

SAGRADA with 5-6 Player, Passion, Life, and Glory Expansions Rules

Private Dice Pool **Inspiration** **Rare Glass Dice** **Masterwork Dice** **Apprentice** **Strife** **Pioneer** **Flourish**

PLAYER SETUP:

1. Shuffle the **Private Objective Cards** (gray die on back), and deal one face-down to each player. *Players secretly review their objective.* If playing with **Rare Glass** module, give 1 **Rare Glass Private Objective Card** (glass die on back) to each player. Or, just shuffle all the Private Objectives together (base game plus Rare Glass) and randomly deal to each player.
2. Put the **Masterwork Board** (big blue board) in the center of play area. Use 6 of the orange Masterwork Dice in a 2-3p or 12 in a 4-6p game. Place 6 of these orange dice in the slots on the Masterwork Board matching the patterns. Or, just roll each orange die and place randomly on the 6 spaces, ensuring each die face is unique.
3. Give 1 **Inspiration Card** (green die on back) to each player. Have each player reveal this card and put it face up next to their player board. Some of these cards have once per round or once per game abilities. Once used, flip them over. For ones with per round abilities, flip them back over to the unused side to be reused in the beginning of the following round.
4. If playing with the **Flourish** module, shuffle all **Flourish Cards** (flower on back) and give 2 to each player.
5. Give each player 1 **Window Frame Player Board**. Shuffle the **Window Pattern Cards**, and deal 2 to each player. Alternatively if playing with the **Apprentice** module, give each player 2 **Apprentice Window Cards** to choose (ones with the  symbol). Each player reviews their 4 Window Patterns, as they are double sided and each selects one.
6. Give each player **Favor Tokens** (glass beads) equal to the bottom right of the **Window Pattern Card** they selected. Players may choose to discard one or both of their **Flourish Cards**. For each a player keeps, they get an extra **Favor Token**.
7. Each player slides their selected **Window Pattern Card** under their **Window Frame**, with the name of card right-side up.
8. Place a **Score Marker** of each player's color next to the Round Track.
9. If playing with the **Private Dice Pool** module, give each player a **Private Dice Pool Board** (wheel). Give each player 2 dice of each color. Players each roll their dice and place them in the slots on their **Private Dice Pool Board**.

GAME SETUP:

10. Place the **Round Track** (numbered 1-10) near the center of the play area, adjacent to the Score Markers.
11. If playing with the **Rare Glass** module, randomly select 1 **Rare Glass Board** (blue/purple stained glass back). Place it face up in the center of play area. Roll 1 glass die for each empty slot in this board and place them in the slots.
12. If playing with the **Strife** module, randomly select 1 **Strife** board (green with gray die on back) and place it near the round track. Set 10 **Gray Strife** dice to the side (not including the ones that should be put in the bag in Step 16).
13. Shuffle the **Tool Cards** (cream backs), and place 3 face-up in the middle of the play area (place only 2 if using the **Rare Glass** module). (If playing with **Strife**, place only 2 tools, or 1 if playing in combination with **Rare Glass** module; and then also randomly choose 1 **Strife** tool). Do not use **Glazing Hammer** or **Running Pliers** with the **Private Dice Pool** variant.
14. Shuffle the **Public Objective Cards** (blue die on back), and create a display of 3 cards, face-up. If playing with **Strife**, randomly pick 1 **Strife** objective and choose the other 2 normally. You may want to shuffle in the **Symmetry** objectives from **Passion**, **Toil** from **Life**, or **Rivalry** (Goblet Icon) from **Glory** expansions if you want some more variety. Avoid using these together: **Vertical Color Balance** / **Column Color Variety**, or **Horizontal Shade Symmetry** / **Row Shade Variety**. If playing with **Pioneer** Cards, shuffle these cards (lightning bolt on back) and place 3 cards under the **Public Objectives**.
15. If playing with the **Apprentice** Cards, place these near the round track, and reveal the top card to form a discard pile.
16. Place **Dice** in the **Dice Bag**: 2 Players: 10 of each color (50) + 4 **Gray Strife** Dice; 3 Players: 14 of each color (70) + 5 **Gray Strife** Dice; 4 Players: 18 of each color (90) + 6 **Gray Strife** Dice; 5 Players: 22 of each color (110) + 7 **Gray Strife** Dice; 6 Players: 26 of each color (130) + 8 **Gray Strife** Dice. When using the **Private Dice Pool Board**, instead put in bag - 2 Players: 6 of each color (30); 3 Players: 8 of each color (40); 4 Players: 10 of each color (50); 5 Players: 12 of each color (60); 6 Players: 14 of each color (70). **Gray Strife** dice numbers based on player count remains the same as regular game.

COURSE OF PLAY: The game is played in 10 Rounds. Each round consists 2 turns per player in a regular game and 1 turn per player in a **Private Dice Pool** rules game, and has of the following steps:

1. **Draw and Roll Draft Pool:** The randomly selected Starting Player blind draws 2X+1 number of dice from the bag (X+1 for **Private Dice Pool** rules) based on X number of players and rolls them. These dice form the **Draft Pool**. If playing with the **Strife** module, roll and add 1 **Gray Strife** die out of the 10 that was previously set aside in Step 12).
2. **Beginning with the Starting Player and proceeding clockwise, each player takes 1 turn.** On their turn, a player may perform each of the following actions in any order (each action is optional, ie. do all the actions, some, or pass):
 - a. **Draft 1 Die** from the **Draft Pool**, add it to a **vacant space** in their window, following the **Dice Placement Rules** below.
 - b. **Draft 1 Die** from their **Private Dice Pool** (if playing with this) and add it to a **vacant space** in their window.
 - c. **Pay Favor Tokens**, amount as shown on the **Rare Glass Board** (if playing with this), to take a glass die to put in your window. If there are no glass dice left, roll more and replenish. Only 1 glass die may ever be drafted per game per player. They can be placed over color placement restrictions (ie. of another color). It is considered a **unique color**.
 - d. **Use 1 Tool Card immediately** by spending the required number of **Favor Tokens**. (Tool cards that mention "Draft Pool" or "Drafted Die" cannot be used on the dice from taken from a **Private Dice Pool**). You do NOT take the Tool Card; it remains in the central play area. The number of **Favor Tokens** a player must pay is: 1 **Favor Token** if there are no **Favor Tokens** on the Tool Card; or 2 **Favor Tokens** if there are 1 or more **Favor Tokens** on the Tool Card.

3. **Dice Placement Restrictions/Additional Rules** – (For any mistakes those illegal dice placed are out of the game):
 - i. Each player's **first die** of the game must be placed **on an edge or corner space**
 - ii. Every other die must be placed **orthogonally or diagonally adjacent to a previously placed die**, but may **never** be placed orthogonally next to a die **of the same color or the same value** E.g. Two reds or 3s can't be side by side
 - iii. It **must match the color or value restriction of the space**. A player cannot draft a die they cannot place.
 - a) White spaces have no restrictions.
 - b) A colored space may only be filled by a die of the corresponding color (of any value), **or a glass die**.
 - c) A space showing a number may only be filled by a die showing that number (of any color).
 - iv. **If playing with the Apprentice module**, if a die ever covers a  space on the window, you may either 1) look at the top 2 cards from the Apprentice deck, choosing one and discarding the other, or 2) take the top card from the discard pile. If a die is ever moved out of a  space via an ability, it is considered open again to be reactivated by placing another die on a subsequent turn (spots cannot be covered, uncovered, and re-covered in the same turn to activate Apprentice cards multiple times on the same turn). Apprentice cards are kept hidden until played.
 - v. **If playing with the Masterwork module**, you may gain a Masterwork die by **swapping** the die you drafted **that matches** the color or value of an **open slot** above the desired Masterwork die on the **Masterwork Board**. Note that one of these slots show a wild color. Once a Masterwork die is gained, place it on a window space, keeping the correct face up but allowing for rotation if needed to fulfill the restriction on the die. These dice can be played on any space following the normal dice placement rules including color (because it's orange), but can ignore the value restriction on the window. **Remember to gain Favor Tokens** as indicated on the **Masterwork Board**. For 4-6 player games as there are 12 total dice and only 6 spots, replace the used Masterwork die with another one (matching pattern or random as indicated above), though an important rule is the next time the die in this space is selected, the player may only fill the other slot (ie. If a 3 was already occupied on the Masterwork Board, then the player must use a blue die, or vice versa). Note the following:
 - a) Masterwork dice can be used to complete objectives for color **as it is a unique color. The color is orange.**
 - b) Masterwork dice with **different faces** are considered **different values**. Masterwork dice with the **same face** (regardless of rotation) is considered **same value**. This is important for end game scoring objectives.
 - c) Each Masterwork die is considered to have a value of 0 when contributing to a sum for end game scoring.
 - d) Masterwork dice cannot be moved or rotated after being placed, unless an ability that lets you move/rotate it.
 - vi. **If playing with the Gray Strife dice**, these may be placed in the window, obeying the restriction rule on the Strife Board chosen in Step 12. These can be placed next to any other colored dice (other than other Strife dice), obeying all other restrictions. These dice are **considered a unique color. The color is gray.**
4. Once all players have taken one turn in clockwise order, each player takes a second turn starting from the last player and going counter clockwise order. **Skip this step for Private Dice Pool variant rules.** Once all players have taken their second turn, proceed to **End of Round**. **At the end of a player's turn (first or second) if they complete a Pioneer Card goal, they take it. If a Player's board later doesn't match the Pioneer goal they collected, they still get to keep the card.**

END OF ROUND:

1. The remaining undrafted die is placed on the Round Track, covering the number space for the just completed round. If multiple dice remain (due to players skipping a draft action, or **playing with Gray Strife dice**) these do not cover additional number spaces (*just stack them up on the currently completed round number instead*).
2. The Dice Bag is **passed clockwise to the next player**, who becomes the new Start Player. Players then begin another round. If this was the end of the 10th round, it is the end of the game — proceed to End Game Scoring.

FINAL SCORING (after 10 rounds): Perform Final Scoring as follows:

1. Clear the dice off the Round Track, and flip it over to the Score Track side.
2. Use each player's Score Marker to indicate their score (flip over if it passes 50). Payers score points from the following:
 - a. **Public Objectives** – Players score points for each public objective they have completed, and potentially gaining the points multiple times (i.e. once for each time they fulfill them).
 - b. **Private Objective** – Players score points for their Private Objective.
 - c. **Favor Tokens** - Players gain 1 Point for each Favor Token they have that they have not used.
 - d. **Vacant window spaces** – Players lose 1 Point for each vacant space in their window.
 - e. **Players gain 5 points for each Masterwork die restriction that is fulfilled.** Players lose 2 points for each Masterwork die that is not fulfilled, this includes arrows pointing outside the board. The first four spaces on the Masterwork Board , , , and  show faces which have arrows that require those dice to show **the same color or value**. The die face on the 5th space  shows the dice on all four directions of this die have to be different colors, and the 6th die  shows all dice in all four directions of this die have to have different values.
 - f. **Flourish cards** – Gain points if dice of exactly 2 colors match the patterns on the cards, anywhere in their window (doesn't need to be in same position as on card diagram). Lose the same # of points if the Flourish card is incomplete.

The player with the most points wins! For ties: the tied player with the most points from their Private Objective(s) wins. If there is still a tie, the most remaining Favor Tokens wins. If still tied, the player latest in turn order in the final round wins.