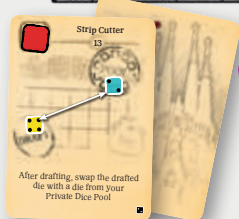


SACRIBIDIA

5-6 Player Expansion



2 Tool Cards



40 Dice
(8 x 5 Colors -
red, yellow, green,
blue, purple)



2 Window Frame
Player Boards



12 Favor Tokens



2 Score Markers



6 Window
Pattern Cards



6 Private Dice
Pool Boards



6 Private
Objective Cards



1-6
Players



30 - 45
Minutes



Age 13+



1 Dice Tray

EXPANSION OVERVIEW

This expansion includes everything you need to add up to 2 more players to your Sagrada experience. All the **Standard Rules** from the base game can be played as normal, with a small exception that the new Private Objectives will be needed in a 6-player game.

STOP!

We'll teach you the standard rules! Visit

FLOODGATE.GAMES/SAGRADA
and watch a video explanation.



WHAT'S NEW?

Private Dice Pool Boards (6) - New, optional rules use Private Dice Pool boards to help speed up the draft.

Window Pattern Cards (6) - These are similar to the base game window pattern cards and can be combined with those just like normal.

Private Objectives (6) - These introduce a new way to gain victory points. At the end of the game, players will gain Victory Points equal to the sum of the values of dice within specific spaces in their window.

Tool Cards (2) - These new tools allow players to interact with their Private Dice Pool Board.

All Window Pattern, Tool and Private Objective Cards from the expansion are indicated by a ■ symbol in the corner.

PLAYER SETUP

Player Setup is identical to the base game unless playing with the *optional* **Private Dice Pool Rules** (see below).

All **Private Objective Cards** (gray die on the back) from the base game and the expansion are shuffled together during setting.

Optionally, setup can be performed only using Private Objective Cards from the expansion, setting aside the original Private objective cards.

PLAYER SETUP - **PRIVATE DICE POOL RULES**

The Private Dice Pool Rules are optional and can be used for 2 through 6 players.

When playing with the Private Dice Pool rules, give each player a Private Dice Pool Board.

Give each player 2 dice of each color.

Players each roll their dice and place them anywhere in the slots on their Private Dice Pool Board.



GAME SETUP

Game Setup is nearly identical to the base game (with *or* without the **Private Dice Pool Rules**), and is the same for all player counts. The only difference is in setting up the Dice Bag.

*Note: The Tool Cards from the expansion are only included when playing with the **Private Dice Pool Rules**. Glazing Hammer (#7) and Running Pliers (#8) Tool Cards are not used with the Private Dice Pool rules.*

DICE BAG SETUP - **STANDARD RULES**

Set up the Dice Bag such that there are exactly enough dice based on player count. To do so, add the following to the bag based on player count:

- **2 Players:** 10 of each color (*50 total*)
- **3 Players:** 14 of each color (*70 total*)
- **4 Players:** 18 of each color (*90 total*)
- **5 Players:** 22 of each color (*110 total*)
- **6 Players:** 26 of each color (*130 total, all the dice!*)

Set aside any remaining dice, they won't be used.

DICE BAG SETUP - PRIVATE DICE POOL RULES

When playing with the Private Dice Pool Rules, players start with 2 dice of each color in their Private Dice Pool. There will then be fewer dice in the Dice Bag.

To set up the Dice Bag, add dice to the bag based on player count:

- **2 Players:** 6 of each color (*30 total*)
- **3 Players:** 8 of each color (*40 total*)
- **4 Players:** 10 of each color (*50 total*)
- **5 Players:** 12 of each color (*60 total*)
- **6 Players:** 14 of each color (*70 total, all remaining dice!*)

Set aside any remaining dice, they won't be used.

GAMEPLAY - STANDARD RULES

When playing with the **Standard Rules**, gameplay is identical to the base game at all player counts.

Draft Pool Size - the number of dice pulled still depends on the number of players:

- **5 Players** - 11 Dice
- **6 Players** - 13 Dice

2 per player, plus 1 additional die

GAMEPLAY - PRIVATE DICE POOL RULES

When playing with the Private Dice Pool Rules, there are 3 key differences:

- Players each only take 1 turn per round.
- Players have a new action available.
- The Draft Pool has 1 fewer dice per player.

Draft Pool Size - The number of dice pulled depends on the number of players:

- **2 Players** - 3 Dice
- **3 Players** - 4 Dice
- **4 Players** - 5 Dice
- **5 Players** - 6 Dice
- **6 Players** - 7 Dice

1 per player, plus 1 additional die

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

- **Select 1 die** from their Private Dice Pool and place it in an open space on their Window
- **Select 1 die** from the Draft Pool and place it in an open space on their Window
- **Use 1 Tool Card** by spending Favor Tokens

Each action is optional — A player may choose to perform all three actions, any two actions, only one action or pass their turn taking no actions.

Turns proceed **clockwise** with each player taking their turn or passing.

Once the last player has completed their first turn, proceed to the **END OF THE ROUND**.

Note: Since players now take 1 turn per round, they will only have 1 opportunity per round to use a Tool Card.

PLACING DICE

All dice placement restrictions are the same as the **Standard Rules**, even when dice are selected from the Private Dice Pool.

TOOL CARD CLARIFICATIONS

Tool cards from the base game that refer to the “Draft Pool” or the “Drafted Die” cannot be used on dice from a Private Dice Pool.

*Note: The Tool Cards from the expansion are only included when playing with the **Private Dice Pool Rules**. Glazing Hammer (#7) and Running Pliers (#8) Tool Cards are not used with the Private Dice Pool rules.*

END GAME SCORING - NEW PRIVATE OBJECTIVES

Game End and Scoring are identical to the base game. New **Private Objective Cards** are scored by summing the values of their dice within the specific spaces in their window (regardless of color).

SCORING EXAMPLE

New Private Objective: *Fence* would sum the values for dice in the specified spaces. **B1** and **C1** giving 3 and 5, **B3** and **C3** giving 0 each, **B5** and **C5** giving 2 and 3 = **13 VP** total.



	1	2	3	4	5
A		4	1	5	6
B	3	1	0	2	1
C	6	3	0	6	3
D	4	2	3	1	2

Fractal Drops

CREDITS

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