

SAGRADA

PANORAMA EXPANSION

New vistas await when you can see the full Panorama. Add two new artisans to the workshop, solve perplexing new puzzles, and craft panes of glass like never before.

PANORAMA MODULES

The *Sagrada: Panorama Expansion* includes three modules to expand your *Sagrada* gameplay experience.

Feel free to mix-and-match which to use.



Focal Point Private Objectives change how you focus your own window, while still carefully balancing against other objectives.



Lightboards add a bit more planning and individual strategy, along with new tools.



Panorama Shared Objectives (3+ players only) require you and your neighbors to work together to both score Victory Points.

The Window Pattern Cards from *Panorama* may be shuffled in with those from the base game, regardless of which modules you're using.

To add *Panorama* to your *Sagrada* experience, all the standard rules from *Sagrada* are played as usual, with the following new additions:

- **PERSONAL LIGHTBOARDS** × 6
Plan ahead with dice on your own personal board.
- **FOCAL POINT PRIVATE OBJECTIVES** × 6
Score points for dice values in specific spaces of your window.
- **PANORAMA SHARED OBJECTIVES** × 6
Work with neighboring artisans to achieve goals together and score.
- **LIGHTBOARD TOOL CARDS** × 6
New tools that work with your personal Lightboard.
- **WINDOW PATTERN CARDS** × 6
New cards with puzzling new challenges.

All new **WINDOW PATTERN**, **TOOL**, and **PRIVATE OBJECTIVE CARDS** are marked with a ■ symbol.

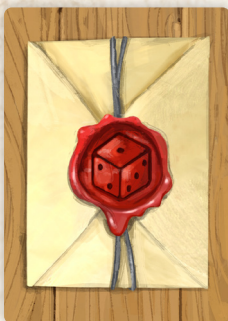


SKIP THE RULES, LEARN TO PLAY HERE:
floodgate.games/sagrada-panorama



FOCAL POINT PRIVATE OBJECTIVES

This module can be played with any number of players, and is required for 6-player games.



PLAYER SETUP

Shuffle the 6 Focal Point Private Objectives and give one secretly to each player, face-down. Do not use the *Sagrada* base game Private Objectives.

Note: In a 6-player game, you must use the Focal Point Private Objectives.

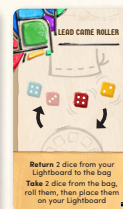
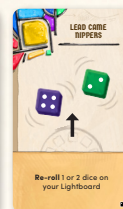
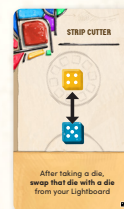
END GAME SCORING

When you would normally reveal your Private Objective, reveal your Focal Point Private Objective card. Then, score points based on the values of the dice on your board in the shaded spaces indicated on your card. If there is no die in a shaded space, you score no points for that space.



LIGHTBOARDS SETUP

This module can be played with any number of players, and is strongly recommended for 5- and 6-player games.



GAME SETUP

When using this module, remove *Glazing Hammer* and *Running Pliers* from the base game during setup as they aren't compatible with this module.

The Lightboard Tool Cards (marked with a  on the card) will only be used when playing with the Lightboards. Shuffle them in with the remaining base game Tool Cards before continuing setup as normal.

DICE BAG SETUP

Since players will start with 2 dice of each color on their Lightboard, there'll be fewer dice in the Dice Bag:

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	All 70 remaining dice	

Set aside any remaining dice. They won't be used.

PLAYER SETUP

Give each player a Lightboard and 2 dice of each color. Players roll their 10 dice and place them anywhere in the slots of their Lightboard.

GAMEPLAY

DICE POOL

When playing with Lightboards, pull only 1 die per player + 1 additional die each round to form the Dice Pool.

PLAYERS	2	3	4	5	6
DICE	3	4	5	6	7

PLAYER TURNS

Beginning with the Start Player, each player takes a **single turn** in clockwise order—turns do not come back around the other way like normal.

On your turn, you may take each of the following actions once in any order:

- **Select 1 die** from your Lightboard, keeping its value, and place it in an open space in your window (obeying all placement restrictions as normal).
- **Select 1 die** from the Dice Pool and place it in an open space in your window as normal.
- **Use 1 Tool Card** by spending Favor Tokens as normal.

Each action is optional. You can do one, two, or all three of these actions on your turn, or take no actions and pass your turn. In most instances, you'll place one die from the Dice Pool and one from your Lightboard each turn.

Turns proceed **clockwise**, with each player performing their action(s) or passing.

Once all players have completed their turn, proceed to End of Round. Players do not take a second turn each round.

Note: Since you only have one turn per round, you'll only have one opportunity per round to use a Tool Card.

TOOL CARD CLARIFICATION

When a Tool Card from *Sagrada* refers to "taking" a die, that die must be taken from the Dice Pool (not your Lightboard).

END GAME SCORING

For End of Game and Scoring, follow the standard *Sagrada* rules. Dice remaining on your Lightboard do not impact your score.

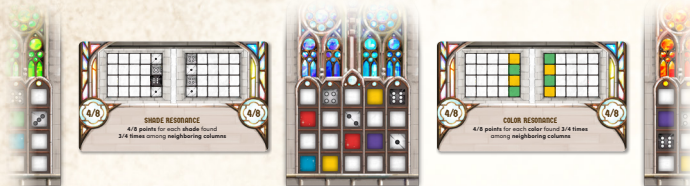
PLACING DICE - LIGHTBOARDS

All dice placement rules and requirements from *Sagrada* apply, whether you're placing dice from the Dice Pool or your Lightboard.



PANORAMA OBJECTIVES SETUP

This module can only be played in 3+ player games.



GAME SETUP

- When using this module, only use 1 Public Objective from the base game (instead of 3 like normal).
- Shuffle the 6 Panorama Objectives and give 1 to each player (put any remaining in the box, they will not be used).
- Each player then places that card between them and the player to their right. Each player should now have a Panorama Objective card shared between them and each of their neighboring players to the right and left.

GAMEPLAY

Strictly speaking, there are no changes to gameplay with this module. However, you will need to coordinate and work together with your neighbors to achieve the goal of your shared objective. These objectives are crafted such that they cannot be achieved alone.

END GAME SCORING

Score points for you and your neighbor achieving the objective on your shared card. You and that neighbor will always score the same number of points for that card. Scoring is shown in the form of "3/7/16 points for 4/3/2 colors", which can be read as "3 points for 4 colors, or 7 points for 3 colors, or 16 points for 2 colors".

When scoring the card on your right, you will only look at the rightmost column on your board and the leftmost column of the board belonging to that neighboring player (the neighbor to your right) when determining your score for that card.

Similarly, score the card on your left, only looking at the leftmost column on your board and the rightmost belonging to the player on your left.

GLOSSARY

NEIGHBORING COLUMNS

The columns that are shared between you and the neighbor on that side (if the card is on your left, it's your leftmost column and the rightmost column of the player to your left, etc.).

NEIGHBORING PAIR

Dice in Neighboring columns that are also in the same row (e.g., both in the top row).

CREDITS

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