

Sagrada Solo Play Printable Rules

Quick Reference



***Scan to watch
the game
in play!***

- To use a tool card, you must have the die color indicated in the top right corner available in that round. Tool cards can only be used once per game. To use, follow directions listed on the card

- The game consists of 10 rounds
- Draw and roll 4 dice in each round
- The first die must be placed in a corner or along the edge of the board
- Subsequent dice must be placed adjacent to any other previously placed dice
- Unless a tool card is played, dice are played in this order:

- Die 1: Choose your first die. Note any color or number restrictions when placing your die.
- Die 2: Choose your second die and place it adjacent, either vertically, horizontally or diagonally to the previously placed die. You may not place the same number or color vertically or horizontally.
- Die 3: Choose a third die and place it on the round track. These points will be added up at the end of the 10 rounds to form the score to which you'll be attempting to beat.
- Die 4: Place the 4th die out of play.

Overview

Place colored dice strategically on the window board in specific color and pattern varieties to gain points. Remaining dice are placed on the score track. After 10 rounds, dice on the score track are tallied. Collect more points on the window board than the tallied score to win the game.

In the box you'll find instructions, window boards, window cards, multi colored dice and bag, private objective cards, public objective cards, tool cards, score track, tokens and marbles.

Window Board

This holds the window card, on which the game will be played.

Window Cards

These cards fit into the base of the window board. At the bottom of each card, there are 3-5 white dots. This

Sagrada Solo Play Printable Rules

indicates the level of difficulty. 3 is the easiest, and 5 is the most challenging.

Multi Colored Dice & Bag

These dice are played on the window card. If indicated, you must follow color or number restrictions when placing dice on the window card.

Round Track & Scoring Tokens

This two sided board is used to both keep track of rounds played, and also end game scoring. Scoring tokens are used for end game scoring.

Tool Cards

A cream card indicated by a tool on the back of the card. In solo player Sagrada, 1-5 cards are used, depending on the difficulty level you prefer. 5 cards are the easiest, 1 card is the most challenging. A tool card can be used one time per game. Each card is unique and instructions are listed on each card. To use, one of the four dice rolled must be the color indicated at the top right corner. Once the card has been played, that die and card are moved out of play. This counts as one of your two plays in a round.

Private Objective Cards

These cards are indicated by the white die in the corners on the back of the card. Earn points by collecting the colors indicated on the cards. Points are tallied at the end of the game.

Public Objective Cards

These cards are indicated by the colored dice on the back of the card. To earn points, place dice during game play according to the directions on each card. Points are tallied at the end of the game.

Marbles

These are not used in the single player game.

Game Set Up

Pick a window card based on the difficulty level of your choice. Place the window card in the window board.

Blind draw 2 private objective cards, 2 public objective cards, and between 1-5 tool cards. Place these cards face up in front of you.

Place the score track with the 10 dice face up. Set the tokens aside, they'll be used when tallying points at the end of the game.

How to Play

Each game consists of 10 rounds. In each round you will use 4 dice. Do not peek in the bag when pulling out the dice.

The first die placed in the game must be placed along the edge or corner.

Sagrada Solo Play Printable Rules

For each round, begin by drawing and rolling 4 dice. Choose a die to place on the board, observing any color or number restrictions and placing that die adjacent to a previously placed die.

You may not place any die vertically or horizontally next to another die of the same color, such as a yellow 5 above a green 5. You may place the green 5 diagonally to the yellow 5 as long as there are no other restrictions.

Next, choose a second die and place it on the board, again observing any color or number restrictions and placing it next to a previously placed die, whether horizontally, diagonally or vertically.

Check your personal and public objective cards often, as placed dice as designated on cards is the only way to earn points.

Choose a third die and place it in order on the numbered square from 1 to 10 on the score track. Tallyed dice on the score track will be the score to beat, so it's generally best to place your highest dice (of what is left) on the score track.

Move the final die out of play. It is not used again during the game.

If you choose to use a tool card, that counts as one of your two plays on the board. Because a die is used on the card, your window card will not be full at the end of the game. To use a tool

card, you must have the same color die in the dice drawn as in the top left corner.

After following the instructions indicated on the card, the matching die and tool card are removed.

If the tool card is the first play for that round, a second die or additional tool card (if available) can be played. If the tool card is the second play, place the next die on the score track and remove any additional dice, if any, out of play.

When all 10 rounds have been completed, the game ends, and points can be tallied. There are often several squares unfilled due to using tool cards or die restrictions.

Winning the Game

To score, tally all of the points on the round track. This is the target score. To win, the points earned on the window card must exceed the target score.

Turn the score track over and place a marker on the target score. Beginning with the public objective cards, tally up the points. Do not move the dice off of the window card while tallying the public objective cards. You may miss points!

Next tally the face value of the private objective cards. Add all together. If scored points exceed the target score, you win the game!

www.LearnNewGames.com

Copyright 2020