

Sagrada Rules (with or without private wheel - 2-6 players) (Len's Rule Summary)

1. Choose a "Starting Player".
2. Player insert a Window Pattern in their Player Board (players choice or chosen from 2 random insert cards)
3. Each player gets favor gems to match the dot on bottom right of their window pattern PLUS a player marker
4. Each player gets one Private Objective card (gray dice back) Can be from 5 original colors cards or 6 expansion cards (one set or the other or mix both sets)
5. Decide: If using private dice wheel, each player gets one wheel and 2 dice of each color (roll and place in wheel)
6. Place the Game Tracker board (10 Rounds) near center of table
7. Place 3 Tool Cards face up in center. If using private dice wheels, add two expansion tool cards and remove original tool cards #7 & #8 (Glazing Hammer & Running Pliers) from Tool Cards deck first.
8. Place 3 Public Objective cards (blue die back) face up in center of table.

Fill Dice Bag with Dice based on number of players (less if using private dice wheels):

| Number of Players | Original Rules | Expansion Rules | Expansion with Private Dice Wheels |
|-------------------|------------------|------------------|------------------------------------|
| 2 | 18 of each color | 10 of each color | 6 of each color |
| 3 | 18 of each color | 14 of each color | 8 of each color |
| 4 | 18 of each color | 18 of each color | 10 of each color |
| 5 | 26 of each color | 22 of each color | 12 of each color |
| 6 | 26 of each color | 26 of each color | 14 of each color |

* Less dice in the dice bag when using private dice wheels because each player already has 10 dice

Gameplay (10 Rounds) - Dice to roll each round varies by number of players AND if using private dice wheels

| Player Count=> | 2 | 3 | 4 | 5 | 6 |
|---------------------------|---|---|---|----|----|
| Original Gameplay | 5 | 7 | 9 | 11 | 13 |
| Using Private Dice Wheels | 3 | 4 | 5 | 6 | 7 |

* 1 or 2 dice per player plus 1 extra die (original or private wheel style play)

Note: the very first die that each player places on their player board must be on the perimeter edges or corners

1. Starting Player rolls public dice pool (see chart above)
2. Three actions are available to each player. They may do one of each, in any order, None are required.
 - a. Choose a die from the public dice pool and place it on their player board
 - b. Choose a die from their private dice wheel (if playing with this option) and place it on their player board
 - c. Use a favor gem to pay for the use of a Tool Card (1st use of card costs 1 gem, further uses cost 2 gems)
3. After each player has had a turn the round is over when using private dice wheels. Otherwise each player then gets a second turn starting with the last player and going in reverse order, then the round is over.
4. Place all remaining public dice on the Game Tracker Board on the number of that round. (stack if more than 1 die)
5. The player to the left of the ending round's starting player becomes the next round's starting player.

Each player must always follow these restrictions on placing a die on their player board (unless overridden by a tool card):

1. Die must be placed next to or diagonally to another die already on the player board. (1st die goes on perimeter)
2. Die placed must meet restrictions shown on the window insert card (color restriction or die value restriction)
3. Die cannot be placed next to the edge of another die of the same color or the same value (diagonally is OK)

The game ends after 10 rounds (as indicated on the Game Tracker Board).

MISTAKE WARNING! It is possible that a player may inadvertently place a die in an "illegal" spot on their player board (doing so on purpose is not a mistake, it is referred to as "cheating"). When this is discovered, that player must correct the "mistake" by removing one or more dice until there are not "illegal" die placements! Any dice removed from their player board are also removed from this game (ie, they do NOT go back into the black bag of public pool dice).

End Game Scoring:

You can use the Scoring Card below or flip the Game Tracker Board over for the Scoring Tracker Board

| | Player 1 | Player 2 | Player 3 | Player 4 | Player 5 | Player 6 |
|------------------------------------|----------|----------|----------|----------|----------|----------|
| 1 point per remaining gem | | | | | | |
| Private Objective Card points | | | | | | |
| Public Objective card 1 points | | | | | | |
| Public Objective card 2 points | | | | | | |
| Public Objective card 3 points | | | | | | |
| Minus 1 point for each unused spot | | | | | | |
| TOTAL POINTS | | | | | | |

* Some Public Objective cards are a bit tricky to count points, so it seemed advantageous to use this Score Card

Using the Scoring Tracker Board:

1. Remove the dice from the Game Tracker Board and flip it over to the Scoring Tracker Board side
2. Each player has a player marker that matches the colors of their player board.
3. Players use their player marker to track their score adding points for each of the following:
 - a. 1 point for each unused favor gem still on their board (not spent to use a Tool Card)
 - b. Points for the Private Objective card
 - c. Points for each of the 3 Public Objective cards
4. Players subtract 1 point for each spot on their Player Board window that has no die placed on it

Player with the most points wins. If there is a tie, the one with the most points from their private object card wins. If still a tie, the one with the most favor gems wins. If still a tie, the player furthest from the final round starting player wins.

Hints, Tips, Clarifications:

1. **Remember** that if you leave a spot open in your window insert, that blank spot will disqualify many of the public objectives as well as giving you a negative 1 point per each empty spot since rows and columns must be complete!
2. Public Objective: Color Diagonals - each die cannot be counted more than once. Do not count diagonals but count each dice that has one (or more) die diagonally from it of the same color.
3. Public Objective: Color Variety sets - easiest is to count the number of each color. Lowest number is the score.
4. Public Objective: Shade Variety sets - easiest is to count the 1's, 2', 3's, 4's, 5's & 6's. Lowest count is the score.
5. Public Objective: Light Shades 1&2 sets - easiest is to count 1's and 2's. Lowest count is the score.
6. Public Objective: Medium Shades 3&4 sets - easiest is to count 3's and 4's. Lowest count is the score.
7. Public Objective: Deep Shades 5&6 sets - easiest is to count 5's and 6's. Lowest count is the score.