

SAGRADA

LIFE

Solo Play Rules Changes



FLOODGATE.GAMES/SAGRADA

OVERVIEW


Sagrada Solo Play with the Life Expansion is quite similar, with a few small changes. You won't have access to any Tool Cards, but you will gain Apprentice Cards and the Masterwork Board will allow you to remove dice to lower the Target Score to beat.

Unless indicated below, all other solo rules from the Base Game remain the same.

GAME SETUP

- Set up the Masterwork Board with 6 Masterwork Dice as normal for a 2-player game. These will not be replaced as they are taken.
- Select your Window Pattern Card from among the Apprentice Window Pattern Cards.
- Set aside all Tool Cards, they will not be used.
- Do not gain Favor Tokens, they will not be used.

GAMEPLAY

- You may swap a drafted die for a Masterwork Die as normal, placing it in an open matching slot.
- When you place a die over a  symbol in your window, gain an Apprentice Card as normal.
- If you ever draw an Apprentice Card that references Favor Tokens, instead discard that card and draw a replacement.

SCORING

- Gain 5 Victory Points for each Masterwork Die that has all of its restrictions satisfied.
- Lose 2 Victory Points for each Masterwork Die that does not have its restrictions met.
- Dice on the Masterwork Board do not count toward the Target Score.