

SAGRADA

COMPONENTS



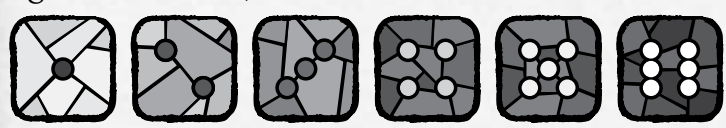
TIME
30-40 Minutes

PLAYERS
2-4

AGES
13+

OVERVIEW

You are an artist competing with fellow artists to create the most beautiful stained glass window for the Sagrada Familia. Your glass pieces are the dice, which have a color and a shade - represented by the pips on the dice (the lower the value the lighter the shade).



Each round, players will draft 2 pieces from a random pool of dice, placing them on their window. Players must place them within the window's color or shade restrictions, and never have adjacent dice of the same color or shade.

After 10 rounds, players score points based on public and private objectives -- the highest scoring artisan is the winner!

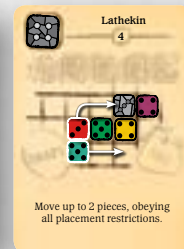
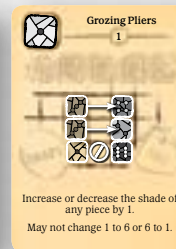
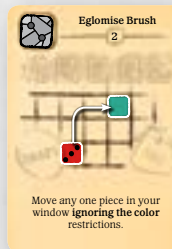


SETUP

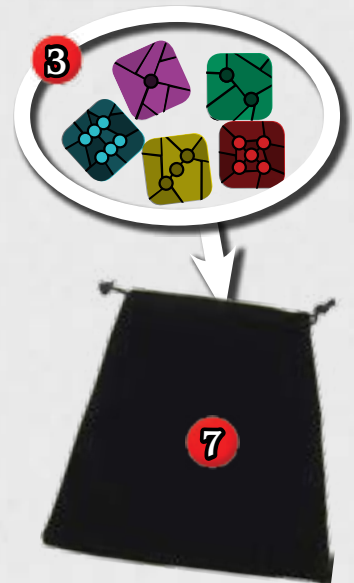
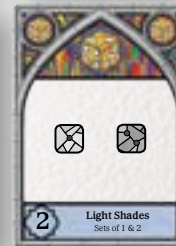
- 1 Give each player a random **Glass Window card** and **Window Frame player board**
- 2 Each player selects 1 of the 4 Glass Windows on their card to play. Give each player the number of **Favor Tokens** indicated on the selected Window. Slide the Window card into the bottom of the player board, such that the selected window is face up at the bottom.
- 3 Put all of the dice in the dice bag
- 4 Shuffle all of the **Tool cards** and place 3 of them in the center of the table.
- 5 Shuffle all of the **Public Objective cards** and place 3 in the center of the table.
- 6 Shuffle the **Private Objective cards** and give 1 to each player secretly.
- 7 Randomly select a player to be the start player and give them the Dice Bag.



4



5



GAME PLAY

Each game of Sagrada is played over **10 Rounds**.

Each Round, the start player (the player with the Dice Bag) pulls **dice** out of the bag at random and rolls them. The number of dice pulled depends on the number of players:

2 Players - 5 Dice

3 Players - 7 Dice

4 Players - 9 Dice

2 per player, plus 1 additional die

Once rolled, these dice form the **Draft Pool**.

Beginning with the Start Player, each player takes a turn in clockwise order. On a player's turn, they may perform the following actions in any order:

- Draft 1 die from the Draft Pool and place it in an open space on their Window card.
- Use 1 Tool Card.

Each action is optional, and a player may pass their turn taking no actions.

Turns proceed **clockwise** with each player selecting **1 die** from the Draft Pool and placing it on their Window, using a Tool card, or passing.

Once the last player has completed their turn, the round continues in reverse order (**counter-clockwise**). **Beginning with the last player**, each player takes a second turn (selecting a second die from the Draft Pool, etc.)

Once the Start Player has taken their second turn, proceed to the **END OF THE ROUND**.

PLACING DICE

When placing a die on the **Stained Glass window** board:

- The die must be **adjacent** to a previously placed die (orthogonally or diagonally). **The first die place must be placed on an edge or corner space.**
- The die must match the color or shade restriction of the space. White spaces have no restriction. *Example - A red space on the board can only be filled by a red die (any shade). A space showing a 3 can only be filled by a die of shade 3 (any color).*
- Dice may **never** be placed orthogonally adjacent to a piece of the same **color** or the same **shade**. *Example - two red dice or two dice of shade 3 may not be placed side by side.*

Players may choose not to draft and place a die during their turn. **NOTE:** *Each empty space on a Window card is worth -1 Victory Points at the end of the game.*

TOOL CARDS & FAVOR TOKENS

Players may spend Favor Tokens to gain a special ability from 1 Tool card during their turn:

1. Place Favor Tokens on the Tool card -- 1 token if there aren't any on the card, otherwise place 2.

Players may choose not to use a Tool card on their turn. **NOTE:** *Each remaining Favor Token is worth 1 Victory Point at the end of the game*

END OF THE ROUND

At the end of the round each player should likely have taken 2 dice (unless they chose to pass). *Any dice that are left over (usually only 1) are placed on the Round Track, covering the number for the just completed round.*

The **Dice Bag** is passed clockwise to the next player. This player is now the start player -- players then begin another round.

If this was the end of the 10th round (remaining dice covering the 10 spot on the Round Track), it is the end of the game -- proceed to **END GAME SCORING**.

END GAME SCORING

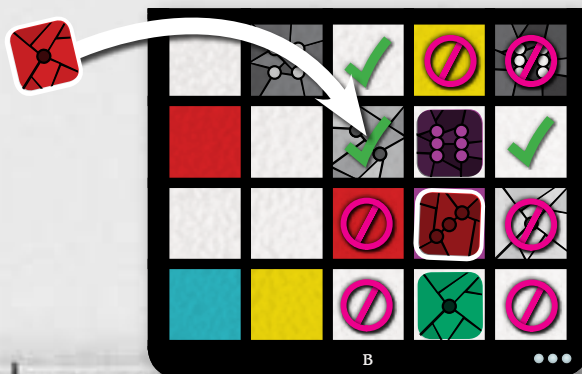
The game ends at the end of the 10th Round.

Each player tallies their Victory Point total, gaining points from:

- Each Public Objective Card - Players may gain points from each card multiple times.
- Their Private Objective Card - 1 Victory Point for each pip on dice of the specified color.
- Remaining Favor Tokens - 1 Victory Point each

Players each **lose 1 Victory Point** for each open space in their Window.

The player with the highest Victory Point total is the winner. Ties are broken by most points from Private Objectives, most remaining Favor Tokens then finally by reverse final round player order.



SOLO VARIANT

In the Solo Variant you have to beat the sum of the pips on all the dice on the Round Track.

SETUP

- Randomly draw a Window card and select a Window. **NOTE:** *Favor Tokens are not used.*
- Deal yourself 1 Private Objective and 2 Public Objectives.
- Deal the number of Tool cards based on the level of difficulty you wish to play:

5 Tools - **Very Easy**

4 Tools - **Easy**

3 Tools - **Medium**

2 Tools - **Hard**

1 Tool - **Extreme**

GAMEPLAY

Each game is played in 10 rounds, as normal.

- Each Round, pull 4 dice out of the Dice Bag and roll them.
- Take 2 turns, choosing to Draft and Place a die (as normal) and/or use a Tool Card, or pass.

At the end of the Round, remaining dice are placed on the Round Track.

TOOL CARDS

Tool cards are used by spending dice from the Draft Pool. To use a **Tool Card**:

- Place a die from the Draft Pool that matches the color or shade shown on the top-left of the Tool Card.
- Each Tool Card may only be used once. Both the die spent and the Tool Card are now out of the game.

END OF GAME

The game ends after the end of 10th Round.

- Tally your Victory Point total as normal, however, empty spaces on your Window are worth -3 Victory Points.
- The Target Score is the sum of the pips from the dice on the Round Track. **NOTE:** *Dice on Tool Cards are not added*
- If your Victory Point total is greater than the target score, you win!

CREDITS

GAME DESIGNERS

Daryl Andrews [@darylmandrews]
Adrian Adamescu [@aadrian131]

GRAPHIC DESIGN & ILLUSTRATION

Peter Wocken Design LLC [@PeterWocken]

PUBLISHED BY

Floodgate Games [@FloodgateGames]

PLAYTESTING

AND MORE Emily Tinawi, Nate Anderson, Jax Sperling, Benny Sperling



WWW.FLOODGATEGAMES.COM