

SAGRADA

PASSION

Solo Play Rules Changes



FLOODGATE.GAMES/SAGRADA

OVERVIEW

Sagrada Solo Play with the Passion Expansion is quite similar, with a few small changes. You'll now have access to Favor Tokens again, but there are 1 fewer Tool Cards, and gaining a Rare Glass Die will result in an additional die counting toward the Target Score to beat.

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

GAME SETUP

- Randomly select a Rare Glass Board to use instead of one of the Tool Cards. If the “Glue Chip Glass” Board is selected, select a different board.
- Randomly select 1 Rare Glass Private Objective as one of your 2 Private Objectives.
- Randomly select 1 Inspiration Card.
- Gain favor tokens as according to the difficulty of your Window Pattern Card.

GAMEPLAY

- You may pay Favor Tokens to draft a Rare Glass Die, as normal.
- You may use an Inspiration Card ability as normal, including paying Favor Tokens as needed.
- In addition to using a Tool Card with a die, you may pay Favor tokens to use Tool Cards, just like the multi-player base game.
- Unused Favor Tokens are worth 1 Victory Point each.

Note: If you gain a Rare Glass Die you will have 1 extra die that will be left to go on the Round Track. This die will count toward the target score you're trying to beat. This is balanced by scoring 1 Victory Point per unused Favor Token, gaining new abilities with the Inspiration Card, and being able to use Tools more than once.