**OVERVIEW**

*SABOTAGE!* is a fast paced card game of swapping, skipping, sabotaging, and strategizing for 2-4 players.

**CONTENTS**

- 54 Cards: 40 Numbered Cards, 10 of each color Red, Yellow, Green, and Blue. 7 SABOTAGE! Cards. 3 SKIP Cards. 4 SWAP Cards.

**OBJECT OF THE GAME**

To be the first player to play a run, 1 through 5, without having two cards of the same color next to each other.

**SETUP**

Shuffle the cards and deal three cards to each player.

Place the remaining cards face down. This will act as the DRAW deck. Leave room next to the draw deck for a discard pile. As the game progresses, place used and discarded cards there.

The player to the left of the dealer goes first.

**GOING FIRST**

The player to the left of the dealer goes first.

**HOW TO PLAY**

On your turn do the following:

1) Draw a card from the Draw deck.
   - Take a card from the draw pile,
   - or Take the top card from the discard pile, but ONLY if that card is a numbered card.
   - Action Cards may never be drawn from the discard pile.

2) Play a card.
   - You may play ANY number card.
   - or Play an Action card, and complete its action. (See USING ACTION CARDS.)
   - or Discard a number card you have in play, and replace it with a card of the same number but a different color from your hand.

3) Discard a card if you did not play a card.

Play then continues to the left until a player completes their run.

**USING THE ACTION CARDS**

There are three types of Action cards.

- **SABOTAGE!**: Use this card to discard ANY number card currently in play. Discard the number card first then the SABOTAGE! card; so that the next player to take a turn cannot draw the sabotaged card from the discard pile.

- **SKIP**: Use this card to make ANY player of your choice lose their next turn.

- **SWAP**: Use this card to swap ANY two cards currently in play, of the same number, but of different colors.

**WINNING THE GAME**

The first player who completes their run, 1 through 5, without having two cards of the same color next to each other, wins the game.

**CREDITS**

Game Created & Designed by: Ryan Pence

Special Thanks to Michael Metcalf, and the various other playtesters who gave of their time to make this game great.