BLUEPRINTS

A game for 2-4 architects ages 13 and up
Designed by Yves Tourigny

Overview

The players are architects who, over three rounds, will compete to win architectural prizes and awards for their construction projects. Each round, each player will erect a building according to their own randomly assigned blueprint, using four types of building materials *(dice)*. Each of these building materials scores differently; the players get a score bonus if they follow their blueprint precisely, but the different prizes may require them to improvise and deviate from their plan! The player with the most points *(from Prizes and Awards)* at the end of the game wins!

Blueprint: Reproduction of a technical drawing with the help of a chemical process that traces white lines on a blue background.

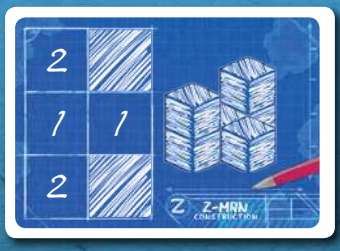
Components

- 1 rulebook
- 32 dice (8 each of 4 colors)
- 24 Blueprint cards
- 9 Award cards
- 12 Prize cards
- 4 screens
- 1 scoreboard
- 1 cloth bag
- 4 scoring markers



Blueprint Cards

Each Blueprint card shows one building in both top-down *(left)* and isometric *(right)* views. The dice *(building materials)* are placed directly on the spaces of the top-down view. The number in each space indicates the height *(in dice)* of the building in that space. Dice **may not** be placed in the hatched spaces.



Setup



1. Place all **32 dice** in the cloth bag.
2. Place all **Award** and **Prize cards** in face-up stacks near the scoreboard.
   - In a **three-player game**, only the Gold and Silver Awards are used; return the Bronze Awards to the box.
   - In a **two-player game**, only the Silver Awards are used; return the Gold and Bronze Awards to the box.



3. Shuffle the **Blueprint cards** and create a face down draw deck.
4. Give each player a **screen** and the corresponding **scoring token**.



Gameplay

The game is divided into three rounds. Once all three rounds are complete, the game is over and a winner is determined.

A Game Round

GET READY

Pull two dice from the bag and place them in the "In-Demand Materials" spots on the scoreboard. The two dice must be different colors. *(If you draw two dice of the same color, return one to the bag and redraw until you draw one of a different color.)* These dice colors will serve to break ties during the scoring portion of the round.



In-Demand Materials

Deal one Blueprint card randomly to each player. Each player keeps their own card face up behind his or her screen.

Draw a certain number of dice from the bag. Depending on the number of players, draw:

2 players	8 dice
3 players	9 dice
4 players	7 dice

Roll them and sort them by **value**. These dice form the *pool of available materials*.

DETERMINE TURN ORDER

In the first round, the player who most recently visited a building under construction goes first. In the second and third rounds, the player whose building scored the **least** number of points in the previous round goes first. In all rounds, play moves clockwise from the first player.

BUILD

On your turn, select one die from the pool of available materials and place it on your Blueprint card (see Placement Rules below). Then, draw a replacement die from the bag, roll it, and add it to the pool of available materials. Play proceeds clockwise until each player has drawn 6 dice from the pool. *Note: See page 6 for the 2-player game.*

Placement Rules

Dice may be placed either:

a On an empty space of your Blueprint card (the hatched spaces are unavailable).
or
b On top of a previously-placed die of equal or lower value.
(For example a '3' may only be placed on a '1', a '2', or on another '3'.)

-If you cannot legitimately place a die, it is removed from play.
-Each placement is final; you may not move a die once it has been placed.
-You may never change the value of a die.



SCORE

After each player has drawn and placed 6 dice, reveal all of the buildings and score them. Note that this score is solely used to determine which players receive Awards. The score points are NOT victory points and the scoring markers are reset at the end of the round.

Blueprint Bonus

Every player whose building perfectly matches their Blueprint card immediately scores 6 points.

Materials

Each material is scored differently. To speed up the process, go through each material in order and score every die of that color in every building. Record each player's score on the scoreboard using the scoring markers.

ORANGE (wood): Score each orange die individually; score 2 points per die **adjacent to** the orange die being scored. Dice are *adjacent* if they share a face.

GREEN (recycled): Score a total of 2/5/10/15/20/30 points for using a total of 1/2/3/4/5/6 green dice.

BLACK (stone): Score each black die individually; the black die being scored is worth 2/3/5/8 points for being on the 1st/2nd/3rd/4th *(or higher)* level of a building.

CLEAR (glass): Score each clear die individually; the clear die being scored is worth the value of its top face. *Note: These dice score even if covered by other dice.*

Awards

Hand out Award cards to players according to the chart below:

	2-player game	3-player game	4-player game
GOLD		highest score	highest score
SILVER	highest score	2nd highest score	2nd highest score
BRONZE			3rd highest score

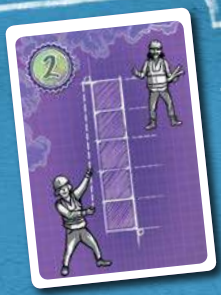
BREAKING TIES: IN-DEMAND MATERIALS

If two or more players are tied for an Award, give the Award to the tied player with the **most dice** of the **first** "In-Demand Materials" color. If players are **still** tied, give the Award to the tied player with the most dice of the **second** "In-Demand Materials" color. If players are **still** tied, give the Award to the tied player who acted last in turn order in this round.

Prizes

Only **one Prize of each type** is awarded each round. If no buildings meet the criteria for a Prize, that Prize is not won. A single building **may** earn more than one Prize in a given round. If more than one building meets the criteria to win a certain Prize, use In-Demand Materials to break ties (see above).

Important: Prize and Award cards are kept face down and are revealed at the end of the game.



SKYSCRAPER PRIZE

The building must have a height of 5 or greater.

STRUCTURAL INTEGRITY PRIZE

The building must include 4 or more dice with an identical value.





GEOMETER'S PRIZE

The building must include dice with all values 1 through 6.

MATERIALS PRIZE

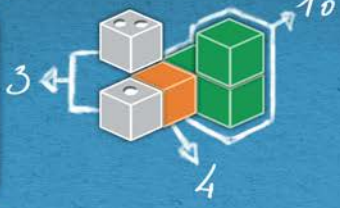
The building must include 5 or more dice of the same color.



SCORING EXAMPLE

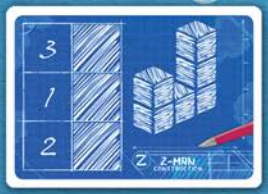
PLAYER (A)

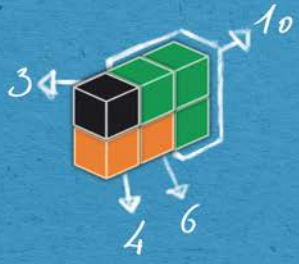




BLUEPRINT BONUS:	6
WOOD: 1 die with 2 adjacent dice =	4
RECYCLED: 3 dice =	10
STONE: none =	0
GLASS: 1 die with a 1 on top and 1 die with a 2 on top =	3
	23

PLAYER (B)





BLUEPRINT BONUS:	0
WOOD: 1 die with 2 adjacent dice and 1 die with 3 adjacent dice =	10
RECYCLED: 3 dice =	10
STONE: 1 die =	3
GLASS: none =	0
	23

IN-DEMAND MATERIALS



Ties are resolved with the in-demand materials. The player with the most of the 1st in-demand material (and if still tied, the 2nd) wins the tie. In this example, (A) and (B) are tied for green dice. (B) wins with 1 black die.

END OF THE ROUND

Once Awards and Prizes have been given out, the round is over. If three rounds have been completed *(this can be easily confirmed by noting that there are no Awards remaining to be handed out)*, then the game is over; proceed to **Game End**. Otherwise, return **all** dice to the bag, discard each player's used Blueprint card, remove the scoring markers from the score board, and begin a new round.

Game End

After the third round, reveal each player's Award and Prize cards and compare the total number of points (shown in the upper left-hand side corner). The player with the highest score is the winner of the game!

In case of a tie, the winner is the tied player with the most Prizes. If it is still a tie, the winner is the tied player with the most Gold Awards. If it is still a tie, the winner is the tied player with the most Silver Awards. If it is STILL a tie, the one with the most Bronze Awards. If it is STILL a tie, shake hands and share the victory.

Two-Player Game

A two-player game is played normally, with one exception:

> On your turn, select one die for your building as normal and select another die from the pool to discard. Draw and roll two replacement dice from the bag, instead of one as normal.

CREDITS

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Yves Tourigny is a member of the Game Artisans of Canada.

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