


# Overview

Return again to the famous Sagrada Familia cathedral in Sagrada: Glory, the third and final of the three Great Facades expansions. This modular expansion explores the thrill of competition and rivalry—add everything inside or handpick individual modules to enhance your crafting experience.

# What's New?



***Strife* Dice**
Gray dice that are always in the draft pool, but that have restrictions on where they can be placed and how they contribute to scoring that change with each game.




***Strife* Dice Boards**
Restrictions for how gray dice are placed on a players board.




***Strife* Tools & Objectives**
Tools that interact with gray dice, and objectives that score based on gray dice in a player's window.




***Pioneer* Objectives**
Objectives that are awarded during the game to the player who achieves a goal before other players.




***Flourish* Cards**
Risky private objectives that reward players for leaving a signature Flourish pattern in their window, but count against them if they aren't able to meet the objective.




***Rivalry* Public Objectives**
Objectives that reward players based on how well they achieve the goal compared to other players. Some of these are only used along with the Strife module.

# *Strife* Module

This module introduces gray Strife Dice gained from the public draft pool that may only be placed by meeting specific conditions, as shown on the Strife Boards. New Public Objectives

## Game Setup

During standard game setup:



1. Select a Strife Board at random and place it near the Round Track.
2. Shuffle the Strife tool cards together and select one at random. Then, select the remaining two Tool Cards as normal.
3. Shuffle the Strife public objective cards together and select one at random. Then select the remaining two Public Objectives as normal.
4. Set **10 Strife dice** to the side near the Round Track forming a supply of Strife Dice.
5. Set up the Dice Bag based on player count:
   - **2 Players:** 10 of each base color / 4 Strife Dice (54 total)
   - **3 Players:** 14 of each base color / 5 Strife Dice (75 total)
   - **4 Players:** 18 of each base color / 6 Strife Dice (96 total)
   - **5 Players:** 22 of each base color / 7 Strife Dice (117 total)
   - **6 Players:** 26 of each base color / 8 Strife Dice (138 total)

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


1
2
3
5

# Gameplay

Each round, the draft pool will always have at least 1 Strife die in it. When drafting a die, a player may gain a Strife die from the draft pool as normal. However, Strife dice may only be placed as indicated by the restrictions on the Strife Board.

1. At the beginning of each round, draw only 2 dice per player from the bag to form the Public Draft Pool. Then, roll and add 1 Strife Die from the supply into the Public Draft Pool.



2. At the end of each round, any remaining dice (including Strife Dice) are placed on the round track as normal.

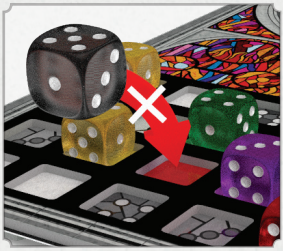


# Strife Dice Placement

- Strife Dice are gray, so they may be placed next to any other color dice and are considered a different color than non-Strife Dice.



- Strife Dice must obey all placement restrictions, as normal. They may not be placed on spaces with a color restriction or share an edge with other Strife Dice.



- If a Strife die is found to have been placed such that it breaks the restriction on the Strife board, that player removes dice of their choice until the restriction is no longer broken.

*In the example below, gray dice cannot be placed diagonnaly to each other.*




**CLARIFICATIONS**

- If a row/column has two Strife dice in it, the row/column does not have all unique colors.

## Scoring

Except for public objectives that refer to Strife dice specifically, these dice do not otherwise impact scoring any differently than any other dice.

## *Pioneer* Module




This module introduces Pioneer Cards. These cards are worth points at the end of the game and are awarded to players during the game for being the first to craft their window to achieve a specific goal. These objectives have a ⚡ icon on them.

## Game Setup

Shuffle all Pioneer cards together and reveal the top 3 cards, placing them below the Public Objective cards. These are available for all players to attempt to achieve first.



## Gameplay

At the end of a player's turn, they may collect each Pioneer card where they met its goal. Players keep collected Pioneer cards face-up near their player board.

***NOTE:*** New Pioneer cards are not revealed once a player collects one.

### CLARIFICATIONS

If a player moves or changes their dice (such as with a tool or ability) in a way that would cause one of their Pioneer cards to no longer have their goal met, that player still keeps that Pioneer card.

If a player must ever remove dice from their board for breaking a restriction, they must discard any Pioneer cards that no longer have their goal met, even if the removed dice were not previously included in the goal.

## Scoring

Players score Victory Points for all Pioneer cards they collected, moving their player marker up on the scoring track.

# Flourish Module

Flourishes introduce a new type of private objective that award players victory points for creating a specific color pattern in their window. Each Flourish is made up of a pattern of 2 different colors located anywhere in their window.

*Flourishes come with the risk of losing points if they aren't completed, so choose wisely how much you plan to show off.*

## Game Setup

Shuffle all the Flourish cards together and give 2 to each player, face-down. Players may look at these cards at any time.

After selecting window pattern cards, players may choose to discard one or both of their Flourish cards; they will not gain or lose points for these during scoring. **For each Flourish card a player keeps, give that player an additional favor token.**



## Scoring

Flourish cards are completed if the shape on a player's board is made using exactly two colors, with all of the colors matching for each of the two different shaded patterns. The entire pattern can be located anywhere in their window, but must be oriented as shown on the card.

During scoring, players reveal their Flourish cards.

- Players **gain** the points shown for **completing** the pattern with 2 different colors anywhere in their window.
- Players **lose** the points shown for **not completing** the pattern with 2 different colors anywhere in their window.





**FLOURISH COMPLETE!**






**FLOURISH INCOMPLETE!**

# Rivalry Public Objectives




These competitive objectives can be mixed in with other Public Objectives when randomizing game setup. These objectives have a 🏆 icon on them. Rivalry objectives that care about gray Strife dice should only be used when playing with the Strife Module.

Scoring for these is different than the base game objectives. When scoring, each player will compare how well the achieved the objective and are awarded points based on their placement compared to other players.

## Ties

If two or more players are tied for a given place, split the point values for that many places (rounded down) to all tied players. For example, using the objective shown above with 2 players tied for 1st place, each get 10 points (*(12 + 8) / 2*). If 2 players are then tied for 2nd place, they each get 2 points (*5 / 2*)

# Credits

**GAME DESIGN**
Adrian Adamescu
Daryl Andrews

**GAME DEVELOPMENT**
Ben Harkins

**ILLUSTRATION**
Matt Paquette & Co.

**GRAPHIC DESIGN**
Matt Paquette & Co.

**EDITING**
Alex Werner

**PLAYTESTING**
Devin Bruno, Charlie Henderson, Kristi Davis, Janis Vasquez, Cole Feeser, Jesse Hickle, Eli Robinson, Victoria Kraft Shafer, Marissa Robinson, Patryk Rurek, Rich Gans, Teresa Hedin, Charlott Kelley, Lykaios Kelley, Chris H., JohnnyP, Richard Davis, Carley Reinhard, Mark Shafer, Ryan Clementz, Ryan Espin, Bryant Dean, Yechiel Gans, Krista Cox, Andrew Denning, Eric Grefrath, Scott Kegler, Clifford Hedin, Jarret Kaufman, David Crumbley, Jason A, Cliff P, Autumn M, and the members of: Game Artisans of Canada

**PUBLISHED BY**
Floodgate Games