

SAGRADA

A Brilliant Puzzle Game
of Dice, Light, and Color

1 TO 4 PLAYERS - 30 MINUTES



SKIP THE RULES, LEARN TO PLAY HERE:
floodgate.games/learn-sagrada

*The glaziers of the **Sagrada Familia** understand the beautiful puzzle that lies at the heart of the world's most breathtaking stained glass.*

The lighter panes of the highest windows illuminate the interior of the basilica while the deeper shades dance with color.

The challenge, as you and your fellow artisans know well, lies in fitting each piece perfectly into place...

In **Sagrada**, your panes of glass are represented by colorful dice.

You've got 10 rounds to select these dice one by one and fit them into your window display—taking care to never place matching colors or values next to one another—meet the objectives, and craft a masterpiece of color and light!



90 TRANSLUCENT DICE (18 IN EACH COLOR - RED*, YELLOW, GREEN, BLUE*, PURPLE) • 4 PLAYER BOARDS
12 WINDOW PATTERN CARDS • 12 TOOL CARDS • 15 PUBLIC & PRIVATE OBJECTIVE CARDS • DICE BAG
ROUND TRACK • 4 SCORE MARKERS • 24 FAVOR TOKENS • RULE BOOK

**Accessibility Note: Blue and red game components (Dice and Window Pattern Cards) include a shimmering texture.*

1 PLAYER SETUP

Give each player:

- A** 1 Player Board and matching Score Marker **B**
- C** 2 Window Pattern Cards at random
- D** 1 Private Objective Card at random

Each player:

- Secretly looks at their Private Objective Card **D** and places it face-down.
- Chooses one of their four window patterns **C** (from the fronts and backs of both cards).
- Takes the number of Favor Tokens **E** indicated on the chosen window pattern's bottom right (more challenging window patterns will give you more tokens).
- Slides the card **C** into the bottom of their Player Board, with the selected side facing forward.
- Places their Score Marker **B** near the Round Track, for scoring at the end of the game.



A



B

D



C



E

2 GAME SETUP

- 1 Place the Round Track near the center of the play area.
- 2 Shuffle the Tool Cards and place 3 face-up near the Round Track.
- 3 Shuffle the Public Objective Cards and place 3 face-up near the Round Track.
- 4 Put the appropriate number of dice in the Dice Bag, and give them a shake.

2 Players: 50 dice (10 of each color)

3 Players: 70 dice (14 of each color)

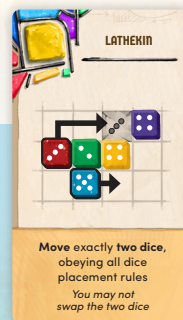
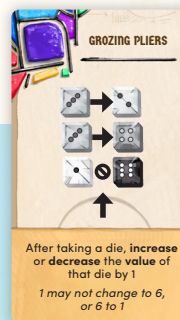
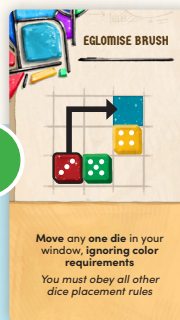
4 Players: All 90 dice

- 5 Set aside all other cards, dice, and components—they won't be used during the game.
- 6 Choose the player wearing the most colorful clothes to be the Start Player (or just pick randomly) and give them the Dice Bag.

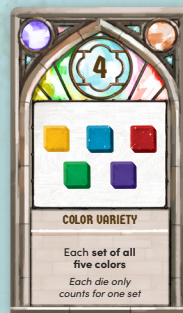


1

2



3



③ HOW TO PLAY

Sagrada is played over 10 rounds. In each round, the Start Player pulls dice from the Dice Bag at random and rolls them to form the Dice Pool. The number of dice pulled depends on the number of players—2 dice per player + 1 additional die.

2 players - 5 dice

3 players - 7 dice

4 players - 9 dice

Players get two turns each round. Beginning with the Start Player, each player takes their first turn in **clockwise** order, then back around **counterclockwise** (ending with the Start Player), so that each player has an opportunity to take and place 2 dice per round.

PLACING DICE

DICE PLACEMENT RULES

The **first time you place a die**, it must be placed on an edge or corner space.

Every other die must be adjacent to an already-placed die: either sharing an edge (above or below, or to the left or right) or diagonally (at one of its four corners).

WINDOW PATTERN REQUIREMENTS

A placed die **must match the color or value requirement of the space**.

White spaces: May have any color or value.



Color spaces: Must match the printed **color**, any value.

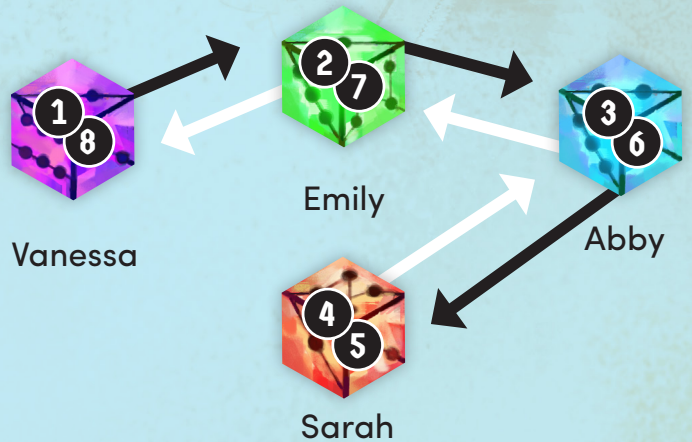


Value spaces: Must match the printed **value**, any color.



Note: Some Tool Cards, when used, allow you to ignore one or more of these rules, or even move dice after they're placed.

TURN ORDER EXAMPLE



- On your turn, you'll **take 1 die** from the Dice Pool and place it in an open space in your window. Be sure to pay attention to all the placement rules.
- Optional: **Use 1 Tool Card** by spending Favor Tokens at any time during your turn (unless otherwise specified on the Tool Card).

Note: If you cannot place the die you took, return it to the Dice Pool and end your turn.

The Golden Rule of Sagrada

A die may never be placed next to a die of the **same color or value** (sharing an edge, either *side-by-side* or *above and below* each other). Dice that are **diagonally adjacent** (sharing a corner) are allowed to have the same color and/or value.




Note: Nothing in the game will ever allow you to break this Golden Rule.

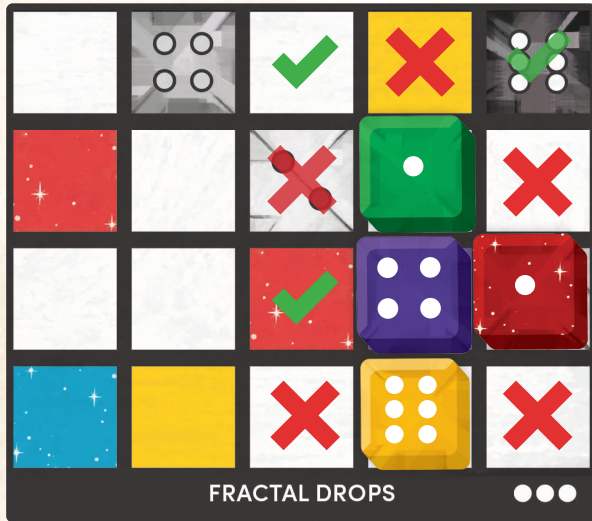
DICE PLACEMENT MISTAKES

Even the most accomplished artisans can make an error or two.

If you realize that you've broken a dice placement rule (such as placing two dice of the same color or number next to each other), at any point of the game, you must immediately remove dice of your choice from your window until all requirements are obeyed. Place the removed dice to the side, they're no longer in the game. Empty spaces that remain will count against your score at the end of the game.

PLACING DICE (CONTINUED)

As an example, a  can be placed in any of the  spaces but may not be placed in any of the  spaces. The remaining spaces are off limits because each die must be placed adjacent to another die.

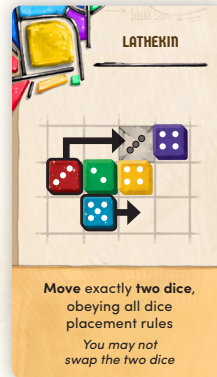


TOOL CARDS & FAVOR TOKENS

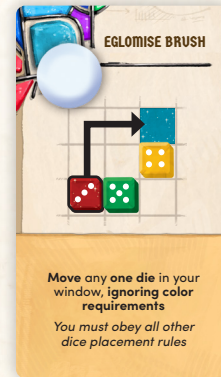
On your turn, you have the option to use one of the three available **Tool Cards** and gain its special ability one time.

To do so, you must spend your **Favor Tokens**. Place 1 token on the card if there aren't any there yet. Otherwise, place 2 tokens.

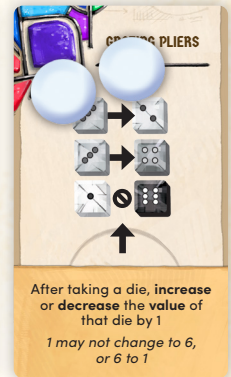
Note: The number of tokens needed to use a tool will never be more than 2.



Requires 1 token



Requires 2 tokens



Requires 2 tokens

TIP: When choosing where to place your die, pay careful attention to color or value requirements adjacent to the space so you don't get into trouble later.

For example, try not to place a green die in a space that shares an edge with a green space or a 4-value die adjacent to a 4-value space.



END OF ROUND

The round ends once all players have taken their 2 turns. Place all remaining dice on the Round Track. Use one die to cover the number of the completed round. (Set any additional remaining dice on the Round Track, but do not cover additional numbers).

At the end of the 10th round, the game's over! Continue to End of Game Scoring.

Otherwise, pass the Dice Bag to the player on the current Start Player's left. They'll become the Start Player for the next round.



END OF GAME

Clear all the dice from the Round Track and flip it over to the Score Track side. Count up players' points with their Score Markers (flipping it over to the "50" side if they exceed 50 points).



SCORING

- **Public Objective Cards:** Gain the indicated Victory Points (VP) for dice in your window that meet the requirements.
 - *Row and Column objectives* only score for **completed** rows and columns (those with no open spaces).
 - Score each objective separately. **Each die will only count once** for a particular objective but may also be counted in separate, additional objectives.
- **Private Objective Cards:** +3 Victory Points for every die in your window that matches the specified color (regardless of its value)
- **Unspent Favor Tokens:** +1 Victory Point each
- **Open Spaces:** -1 Victory Point each

The player with the most Victory Points has crafted the most beautiful stained glass window and wins the game!

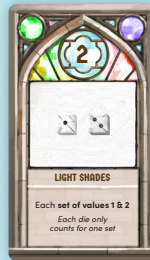
TIEBREAKERS

If there's a tie, the player with the most points from their Private Objective wins the tie. If there's still a tie, the winner is the player with the most remaining Favor Tokens. If there's *still* a tie, the last player in turn order (in the final round) wins.

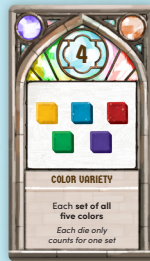
SCORING EXAMPLE



- 5 VP each for columns 4 and 5: **10 VP total**
- 0 VP for columns 1 and 3 (incomplete)
- 0 VP for column 2 (repeated green die)

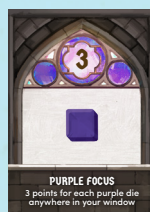


- 2 VP for each pair of 1's (B2 B4) and 2's (A3 D4 B5): **4 VP total** (there are only two pairs)
- The third 2-value die is not part of a pair and gives 0 VP



- 4 VP for each complete color set: **12 VP total**

Note: The number of sets of a given type (e.g., color) will always be the count of dice with the fewest quantity (e.g., yellow is the smallest quantity).



- 3 VP for each purple die (C1 C4 A5): **9 VP total.**
- **Favor Tokens:** 1 VP for each remaining Favor Token: 0 VP total (none remain)

Open Spaces: -1 VP for each open space (A1 B3 C3): **-3 VP total**

Total: 10 VP + 4 VP + 12 VP + 9 VP + 0 VP - 3 VP = **32 VP**

SOLO PLAY: DEFEAT THE OLD MASTER

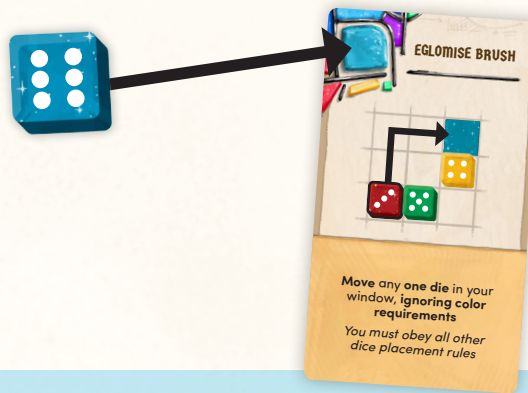
When playing solo, you'll take on the Old Master, who uses your discarded glass to make a masterpiece of their own. The Old Master's score is the sum of the values from all the dice on the Round Track at the end of the game. Beat their score to win!

SET UP

Set up the game as usual for 2 players with one exception: Place a number of **Tool Cards** based on your desired level of difficulty, from 1 (most challenging) to 5 (easiest).

GAMEPLAY

1. Each round, draw 4 dice from the Dice Bag and roll them.
2. Take 2 turns each round.
3. On a turn, in any order, you may:
 - Take and place a die.
 - Use 1 Tool Card, the cost can be paid in one of two ways:
 - » Spend 1 or 2 favor tokens (as normal).
 - » Spend a die from the dice pool. To spend a die, it must match the color shown on the top left of the Tool Card you want to use. Then remove the die and the Tool Card from the game.



END OF ROUND

Place all remaining dice on the Round Track as normal, taking care to not change their value. If no dice remain, use a Score Marker as a placeholder.

END OF GAME SCORING

At the end of the 10th round, add up the Old Master's score by tallying up the value of all dice on the Round Track.

Add up your score as normal with one exception:

- For each empty space in your window, **LOSE 3 VICTORY POINTS.**

If your score is higher than the Old Master's, you win!

CREDITS

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