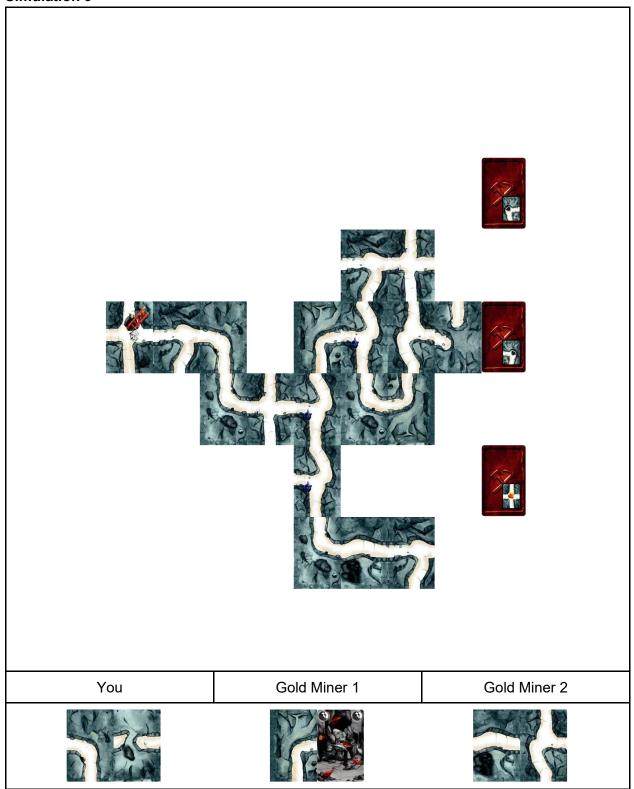
SABOTEUR 7/12



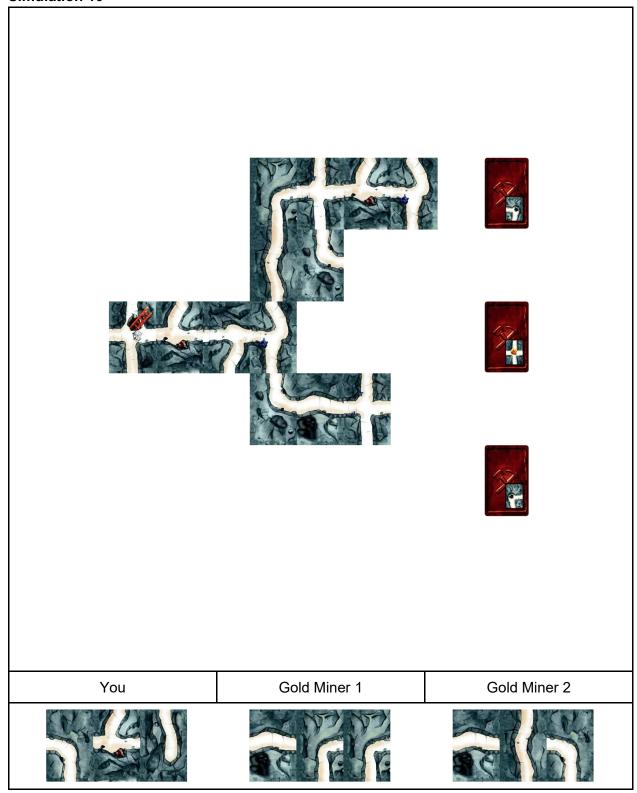
SABOTEUR 8/12



SABOTEUR 9/12

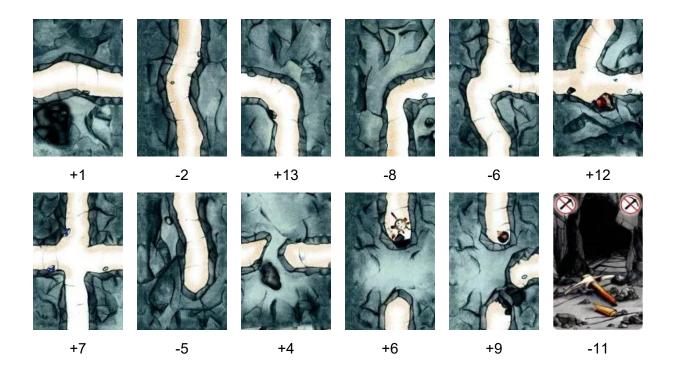


SABOTEUR 10/12



SABOTEUR 11/12

U	N	D	Е	R	М	I	N	I	N	G	S	U		
В	V	Е	R	S	I	0	N	D	I	S	R	U		
Р	Т	I	0	N	V	Α	N	D	Α		L	I		
S	М	S	Р	0	ı	L	Α	G	Е	I	М	Р		
Α	I	Ħ	R	М	Е	N	Т	W	R		Е	С		
K	I	N	G	D	Е	S	Т	R	U	С	Т	I		
0	N	М	Α	K	I	N	G	Α	В		I	G		
М	Е	S	S	D	Α	М	Α	G	I	N	G	C	Gold Miner 1	Gold Miner 2
R	I	Р	Р	L	I	N	G	R	U	I	N	S	Р	Q



SABOTEUR 12/12