MARER	11722	Name		
5			Record total of shade values. +2 points per matching color in set	Total
	Number Save			
				\square
How to Play! You'll need 6 colored	4 5 6	Wild Shades:	Any numbers may be used for this	
pencils (R, Y, B, G, P, & Black) and all 2 of each color dice from <i>Sagrada</i> . Fill in each space with the color and/or' value of each die you record. Play	May place a die here matching the shade from final roll. Color Save		5 OF A KIND and 5 DIFFERENT CO Points. + 100 Points each additiona	
11 Turns each. Each Turn		Sagrahtzee!		
 Pull & roll 6 dice. Re-roll any number of dice. 		3 of a Kind	Total Value / +5 for each color.	
 Re-roll any number of dice again. Choose 5 dice to record. You may use Tools after each roll. 		4 of a Kind	Total Value / +5 for each color.	
End of Game Add up your score from each area, high- est scoring player is the winner.	May place a die here matching the color space from final roll. Total th values +10 points for full set.		25 Points / +5 for each color.	
Tools -5 Points Per Use. Each Tool may be used up to 3 times.		SM Straight	30 Points / +5 for each color.	\Box
	Place any number of dice back the bag And redraw.	k into LG Straight	45 Points / +5 for each color.	
Flip one die to its opposite sid	de. Roll any number of dice an	wild Roll	Total Value / +5 for each color.	
	additional time.		-5 Per Tool Used	Final Total: