

Contents

Gameplay 1

Fundamentals 2-10

I-IV: Pawns & Dice 2

II-IV: Tiles 3-6

III-IV: Items 7-8

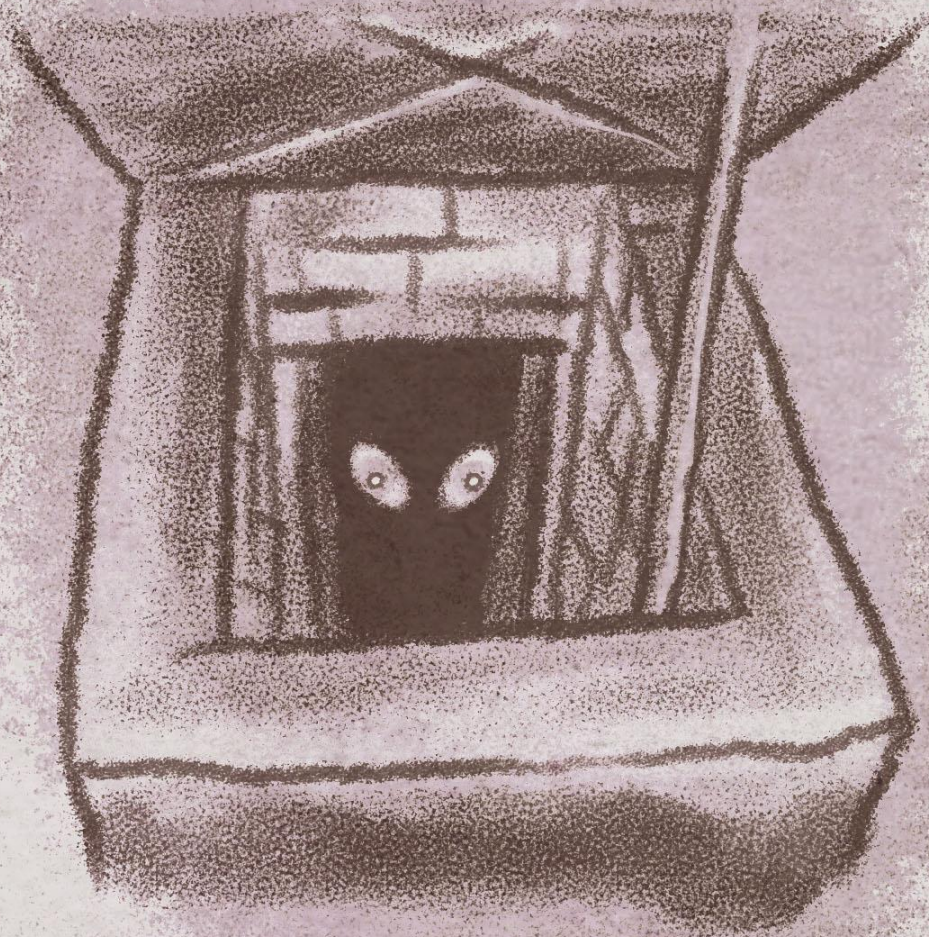
IV-IV: Classes 9-10

Rules 11-14

I-II: Exploration Phase 11-12

II-II: Combat Phase 13-14

Components 15-16



Gameplay

Sagrado: The Escape is referred to kids, teenagers and adults of all ages, including fans of Rogue-likes and RPG Board Games. The game is based on luck, but it's also demanding strategic minds. The number of Players is 2-4.

The Goal is to explore the underground chambers of Sagrado and fight with your fellow Players. Whoever manages to obtain the key and escape from the Trap-Door first, or whoever remains the last one standing, wins.

A Game of Sagrado can take about 20-30 minutes or even less, but because of the element of randomness, each Game can take as long as it has to.

Fundamentals I-IV Pawns & Dice



The number of Players are 2-4 in total. Each one gets 1 Pawn and the following Dice.



D4 is used for movement on the Tiles.



D6 is used for Combat (More on that, later on).



D8 is used to measure Life Points (LP) of every Player.



D12 is used for different effects of Items and Tiles.

Fundamentals II-IV

Tiles

There are about 40 Tile Cards in total, and their main purpose is to build up the Board.

Basics



Starting Tile: Where every game starts.



Key: When you land on this tile, you gain the key, it can unlock the Trap-Door. Discovering this tile starts the Combat Phase in the Game. When someone else has the key, you must go after the player who has it.



Trap-Door: When you land on this tile, you escape from Sagrado and win the game, but you must have the key to unlock it.

Corridors



Moving Tile: It must be the most vanilla type of tile, you can only move on it.



Barrel Tile: A boundiful tile, it gives you an item when you land on it, but it only works once.



Gate Tile: There are only 2 tiles such as this. It allows you move from one gate, to the other.

Traps



Fractured Tile: When you first meet this Tile, your movement speed reduces to 1 step.



Moldy Tile: When you land on this Tile, you can't move for 1 round.



Thorn Tile: Before moving on from this, you must roll a d12 to see if you hurt yourself or not (odd number: -1 life point even number: 0 damage).

Sabotage



The key is returned to the key Tile. When you don't have it, you go back to the Starter-Tile.



You must trade 2 Item Cards with 2 new ones from the Item Pile.



You lose 2 Life Points.

The effects of the Moroi are temporary. When you meet them, you stop moving and lose your turn.

Fundamentals III-IV

Items

Items can be very useful to the Player through the exploration of Sagrado. They are used to power up your Class, rejuvenate your Life Points (LP), and Prepare you for Combat in general. There are 18 Item Cards in total.

The types of Items are a total of 3: **offensive**, **Defensive** and **Supporting** Items. The **offensive** Items increase a Class' ATK stat, and the **Defensive** Items increase their DEF stat, if only for a turn, after that, they're discarded. The **Supporting** Items increase your LP, they're discarded after use as well.

Each Player can carry up to 4 Items. If a Player obtains a 5th Item, they must discard their least favourite. A Barrel Token is placed on the Barrel Tile they last stepped on. If another Player steps onto a Barrel Token, they gain the discarded Item. There are 10 Barrel Tokens in total.



The **offensive** ones are marked as **Red...**



...the **Defensive** ones as **Blue...**



... and the **Supportive** ones as **Yellow.**

Fundamentals IV-IV

Classes

Classes are the characters that impersonate each Player. Currently, there are 6 Classes in total. They are Anatomized as such:

Name: Each Class has a Name, make sure to remember it.

stats: Each Class has stats, they are divided in ATK and DEF. ATK is the number of their attack, and DEF is the number of their defense.

Ability: Each Class has a Special Ability. They range from provoking Battles, to changing the gameplay a little bit.

uses: Because some abilities may be overpowered, they have a different amount of uses. Be aware of how many times you've activated your Class' ability. To keep track of the uses, you can utilize the Ability Tokens (the stars).

Try to think strategically, your ability can make a difference in a Game.

Life Points: In this place, each Player can place their $\$8$ to keep track of their Health.



Name ←

Life Points →

Class Image →



Description of Ability →

Uses of Ability →

ATK Stat →

DEF Stat →

Rules 1-11

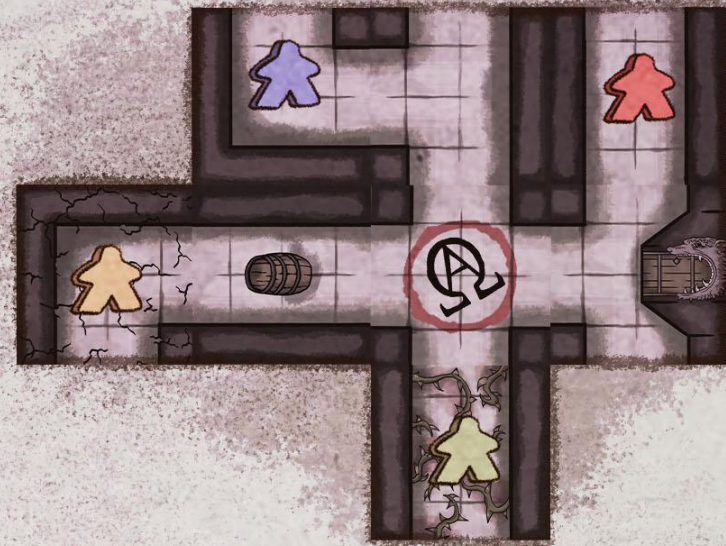
Exploration Phase

Everything starts from the Starting Tile, placed in the middle of the "board". Each Player chooses their Pawn and places it on the Starting Tile (one Pawn at each end). Shuffle all Cards (Tiles, Items, and Classes) and put them aside, along with the key.



Each Player rolls their d4, the one with the highest number goes first. After that, every Player gets their Class and start with 8 LP (Life Points), using their d8.

At the first round, Players choose in which direction their Pawn will move into an empty space before drawing a Tile. Once this is done, Players place them into the empty spaces in any arrangement they choose, as long as they connect to the space they started from. After this, their turn is over. Players' moves and the development of the map are determined by the d4. The higher the roll on the d4, the more Tiles will be placed along the path.



Once the key is found, the Combat Phase begins. To attack another Player, use the d4 to move your Pawn towards theirs. Once you both land on the same Tile, the confrontation between you starts.

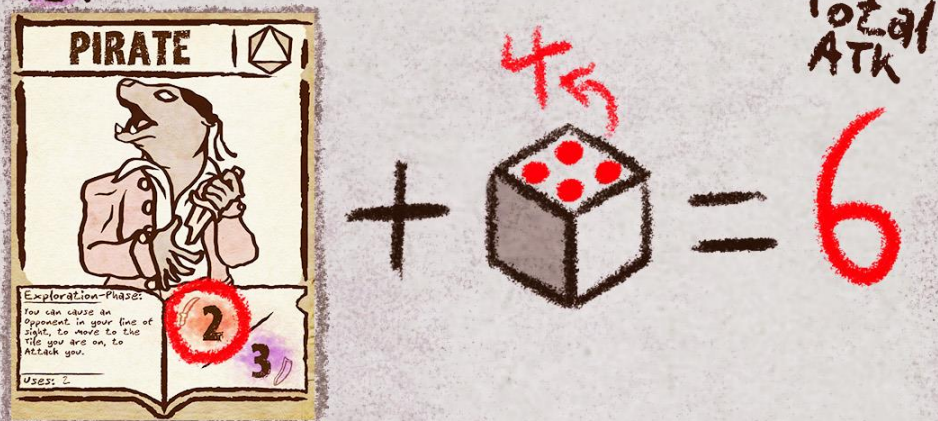


Rules II-II

Combat Phase

Combat relies heavily on dice rolling. Each Player typically rolls their d6 (usually determined by the number of ATK and DEF, the stats of their Classes) during combat.

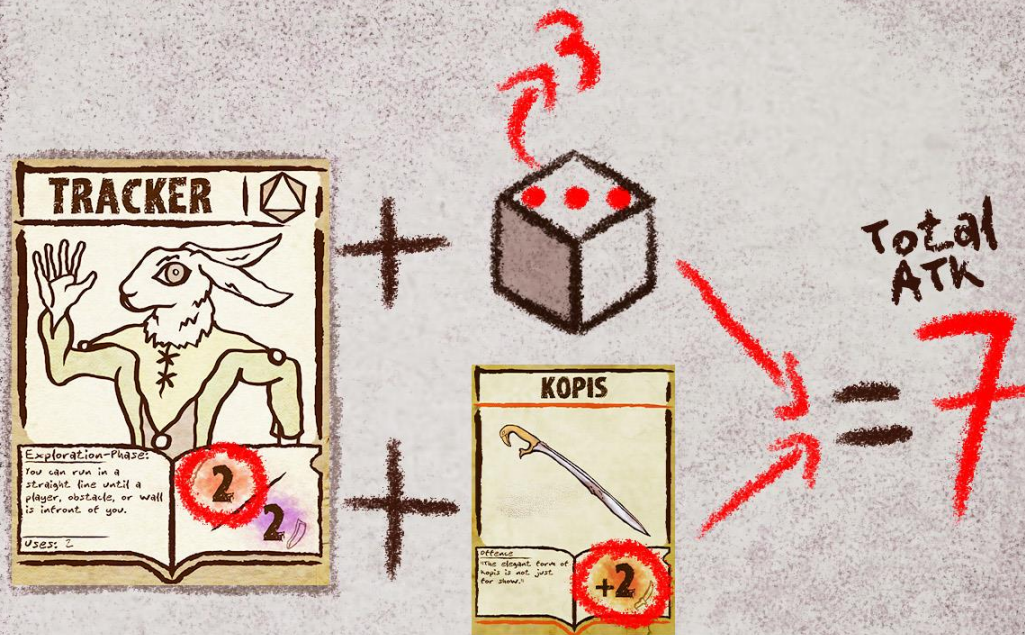
The result of the d6, adds up to the stats of the Classes, depending on who attacks and who defends. The one who attacks, the d6 roll adds up to their Class' ATK, and the other's d6 adds up to their DEF. For example: If your ATK is 2 and the d6 roll is 4, your total ATK will be 6, the same goes for DEF:



The Combat system is turn based, that means that the attacking and defending Players after the comparison of stats, their roles will change, and so on. Players can also use the Sword Token, it marks on who is attacking and who is not. It's all about comparing the resulting stats. The attacking Player's ATK goes up to the defending Player's DEF. The one with the higher stat wins and the losing Player takes the damage. For example: if an attacking Player has 4 ATK, and the defending Player has 6, the attacking Player loses 2 LP.

Items changes each Player's stats, they can be a real game changer.

For example, if you have an ATK of 2, a d6 roll that is 3, and an Item that gives you +2 ATK, your total ATK will be 7, the same goes for DEF:



You can use each Item once at a time, when it's used, it needs to be discarded. When an ATK and a DEF ties, nothing happens.

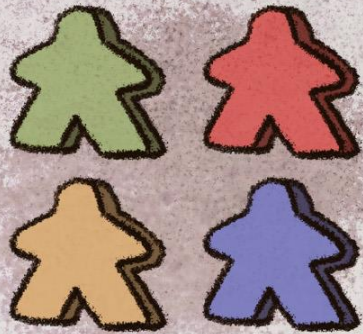
When a Player's LP is down to 0, they die, and their Pawn is removed from the board. Lastly, you can engage in Combat with one Player each turn.

Components

Tiles (x40)



Pawns (x4)

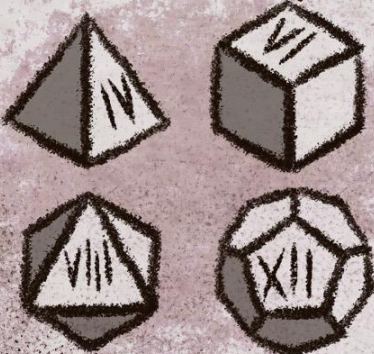


Items (x18)



Ability Tokens (x9)

Dice (x16)



Sword Token (x1)



Classes (x6)



Barrel Tokens (x10)



Key Token (x1)

