

SAGRADA

LIFE



2 Tool Cards



12 Orange
Masterwork Dice



6 Public Objectives



22 Apprentice Cards



1 Masterwork Board



12 Window
Pattern Cards

OVERVIEW

Return again to the famous Sagrada Familia cathedral in *Sagrada: Life*, the second of the three Great Facades expansions. This modular expansion explores the journey of life, through hardships and helpers—add everything inside or handpick individual modules to enhance your crafting experience.

WHAT'S NEW?

Apprentice Cards - one-time abilities or private scoring conditions that give each player a unique boost

Apprentice Window Pattern Cards - all the familiar window patterns now have 2 special spaces that award players with Apprentice Cards when a die is placed there

Masterwork Dice - orange dice that award points when placed in a window; these represent any point value but add new window restrictions when placed

Masterwork Board - a marketplace of Masterwork Dice; players are required to “spend” dice from the draft pools to gain a Masterwork die

Toil Public Objectives - objectives that reward players for creating challenging configurations in their window

APPRENTICE MODULE

This module introduces Apprentice Cards & Window Pattern Cards. Apprentice Cards are gained when placing dice over the  symbol on a Window Pattern Card.

GAME SETUP

Shuffle all Apprentice Cards together, then put them near the Round Track to form the Apprentice Deck. Reveal the top card and place it next to the Apprentice Deck to form the Apprentice Discard Pile. *Note: Some Apprentice Cards reference components from other expansions. If that expansion or module isn't being used, set that card aside and draw a replacement.*

PLAYER SETUP

1. Give each player 2 Apprentice Window Pattern Cards (do not use other Window Pattern Cards), indicated by a  symbol near the name.
2. Have players choose which side of 1 pattern card they would like to play, as normal.
3. Distribute Favor Tokens, as indicated. *Note: The Apprentice Window Patterns give fewer Favor Tokens than normal window pattern cards, based on difficulty.*

GAMEPLAY

When a player places a die over a  symbol in their window, they may either:

- Look at the top 2 cards from the Apprentice Deck, choosing to keep 1 and discard the other face-up, or
- Gain the top Apprentice Card of the Apprentice Discard pile.

If the Apprentice Deck doesn't have enough cards, shuffle the Apprentice Discard Pile and form a new Apprentice Deck.

Note: If a die is moved from a space with a  symbol, another die may be placed there to gain an Apprentice Card. However, if  symbols would be covered more than once on the same turn, a player does not gain additional Apprentice cards.

APPRENTICE CARDS

- Apprentice Cards are kept secret until played.
- Apprentice Card abilities are prefixed with either "Activate" or "Discard". A player may **Activate** or **Discard** an Apprentice Card at any time during their turn, unless otherwise indicated.

- **Activate:** the player places the Apprentice Card face-up in front of them and gains the ability or scoring condition. *Note: Some abilities require the card to be discarded at the end of the turn or round.*
- **Discard:** the player places the Apprentice Card face-up in the Apprentice Discard Pile and gains the ability.

MASTERWORK MODULE

This module introduces orange Masterwork Dice that add restrictions to a player's window. The Masterwork Board allows players to acquire and place Masterwork Dice in their windows. These dice earn players Victory Points if their restrictions *are* met but take away victory points if they *aren't*.

GAME SETUP

After selecting Private Objectives:

1. Place the Masterwork Board near the Round Track.
2. Use 6 Masterwork Dice in a 2- or 3-player game (placing the others in the box) or all 12 in a 4-, 5- or 6-player game.
3. Each Masterwork Dice must show a unique symbol facing up, such that all 6 faces are showing. Place them in the corresponding spaces on the Masterwork Board —  and  dice on the rightmost orange slots, remaining dice in the leftmost 4 slots.

Optional: Instead, roll all Masterwork Dice so they have random values, then place them into the orange slots at random.



GAMEPLAY

When drafting, players may gain a Masterwork Die from the Masterwork Board by swapping a drafted die that matches the color or value of an open slot above the desired die.

Masterwork Dice add restrictions but award favor tokens and, potentially, victory points.

1. Each masterwork slot has 2 slots above it: one requires a specific color, the other a specific number. The  allows any color die.

When drafting a die, a player may place it in an open slot on the Masterwork Board. The die must match the slot's color or value as shown.

2. After filling a slot, the player may select the corresponding Masterwork Die directly below. Keeping the value shown, they must place the die in their window, rotating it to orient the arrows as they choose. *Note: These dice may be placed in a space with any value restriction but must obey all other placement restrictions.*

3. Gain Favor Tokens as indicated above the selected masterwork die space. From left to right:

First four slots: 2 tokens

Fifth slot: 1 token

Last slot: 0 tokens

4. In a 4-, 5- or 6-player game, if there is still an open slot above the masterwork die space, place a new masterwork die there (with matching symbol, or rolled for a random value, based on setup). This die may be selected as described above, but only by placing a die that matches the single remaining slot.

MASTERWORK DICE PLACEMENT

- The restrictions a Masterwork Die adds do not need to be met at the time it's placed.
- Masterwork Dice are orange, so they may be placed next to any other color dice and are considered a different color than non-Masterwork Dice.
- A Masterwork Die may be placed on the edges of a Window Board, but if any arrows do not point to dice, then its restrictions cannot be met and points will be lost.
- Masterwork Dice may fill in a space with any value restriction, but they must obey all color restrictions.
- Masterwork Dice may be placed adjacent to any numeric value of dice.
- Each different symbol is considered to be a distinct value from the other symbols, regardless of their rotation.
- Each symbol is considered to be the same value as that symbol on another Masterwork Die, regardless of their rotation.
- Each symbol has a numeric value of 0 when contributing to a sum.
- Once placed, a Masterwork Die cannot be rotated, turned to a different symbol or moved unless an ability allows you to (e.g. Tool or Apprentice Card Abilities).
- If a Masterwork Die is moved, it may be rotated but must remain showing the same symbol.

CLARIFICATIONS

- When adding up a row/column of dice, Orange dice each add 0 to the sum.
- If a row/column has two masterwork dice showing the same symbol, the row/column does not have unique values.

SCORING

- Players gain 5 Victory Points for each Masterwork Die that has all of its restrictions satisfied.
- The , , , and  symbols require that the dice indicated be the **same color or value**.
- The  symbol requires that the dice indicated must be **different values**.
- Similarly, the  symbol requires that the dice indicated must be **different colors**.
- Players lose 2 Victory Points for each Masterwork Die that does not have its restrictions met.
- If an arrow ever points off the Window Board or to an empty space, the die's requirements are not met. The player will lose points for this die, but it can still count toward scoring for other objectives.

TOIL PUBLIC OBJECTIVES

These challenging objectives can be mixed in with other Public Objectives when randomizing game setup.

Scoring for these is similar to the base game objectives.

Note: The Orange Adjacency objective should only be used when playing with the Masterwork Module.

SOLO PLAY

Rules changes for Solo Play can be found on our website:
FLOODGATE.GAMES/SAGRADA

CREDITS

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