Dirk Henn

Alhambra

BigBox

Rulebook

Spiel des Jahres 2003 KRITIKERPREIS



QUEEN GAMES

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The best master builders in the whole of Europe and Arabia want to demonstrate their skill. Employ the most suitable teams of builders and make sure that you always have enough of the right currency.

Because no matter whether they are stonemasons from the north or horticulturalists from the south, they all want a proper wage and insist on their "native" currency.

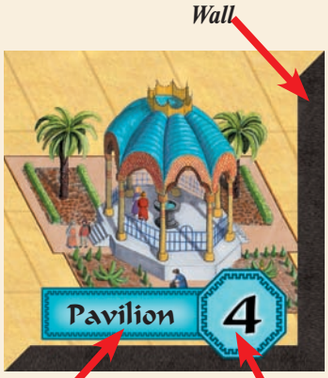
With their help towers can be constructed, gardens laid out, pavilions and arcades erected and seraglios and chambers built. Compete against your opponents to build the ALHAMBRA.

Equipment

- **6 starting tiles –** showing the famous Lion Fountain



- **54 building tiles** – showing 6 different kinds of building. They are the pieces you use to build your own Alhambra. They have up to three wall segments on them.





- **1 building market –** with four squares, each for one building tile. There is a different currency for each square.
- **1 scoring board –** to show each player's score using the …
- **12 counters** – each player has a counter for the scoring board and a counter for his starting tile.
- **108 money cards in four currencies –** these are used to buy the building tiles from the market to make your own Alhambra.



Money cards in four different colours: blue, green, orange and yellow, with values from 1 to 9.

- **2 scoring cards –** which turn up during the game (in the pile of money cards).





- **6 tile reserve boards with points tables**
- **1 bag**
- **1 set of rules**

Object of the game

Players who have the most building tiles of each kind in their Alhambra at the right time – in the scoring rounds – are awarded points, the exact amount depending on the type of building. Players also receive points for the longest part of wall they have built around their Alhambra.

More points are awarded in each scoring round. The winner is the player who has been awarded the most points by the end of the game.



There are 6 different kinds of buildings. The table shows the prices of the buildings and how many of each of the buildings there are.

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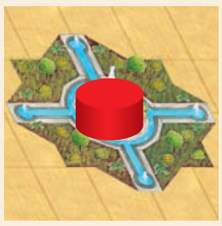
Getting ready to play

- Each player is given a **starting tile**, which they place on the table in front of them, and **2 counters** in the colour of their choice. One counter is placed on the starting tile and the other in the bottom left corner of the scoring board.
- The 54 building tiles are put in the bag ready for the start of play.
- Put the **building market** in the middle of the table and the **scoring board** at the end of the table.
- **4 building tiles** are taken at random from the bag and **placed** in order on the four numbered squares of the **building market**, beginning with square 1.



Each player is given a **tile reserve board with a points table** which he puts in full view in front of him. The points table shows how many there are of each kind of building tile and how many points can be won with them.

- The two scoring cards are taken from the **pack of money cards** and put to one side for the time being: the rest of the pack is shuffled.
- Each player is now given their **starting money.** To do this one card at a time is taken from the money pile and placed face-up in front of a player until the **total is 20 or more** (the currency is not important at this stage). The next player is then given their money. When all the players have been given their money, they pick up their cards. From now on each player's money is kept secret.
- The player with the fewest cards starts; if two or more players are equal the player with the lowest amount of money starts. If the players are still equal the youngest starts.
- Finally, **4 more money cards are laid face-up** in the middle of the table next to the building market.
- The rest of the money cards are divided into five roughly equal piles. Put the "1st Scoring Round" card into the second pile and the "2nd Scoring Round" card into the fourth.
  Then put the piles on top on one another again with the fifth pile on the bottom, then the fourth, the third, the second and finally the first at the very top. The whole pile is then placed face-down next to the building market.



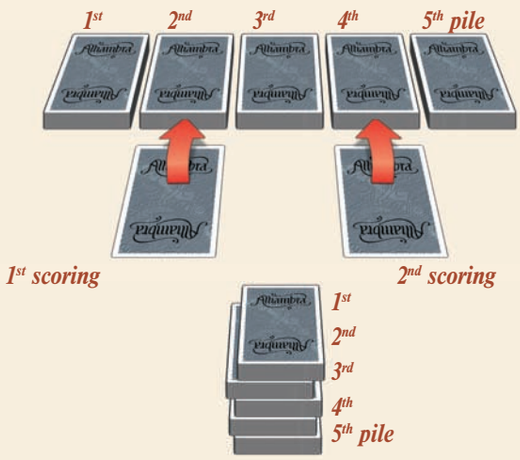
starting tile





Building market

Note: This ensures that no-one receives money totalling more than 28 or less than 20.



Note: This ensures that the two scoring cards do not come into the game too early, too late, or too soon after one another.

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How to play

Play proceeds in a clockwise direction, beginning with the starting player.

The player whose turn it is must do one of three things:

- **Take some money**
- **Buy and position a building tile**
- **Redesign their own Alhambra**

After a player's turn is over any money cards and building tiles which have been removed are replaced with new ones so that there are always 4 of each.

Taking money

A player can take any **one of the money cards** from those lying face-up, or **several money cards if they do not add up to more than 5** (the currency does not matter).



Example: you could take both the cards on the left or one of the other two.

Buying and positioning building tiles

Buying the tiles

A player can buy a **building tile** from the building market. He must **pay at least the price shown on the tile** and use the currency displayed next to the tile in the building market. **But take care – no change is given!**

The money used to pay for the tile is placed on a discard pile next to the building market.

If you can pay the exact amount it is still your turn and you can decide once more which of the three options you would like to take.

While it is your turn **no new tiles are placed on the building market**. It is only **at the end of your turn** that the empty squares are refilled with new tiles.

It is therefore possible to carry out a maximum of 5 actions during your turn (paying the exact amount four times and then either taking money or redesigning your Alhambra).



Example:

You want a garden for your Alhambra.

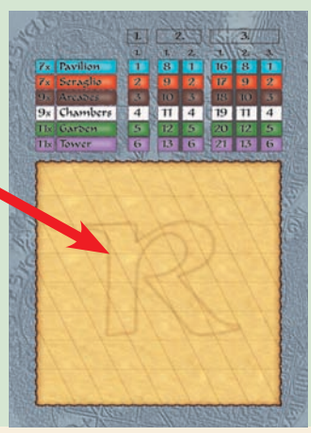
The garden on offer costs 10. You have two money cards of this currency in your hand and decide to buy the garden. However, as you cannot pay exactly 10 of the blue currency (but only 11), your go is then over; you do not receive any change.

Positioning the tiles

You can either:
add your new building tile to your Alhambra or place it on your reserve board. You can have as many building tiles on your reserve board as you want.







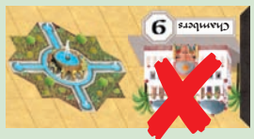
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Rules for building your Alhambra

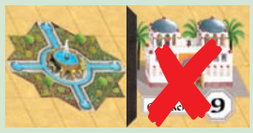
You must build your Alhambra according to the following rules:

- All building tiles must be **the same way round** as your starting tile (i.e. all roofs must point upwards).
- **Adjoining sides must be the same** i.e. they must either both have a wall or both not have a wall.
- You must be able to reach each new building tile **"on foot"** from the starting tile without crossing a wall and without going off the tiles.
- Each new tile must be joined to your Alhambra by **at least one side** (i.e. it cannot be joined just at a corner).
- You must not leave **any "spaces"** (i.e. an empty area surrounded on all sides by building tiles).

The following combinations are NOT allowed:



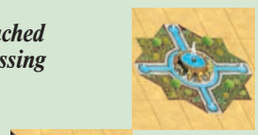
The tile is the wrong way round



A side with a wall is joined to a side without a wall.



The "on-foot rule" has not been followed: the tower cannot be reached from the starting tile without crossing a wall.



The building tiles are not joined by at least one side.



Putting the "Arcades" tile in the position shown would create an empty area completely surrounded by tiles.

Redesigning your Alhambra

There are three ways in which you can redesign your Alhambra:

- You can take a building tile from your **reserve board and add it to your Alhambra**.
- You can remove a building tile from your Alhambra and **put it on your reserve board.**
- You can **exchange** a building tile on your reserve board for one in your Alhambra. If you do this the new building tile in your Alhambra must go in exactly the same place as the one you remove.

When you are redesigning your Alhambra you must still follow the building rules. **You are not allowed to remove the starting tile or exchange it for another tile.**

Example: you buy a building tile and pay the exact amount so it is still your turn.

You decide to buy another building tile and you manage to pay the exact amount again.

It is therefore still your turn and you decide to redesign your Alhambra. You can for example remove a building tile from your Alhambra and exchange it for one on your reserve board.

This brings your turn to an end. You can now add your newly bought building tiles to your Alhambra by placing them in the best possible position or alternatively you can put them on your reserve board.

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At the end of your turn

It is only **right at the end of your turn** – i.e. after any redesigning you may have carried out – that you **add the building tiles you have bought** to your Alhambra or place them on your reserve board. You can add the newly bought building tiles **in any order you wish**.

When your turn is over it is the next player's turn. Before the next player decides what to do, **any money cards or building tiles which have been removed are replaced with new ones** so that there are four of each again. If you reach the end of the money cards the discarded money is shuffled and placed face-down to make a new pile.



Example: the tiles on 2 and 4 have been removed. The squares are refilled in order – the first tile goes on 2 and the second on 4.

Scoring

There are **3 scoring rounds** during the game. The first two take place when the scoring cards are drawn from the pile of money cards. The third and **final scoring round takes place at the end of the game**.

When a scoring card is drawn it is put to one side (withdrawn from the game) and the next card or cards are used to make the number of money cards up to four. But before the next player starts his turn the scores are calculated.

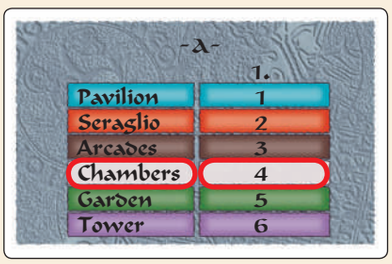
In each scoring round, points are awarded to whoever has the most of each kind of building. Players are also given points for the length of the wall around their Alhambras.

Points for having the most of each kind of building

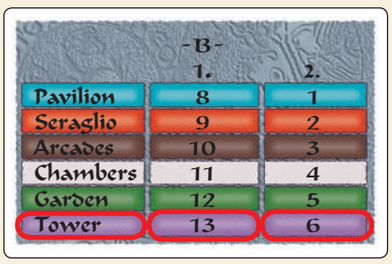
Points are awarded for **having the highest number of one of the different kinds of buildings.** The number of points a player receives depends on which kind of building it is. In each case, the player with the most buildings is awarded the points for 1st place indicated on the **scoring card** next to the name of the building.
Only the players with the **most buildings** of each kind receive points when the "1st Scoring Round" card is drawn. Points are awarded in the later rounds as follows: in the **"2nd Scoring Round"** (which takes place when the "2nd Scoring Round" card is drawn), **points are awarded to the players with the highest number and second highest number of building tiles of each kind.**
If several players tie, the **points** for the respective places are **shared.** Points are always rounded down.
The 3rd round of scoring takes place at the end of the game; points are then also awarded to the players with the third highest number of buildings of each kind as shown in the example and on the **points table on the tile reserve board.**

Take care: building tiles on the reserve boards are NOT counted towards players' scores.

Note: the price of the building is not important for the scoring, just the number of tiles! You must have at least 1 building tile of a particular kind to be awarded points for that category.

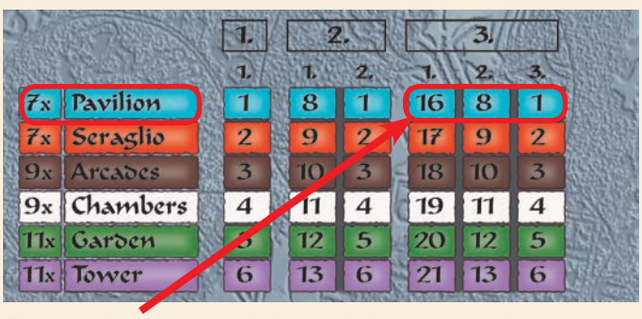


Example:
The player with the most chambers is awarded 4 points.



Example:
The player with the most towers is awarded 13 points.
The player with the second highest number of towers is awarded 6 points.

Example: Kim and Nina each have 4 towers. They share the points for 1st and 2nd place: 13 + 6 = 19 points. The number is divided by two and rounded down so they are each awarded 9 points.



These are the points awarded in the 3rd scoring round.

Example: The player with the highest number of pavilions is awarded 16 points. The player with the second highest number of pavilions is awarded 8 points. The player with the third highest number of pavilions is awarded 1 point.

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Points for the wall around your Alhambra

As well as points for buildings, players are also awarded points for the **longest joined wall around their Alhambras**.

Each side of a tile with a **wall segment on it counts for 1 point**.

No points are awarded for walls which are back-to-back, i.e. internal walls.

The points awarded to a player are recorded on the scoring board. Each player moves their counter one space forward for each point that they have been awarded.



End of the game

The game ends when – at the end of a player's turn – **there are not enough building tiles left in the bag to bring the total up to four again.**

The **remaining building** tiles from the building market are given to the players who have the most money of the respective currency in their hand (it does not matter how much the building costs). If two or more players have the same amount of money then that building tile remains on the building market. Building tiles given to players in this way may then be added to their Alhambras in accordance with the building rules.

The third and final scoring round now takes place.

The player who leads on the scoring board after this last round has won. If two players are level the game is a draw.

Note: the building market is refilled with the remaining tiles as far as possible.

Rules for playing with two players

The normal Alhambra rules apply with the following changes:

The pack contains three of each money card; **one of each is removed**, i.e. only **72 money cards are used**.

There is an **imaginary third player.** Let us call him Dirk. Dirk does not build an Alhambra but **does collect building tiles**. Dirk does not have any turns.

At the beginning of the game 6 building tiles are drawn randomly from the bag and put to one side for Dirk – in full view of both players.

In the scoring rounds Dirk is awarded points for having the most of any of the different kinds of building but **not** for an external wall.

Directly after the first scoring round Dirk is given 6 more tiles…

Dirk is given 6 more tiles which are also randomly drawn from the bag and placed with his others.

After the **2nd scoring round Dirk is given more building tiles**. This time he is not necessarily given 6 but is instead given a **third of the tiles remaining in the bag (rounded down)**.

Only one rule is different for the two players: whenever they buy a building tile they can not only add it to their Alhambra or place it on their reserve board; they can also give the building tile to Dirk.

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1. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game.
Rule changes, additional rules, and new equipment are explained on the following pages.

The Vizier's Favour

"The Vizier's favour" is a module which allows the normal order of play to be interrupted for a special move: the purchase of a building tile.

But this has its price.
The building must be paid for with the exact money but you do not get an extra go!

Equipment



6 wooden vizier pieces in the players' colours.

Getting ready to play

Before the game begins, each player receives the vizier piece in their colour which they place face up in front of them. *(You can only use the vizier piece when it is face up.)* The pieces which are not needed are removed from the game.

Winning the Vizier's favour

Each time a player has completely finished their turn, any of the players may interrupt the normal order of play and make a **Special Move** by buying a building tile from the building market and positioning it. However, they can only do so on the following conditions:

- their vizier piece must be in play (face up);
- they must (be able to) pay for the building tile with the exact money.

A player who makes this special move does not have the extra go they would normally get by paying exactly.

The player then turns their vizier piece over (face down) – it is now no longer in play. The player takes the building they want, pays the exact price and positions it according to the building rules or places it on their reserve board. The player does not have an extra go.

The building market is then refilled so that there are 4 buildings.

The normal order of play then resumes with the player who would have been next.

Bringing the vizier piece back into play

Each player normally has three different options when it is their turn (Take some money • Buy and position a building tile • Redesign their Alhambra). Now there is another option as well:

Bring the vizier back into play.

The vizier piece is turned over so that it is face up.
It can now be used at any time for the special move.

Notes

- If several players want to use their vizier at the same time, the player who would be next in the order of play comes first. *(The player due to play next would be the first – the player who has just finished their turn would be last.)*
- The other players may then decide again whether they want to use their vizier piece.
- When the last building tiles are being shared out at the end of the game, the vizier piece can no longer be used.
- Using the vizier piece does not allow a player to take a workers' hut *(See the "Workers' huts" module)*

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1. Alhambra

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Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Bureau de Change

"The bureaux de change" are six new playing cards which can be picked up like money cards. They make it much easier to pay exactly as if you hold one in your hand you can pay with two currencies instead of one.

Unfortunately, you can only use a bureau de change card once. After that, it is placed on the discard pile.

Equipment

6 bureau de change cards: playing cards which each show two different currencies



Getting ready to play

When the Palace of Alhambra money cards are divided into five piles at the start of a game, **two bureau de change cards** are concealed in the **2nd, 3rd and 4th piles.**

How do you get the bureau de change cards?

When the top card taken from the money pile is a bureau de change card, you lay it (like any other card) face up next to the building market. There are always a maximum of four cards showing, no matter whether they are bureau de change cards or money cards.

The player whose turn it is may now take a bureau de change card instead of money. You can have as many bureau de change cards in your hand as you like.

How do you use the bureau de change cards?

A building tile usually has to be paid for with the currency shown directly next to the building tile in the building market.

If the bureau de change card also shows this currency it can be played and the player can buy **one building tile** using any combination of the two currencies on the card.



Example: a player has the following four cards in their hand: 7 and 2 denars (blue), 9 florins (yellow) and the blue-and-yellow bureau de change card.

With these cards he could buy either the garden or the pavilion pictured.

He can now choose: either he pays 9 florins and 2 denars for the garden or he pays 7 denars which is the exact money for the pavilion. In either of these cases he plays his bureau de change card which he must then discard. He is not allowed to use his bureau de change card twice.

Notes

- When all the cards in the money pile have been used, the discarded cards – **including** the used bureau de change cards – are shuffled and placed face down to make a new pile.
- At the end of each turn any cards which have been removed are replaced with new ones so that there are **four in total** – even if this includes one or more bureau de change cards.
- When the last building tiles are shared out at the end of the game, the bureau de change cards can no longer be used.

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1. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Bonus Cards

"Bonus cards" which have been played count as building tiles in the scoring rounds. As they are not normally played until later in the game, they can cause a few surprises when the scores for the buildings are awarded. However, you can only play them when you have added the building pictured on the card to your Alhambra!

Equipment

10 bonus cards: playing cards which each show a picture of a particular building tile.



Getting ready to play

The bonus cards are shuffled and dealt face down to all the players as follows:

with **2 or 3 players**, each player receives **3 bonus cards**; with **4 or 5 players**, each player receives **2 bonus cards**; and with **6 players**, each player receives **1 bonus card**.

Bonus cards which have not been dealt out are set aside face down.

How the bonus cards work

On each bonus card, there is a picture of a particular building tile. *(Note: The 10 cards show the building tiles which do not have a wall on them.)*

A player who adds a building tile to their Alhambra during the game and also has the matching bonus card can play this bonus card by laying it face up in front of him at any time.

Once a bonus card has been played, it counts as an extra building of that particular kind during the scoring rounds.





Example: A player has the building tile showing the number 10 and a garden without a wall; the player has added it to their Alhambra and laid the matching bonus card face up in front of them. This player would now have two gardens in a scoring round.

Notes

- If a player removes a building tile from their Alhambra after having already played the matching bonus card, the player must pick up the bonus card again. Neither the bonus card nor the building tile on the reserve board would then count during a scoring round. Only when the building tile has been added to the Alhambra again can the matching bonus card be played and then count as an extra building in a scoring round.
- Once you have added the building tile to your own Alhambra, you can play a matching bonus card at any time, including during a scoring round.
- It may well be a good idea to only play a bonus card later on, for example to leave other players in the dark as to who really has the most of that particular kind of building. You may then perhaps be able to spring a surprise during the third scoring round when there are the most points to be won.

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1. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

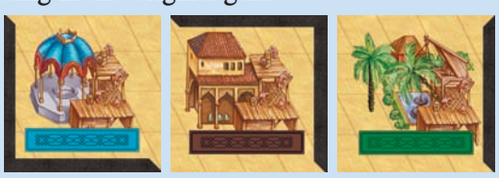
Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Workers' Huts

There is a new kind of building for the Alhambra: **the workers' huts**. If a workers' hut is positioned skilfully, it can count as a maximum of three buildings of the same kind. But the workers' huts are not only important for getting the most buildings; they also help players to plan their walls better. Unfortunately, each player can only use a maximum of three huts.

Equipment

24 building tiles which show six different workers' huts. There are workers' huts in the same colours as each kind of building in the original game.



There are 3 blue … *4 brown* … *5 green*



… *3 red* … *4 white* *and 5 purple workers' huts.*

Getting ready to play

The workers' huts are sorted according to their colour, then each of the 6 piles is shuffled and placed face down next to the building market. Next, the top workers' hut of each pile is turned face up.

How to play

Each player normally has three different options when it is their turn (Take some money • Buy and position a building tile • Redesign their own Alhambra). They now have another option: **build a workers' hut**.

Building a workers' hut

You can take any one of the upturned workers' huts from the six piles. Then the next workers' hut in the pile is turned face up.

If all the tiles have been taken from a pile, this kind of workers' hut is no longer available. A workers' hut does not cost any money *(and **cannot** therefore be paid for exactly, which means there is no extra go).*

At the end of a turn, the workers' hut (together with other building tiles if the player has just bought them) is added to the player's own Alhambra or placed on their reserve board according to the building rules. Each player is allowed a maximum of **three workers' huts**, including those on their reserve board. The rules for **redesigning the Alhambra also** apply to the workers' huts.

Scoring with the workers' huts

- When scoring, a workers' hut may **count** as **nothing** or as up to a maximum of three extra buildings of the same colour, depending on its position. If a workers' hut is joined to one building of the same colour it counts as **one** additional building of this kind, if it is joined to **2 or 3** buildings of the same colour, it counts as 2 or 3 buildings of this kind, as long as in each case there is **no wall** between the workers' hut and the neighbouring buildings of the same colour.
- The walls on the workers' hut tiles are scored in the same way as usual.

Example: The player has already used 3 workers' huts and is not allowed to take any more.



The purple workers' hut does not count as although it is joined to a tower, it is separated from the tower by a wall.

The upper brown workers' hut has two neighbouring arcades without any wall in between and counts as 2 extra arcades when scoring.

The lower brown workers' hut has one neighbouring arcade and therefore counts as 1 extra arcade.



This Alhambra consists of 1 garden, 1 tower and 5 arcades.

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2. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The City Gates

"The city gates" enable players to place buildings in areas of their Alhambra which were previously out of bounds.

Whereas players used to have to make sure that no city wall blocked the way to the new building, a city gate can now be used to provide the necessary access.

Equipment

6 wooden city gates and 6 playing cards s howing a city gate.



Getting ready to play

Take one wooden city gate and one playing card for each of the players.

When the money cards in the original game are divided into five piles at the start of a game, the **city-gate cards** are inserted face down – spread out as evenly as possible – in the **3rd, 4th and 5th pile**.

The wooden gates are placed ready.

How do you get a city gate?

If the top card taken from the money pile is a city-gate card, it is placed face-up next to the wooden gates **or** put on the discard pile if another city-gate card is in play.

Another card from the pile is then turned over, until there are once more four cards lying ready next to the building market.

From now on a player can pick up the city-gate card instead of a money card *(or a bureau de change card from the 1st extension).*

How do you use a city gate?

Playing or using a city gate does not represent a separate turn during the game. Instead, it allows a player to lay a building tile which is only connected to the Alhambra by a double wall and cannot be reached "on foot" from the starting fountain. A wooden gate is placed on the newly-created double wall (this therefore fulfils the pedestrian rule again).

The city-gate card is then removed from the game.



The use of a city-gate card enables players to lay buildings in places which were previously out of bounds due to the "pedestrian rule".

The city gate "opens" the city wall so that the "pedestrian rule" is fulfilled again.

Notes

- A player can hold several city-gate cards in their hand.
- A player can use several city-gate cards in one go.
- The city-gate card can also be used during a move where the player »redesigns their own Alhambra«.
- Once a city gate has been played, neither the city gate nor the two building tiles lying under it can be redesigned.

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2. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Diamonds

A new (fifth) currency has entered the game: **"diamonds"**! Diamonds can be used to buy any building tile, no matter what currency the building market requires.

However, the diamonds cannot be combined with money cards of other currencies when paying for a building tile.

Equipment



10 money cards showing "diamonds", the new currency, with values from 3 to 9.

Getting ready to play

The diamond cards are shuffled together with the other money cards. The players then receive their starting money and the game continues according to the rules of the original game.

How do you get diamonds?

Players obtain diamonds in just the same way as other money cards.

How do you use the diamonds?

The diamonds are a new (fifth) currency in the game. They can be used to buy any tiles from the building market. Diamonds replace any of the other currencies. However, you are not allowed **to combine diamonds with other currencies**.

Example: a player has the following two diamond cards in his hand: 5 and 4, and now has the choice of either paying the exact amount for the red building, i.e. 9 diamonds; or the player can buy the brown building or the light-blue building by paying more than the necessary amount.

Example: the player may not combine diamonds with the yellow currency to buy the tower.



Notes

- Diamonds cannot be used together with the **bureaux de change** cards [*1st extension*].
- **Diamonds do not count** when the remaining building tiles in the building market are distributed **at the end of the game** to the players who have the most money in the various currencies.
- It is allowed to pay "characters" with diamonds.

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2. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Characters

Each of the **"characters"** has a different ability which they put in their owner's service. These abilities enable players for instance to make new moves, win bonus points or get additional money cards. However, only a player who is able to make the highest offer will gain a character card.

Equipment

10 **character cards**: playing cards which each depict a person.



Getting ready to play

When the money cards of the original game are divided up into the five piles at the start of a game, **2 character cards** are placed face down in **2nd, 3rd and 4th pile**. The remaining character cards are laid, face down, to one side.

How do you get character cards?

If the top card taken from the money pile is a character card, the game is **immediately interrupted** and the card is auctioned off.
The player who is due to play next assumes the role of auctioneer and makes the first bid or passes. Every player must now in turn either **increase the bid or pass**. Players can only make bids which they can pay in **one currency**. Anyone who passes may not make any further bid for this card. The player who makes the highest bid gains the character card, places it face up in front of him and may from now on make use of the effect of the card. Players may have any number of character cards. If no-one makes a bid for a character card, it is removed from the game completely. After the auction, play continues with the player who was auctioneer.

How do you use character cards?

The symbols in the top corners of the cards show when and how often the characters' abilities can be used. A player may only use 1 card with a diamond symbol [❖] in any one round. Cards with a [W] have an effect during scoring rounds and cards designated [1x] are removed completely from the game after they have been used.
Note: a player may not use any character cards if he decides to use his vizier piece [1st extension].

The character cards have the following abilities:

Abdul Karim *[1x] – when buying a building, Abdul pays the exact amount, the player therefore gets the* ***building for free*** *and a* ***bonus go****.*

Abdul Knihstig *[❖] – if the player buys a building at a price of 10 or more, they may immediately* ***pick up a face-up money card****.*

Ammar El'Schauf *[❖] – provides the player with an* ***additional redesigning*** *move at the end of their turn (after laying any new buildings).*

Faruk Will'haben *[❖] – enables a player to take several money cards if the total is* ***not greater than*** *7 (instead of the normal rule of up to 5).*

Fatima *[1x] – the player must decide* ***immediately*** *,whether they would like to retain Fatima (value:* ***8 points****) or exchange her. Fatima is exchanged for the* ***top face-down character card*** *in the surplus pile. The new card is laid face-up and can be used immediately.*

Hakim Wahid *[W] – counts as an extra half building for* ***one type of building*** *in every scoring round. (The player chooses a type of building in every scoring round.)*

Laila Wundabah *[❖] – may* ***exchange a building in the building market*** *for a new building (taken face down from the bag) before the player's go. The old building is returned to the bag.*

Machma Klain *[❖] – can* ***exchange one of the player's own money cards*** *for one of the money cards lying face up; the new card* ***must be of the same or a lower value****. The other is put on the discard pile.*

Yammerad *[❖] – the player can, at the start of their move, take the topmost money card from the pile, if they* ***have fewer than 3 money cards*** *in their hand. If this is not a money card, the corresponding rule is followed. The player can take another card.*

Yusuf E'Passuff *[W] –* ***Every time the points are awarded for the walls*** *the player receives 1 point extra for every 3 points scored.*

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2. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

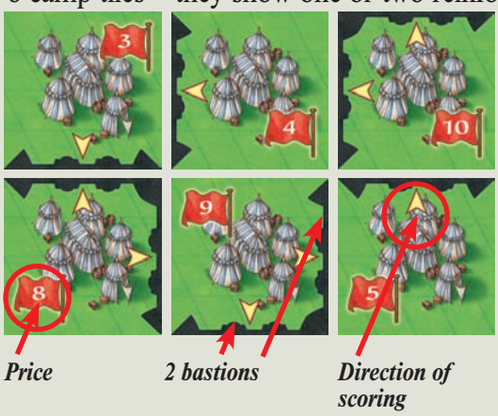
The Camps

There is a new type of building for the Alhambra: **"the camps"**. Placed correctly, a camp gains an extra point in each scoring round for each building tile joined in a direct line with it.

The building rules for the camps are somewhat different – they are basically built on to the outside of the city walls.

Equipment

8 camp tiles – they show one or two reinforcements for the city walls of the Alhambra, the so-called bastions.



Price *2 bastions* *Direction of scoring*

Getting ready to play

The camps are shuffled together with the building tiles of the original game and all these cards are then placed in the bag.

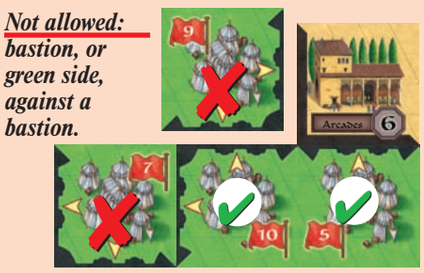
How to play

The camps enter the game just like the building tiles: they are placed on the building market and can be bought for the price shown on them, in accordance with the rules of the original game.

Positioning camps

Just as with building tiles, camps have to be placed either on the player's reserve board or in the player's own Alhambra at the end of their turn. The following changes are made to the building rules of the original game:

- Camps are positioned the same way round as the starting fountain and the buildings.
- Camps **can only be joined by their bastion to the city wall** of a building tile.
- Camps can only touch **one another** with edges which do not have bastions.
- The »pedestrian rule« *[from the original game]* does not apply to camps



***Not allowed:** bastion, or green side, against a bastion.*

***Allowed:** green side against a green side and bastion against a city wall.*

Awarding points for camps

The camps are included in **every scoring round.** No points are awarded for the camps themselves, but they result in **extra points for buildings positioned in the direction of the arrow.** The extra points are scored by counting the buildings joined together in a **straight uninterrupted line** in the direction of the arrow. *(Note: interior city walls do not interrupt the line.)* Each of these building tiles results in **1 point.** *(Note: starting fountain and workers' huts [from the 1st extension] are counted as buildings in this case.)* For camps with **two arrows**, points are awarded in **both directions.**



***Not allowed:** green side, or bastion, against a side of a building without a city wall.*



4 points are awarded for the camp on the left; the opposite one - of course - counts for the same amount again. 2 points are awarded for the camp below. A total of 10 extra points are awarded in this example.

Notes

- Points are awarded for city walls with a bastion in exactly the same way as for city walls without bastion.

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3. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The City Walls

The **"City Walls"** module enables players to add to, or close holes in, their city walls.

There are 12 city-wall segments. However, to use a city-wall segment, the player first has to acquire the corresponding city-wall card.

Equipment



8 playing cards, each showing a particular segment of wall; 12 wooden city-wall segments which are added to the player's own Alhambra wall, according to the instructions on the resp. city-wall card.

Getting ready to play

When the money cards in the original game are divided into five piles at the start of a game, **two city-wall cards** are inserted into the **2nd, 3rd, 4th and 5th pile**. The wooden city-wall segments are placed ready next to the building market.

How do the city-wall cards enter the game?

If the top card taken from the money pile is a city-wall card, it is placed face-up next to the board. *(Several cards may be lying face-up next to the board at any one time).* A card is taken from the pile and added to the money cards next to the building market to make them up to 4 again.

From now on there is an additional move available: **build a city wall.**

This move is available in addition to the three possible moves from the original game: take some money, buy and position a building tile or redesign your own Alhambra.

Building a city wall

A player may take any face-up city-wall card. The player now builds the walls on any of his tiles; he uses one or two of the wooden city-wall segments, as shown on the card.
It does not matter whether the tile has been newly bought, is in the Alhambra, or is in the reserve. Players are not allowed to build over the printed walls.

The new city wall(s) cannot be redesigned any more until the end of the game and, as with the printed walls, belong(s) to the building tile.



Notes

- Players can build city walls on any appropriate building tile of their Alhambra, including on the starting fountain.
- During scoring, the city walls count the same as the printed walls on the building tiles.
- After building a city wall, the Alhambra must still be built according to the building rules.
- During the building of a city wall, it does not matter whether the tile the wall is positioned on has a printed wall or not, as long as the player does not build over the walls depicted on the building tiles.
- Wooden city gates *[2nd extension]* can only be used to build over printed walls.

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3. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Thieves

"The thieves" are twelve new playing cards which can be picked up. They enable players to pick up money cards of a certain currency when it is another player's turn. However, only one card can be taken no matter what value it is. After using the thief card, it is removed from the game.

Equipment

12 playing cards, 3 in each of the 4 currency colours. Each card shows a thief and the currency which he can steal.



Getting ready to play

The thieves are shuffled and dealt face-down to all players:
With **2 and 3 players** each player receives **4 thieves** with **4 players** each player receives **3 thieves**; and with **5 and 6 players** each player receives **2 thieves**.
Thieves which have not been dealt out are removed, face-down, from the game.

How to use the thieves during the game?

Every time a move is completely over, a player may interrupt the normal order of moves and, as a **special move,** use his thief by picking up one of the face-up money cards in the currency depicted. The thief that has been played is then removed from the game.



The only exception:
A player cannot use a thief before his own go.

Notes

- A player may play several thieves at the same time. After each thief is used, the card he has taken is replaced so that there are 4 face-up money cards once more.
- A player may only take one money card for each thief he plays. Players are **not** allowed to take several money cards with a combined value of up to 5.
- If several players want to take a certain money card at the same time, the player who is first in the order of play has priority. *(The player whose turn it is would be the first - the player who has just ended his go would be the last in this order of play. Note: the player whose turn it is may not play a thief.)*
- If a player wants to play the Vizier *[1st extension]*, and another wants to play a thief, the order of play decides in this case as well. *(See above)* But a player is allowed to first play a thief and then the vizier counter. *(Note: the player whose turn it is may, however, only play the vizier counter.)*

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3. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Change

The **"Change"** module makes small change part of the game. If a player pays too much for a building, he now receives change.

The player can buy buildings with the coins, just as with the money cards. They make it easier to pay the correct amount of money for buildings.

Equipment

24 coins in the 4 currencies, each with a value of 1, 1 bag



Getting ready to play

The coins are put in the bag and the bag is placed in easy reach of all players.

Who is given change?

If a player pays too much when buying a building, he is then entitled to change. For every two money units he pays in excess of what he had to pay, the player can take one coin from the bag.



Example: a player pays 17 of the blue currency for the tower although it only costs 10. He has paid 7 units too much. He can therefore take 3 coins from the bag.

The coins lie face-up in front of the players. They have a value of 1 and are used like notes of the corresponding currency. If a player uses coins to pay, the coins are returned to the bag once they have been used.

Notes

- The bag may be empty at some point during the game. In this case no change is given.
- It is permitted to deliberately pay far too much in order to obtain more coins.
- Players also receive change if they pay too much to obtain character cards or to buy a camp *[2nd extension]*.
- Change is also given if too many diamonds are paid *[2nd extension]*.
- When, at the end of the game, the building tiles remaining in the building market are distributed to the players who have the most money in the corresponding currency, the players include the coins when adding up their money.

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3. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Street Trader

The **"Street Traders"** module means that citizens can gain entry to the buildings of the palace. Extra points are awarded for them during the scoring rounds.

Skill in placing the trader tiles is required, as every time a street trader has to make way for a building, an citizen of the right colour can move in.

Equipment



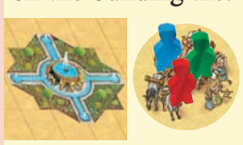
42 wooden citizens, 7 in each of the 6 building colours; 6 circular trader tiles

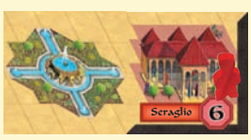
Getting ready to play

Before the building tiles are placed in the building market, each player is given a trader tile and an citizen of each colour. The player secretly chooses three of these citizens and places them on his trader tile. All other citizens go to form the general stock and are laid ready next to the building market. Each player places his trader tile with the three selected figures on any side of his starting fountain.

How do the citizens gain entry to the buildings?

If a player builds a building where a trader tile has been placed *(either new building work or if he is redesigning existing building work)*, the trader tile is first laid to one side. If the colour of the building matches the colour of an citizen on the trader tile, the player can place this citizen on the building tile.

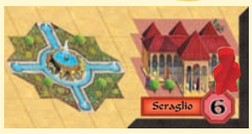




Now he chooses a new citizen from the general stock and positions him on his trader tile. If the general stock has been used up, no new citizen can be taken.



If the colour of the building does not match any of the colours of the citizens on the trader tile, the player can exchange an citizen from the general stock for one of the citizens on his trader tile.



In both cases, the trader tile is, at the end of the move (after the building work) placed on a free square again next to any building tile of the player's own Alhambra.

Points for the citizens

Points are awarded for all citizens on building tiles; the points differ depending on the series of different colours.

A series consists of:

- 1 colour = 1 point
- 2 colours = 3 points
- 3 colours = 6 points
- 4 colours = 10 points
- 5 colours = 15 points
- all 6 colours = 21 points

Example: a player has a total of 3 red, 2 white, 2 green and 1 blue citizen in his buildings. He therefore has three series, which bring the following points: 10 points are awarded for the "red-white-green-blue" series, which uses 4 different citizens; 6 points are awarded for "red-white-green", which uses 3 different citizens; and 1 point is awarded for "red", made up of one citizen. Overall the player is awarded 17 points.

Notes

- Several citizens of the same colour can be on the trader tile, but only one of these citizens may move into a building at any one time.
- A building can be built where a trader tile is positioned even if the colour of the citizens does not match the building colour. In this case, no citizen moves into the building.
- If a building with an citizen is dismantled, the citizen is returned to the general stock.
- When placing the trader tile, only one of the building rules of the basic game counts: the ban on building "diagonally".
- Citizens may not be placed on workers' huts *[Ist extension]*.

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4. Alhambra

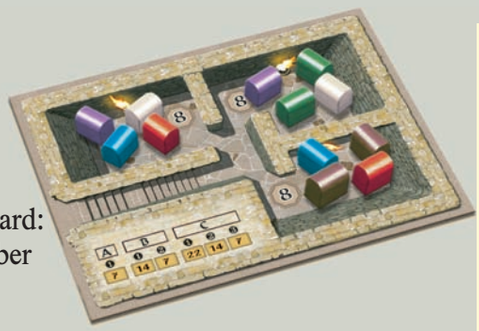
This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game.
Rule changes, additional rules, and new equipment are explained on the following pages.

The treasure chamber

Enemies approach! The Caliph's **"Treasure Chamber"** must be cleared and the treasure taken to safety.
The treasure chests are placed in buildings of the same colour. This earns players extra points in the scoring rounds.

Equipment



42 treasure chests in the 6 colours of the buildings,

1 small playing board: the treasure chamber with 3 rooms,

1 bag.

Getting ready to play

The treasure chamber is laid ready. All 42 treasure chests are placed in the bag. 4 chests are taken out of the bag and placed in the first room of the treasure chamber; this is repeated for the remaining two rooms.

How do players get the treasure chests?

This extension module gives players an additional option when it is their turn: they can buy treasure chests. This is in addition to the three options the players have in the original game: Take some money – Buy and position a building tile – Redesign their Alhambra. When buying treasure chests, a player can take the four chests from any of the rooms in the treasure chamber. To do this, a player must pay **at least** 8 units in **any combination** of currencies. Note: players **do not** get an extra go if they pay the exact money!

Example: the player whose turn it is wants to buy treasure chests. He pays 3 units of the orange currency, 3 units of the blue currency and 4 units of the green currency. He takes the 4 treasure chests from any one of the rooms in the treasure chamber. He does not receive any change.

Where are the treasure chests put?

The treasure chests must be distributed between **buildings of the corresponding colour** during the move in which they are bought. Only 1 chest can be put in a building at any one time. A chest can also be put in buildings which were bought during this turn; chests **cannot**, however, be put in buildings which are on which are on the player's **reserve board**.
If not all chests can be distributed among a player's own buildings, the rest of the chests are given to the player to the left who now has the opportunity to distribute these chests among his own buildings. If chests are still left over, they are passed to the next player. Chests which cannot be placed **by any player** are **returned to the bag**.

Now the emptied room of the treasure chamber is refilled with 4 chests taken randomly out of the bag. Should there **not be enough** chests left **at this point**, the room remains **empty**. From now on, no chests are replaced any more.

Points for treasure chests

The colour of the chests does **not play any** role in the scoring; only the number is of relevance for the number of points which players are awarded.

The player with the most chests is awarded the points for 1st place. The players who have the second-most and third-most chests are awarded the points for 2nd and 3rd place. If several players have the same number, the same procedure is used as that for awarding points for buildings.

The distribution of the points is printed on the treasure-chamber board.

Notes

- If two players are playing, treasure chests which are not able to be placed are always first passed on to Dirk *(our virtual 3rd player)*, where they are placed in matching buildings. Any chests left over are then passed on further.
- If a building containing a chest is removed, the chest is returned to the bag.
- Chests may not be placed on workers' huts *[1st extension]*.

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4. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Master Builders

The **"master-builder cards"** make it easier to redesign an Alhambra. This is not only an advantage in the original game. It also makes attractive combinations possible when playing with other modules such as "workers' huts", "bazaars" or "street trader". The new possibilities are rounded off by the fact that these cards can also be used as money.

Equipment



16 master-builder cards (4 money cards in each of the currencies with an additional function).

Getting ready to play

The master-builder cards are shuffled. Each player is given 2 cards without these being revealed to the other players. Each player is then given their starting money.

When the money cards from the original game are divided up into five piles, **3 master-builder cards** are put into **the 3rd pile** and three more into the **5th pile**. If there are **6 players**, only **1 master-builder** card is put into the **5th pile**.

If there are fewer than 5 players, some master-builder cards will be left over. They are removed from the game.

How do players get master-builder cards?

Players get master-builder cards in the same way they get other money cards.

How do players use master-builder cards?

The master-builder cards have **two different functions**.

As money

Firstly, each master-builder card is a normal money card with a value of "3" (in the different currencies). All rules concerning money (e.g. taking cards with a total value of "5") apply to these cards as well.

For building

As an alternative to using the cards as money, the master-builder cards allow a player to have an **extra go at redesigning their Alhambra at the end of their turn (after placing** any buildings which have just been bought). Only 1 master-builder card per turn can be used for redesigning the Alhambra.

In contrast to normal money cards, master-builder cards are removed from the game after being played (no matter how they have been used).



Example: a player has two master-builder cards (in the yellow currency) and another card (9 units of the yellow currency) in his hand. He can now buy the purple building or he can keep his master-builder cards for a later turn.

Notes

- Ammar El'Schauf, *[a character card from the 2nd extension]* can be used together with 1 master-builder card at the end of a turn.

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4. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The invaders

Danger for the Alhambra. **"Invaders"** have been sighted! And what is almost worse is that our points are also in danger, because buildings which have missing walls are unprotected and this means that points are deducted.

Equipment



4 invasion cards which show what direction the invaders are approaching from.

6 scout cards which can be used to scout out the attacks.

Getting ready to play

The invasion cards are shuffled and laid ready face-down. The scout cards are also shuffled and the **top two** cards are then turned face-up.

The invasion cards

An invasion card shows what direction an attack on the Alhambra is coming from. If a player has building tiles which are unprotected from this direction (i.e. they are at the edge and unprotected by a wall), then points are deducted from his score. The bottom of the invasion card shows how many points are deducted during the three scoring rounds for each side of a building which is unprotected.

The invasion takes place
Directly after a scoring round, the top invasion card is turned face-up. It shows what direction the Alhambra is being attacked from. Each player's Alhambra is compared with the direction of the attack. A player's building tiles are taken to be pointing north (i.e. all roofs always point north).

Invasion after the 1st round of scoring
For each side of a **building tile, and of the starting fountain,** which is unprotected from this direction (i.e. it does not have a wall along the edge), 1 point is deducted from the player's score (but a player's score cannot go below zero).

Invasion after the 2nd round of scoring
2 points are deducted from the player's score for each unprotected side.

Invasion after the 3rd round of scoring
3 points are deducted from the player's score for each side unprotected from the main direction of the attack. 1 further point is deducted for each side which is unprotected from the two neighbouring directions.



Example: the invasion after the 1st round of scoring affects a total of 3 unprotected sides of this Alhambra. 3 points are deducted from the player's score. After the 3rd round of scoring, the sides which are adjacent to the main direction of attack are also affected. Twelve points are deducted in this case.

The scout cards

Anyone who buys a building which matches the face-up scout card and pays for the building exactly, receives the scout and can use him to look at the top card of the pile containing the invasion cards. The invasion card is then returned to the pile face-down. The used scout card is removed from the game. 2 new scout cards are turned after the 1st round of scoring and two more after the 2nd round of scoring; any scouts still lying face-up are removed from the game.

Note/ Variation with face-up invasion card

- With "Vizier" *[1st extension]* and "Abdul Karim, the rich patron" *[2nd extension]*, the exact money is paid. This also enables the scout to be used.
- The current invasion card is turned face up. The scouts are discarded.

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4. Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Bazaars

Another type of building joins the Alhambra: **"The bazaars"**. If they are skilfully built into the Alhambra they can count for up to 24 extra points for neighbouring buildings of the same colour, but only in the last scoring round.

Equipment



8 building tiles which show different bazaars. Each bazaar shows one particular type of currency and the colours of 3 types of building.

Getting ready to play

The bazaars are placed in the bag together with the building tiles.

Playing the game

If a bazaar is drawn from the bag when the building market is being filled, it is laid face-up **next** to the building market. More building tiles are drawn until there are 4 buildings on the building market.

The bazaar can now be bought just like any other building tile. The coin on the tile shows the **currency required.**

The price is the same as that of the **building tile** of the corresponding currency on the building market. A bazaar **can only be paid for with the exact money.** The player then **has another turn**.

Bazaars are placed or redesigned just like the buildings from the original game; the same rules apply.



This bazaar costs 7 units of the yellow currency at the moment.

Points for the bazaars

Points for bazaars are **only** awarded in the **last round of scoring.** To decide how many points are to be awarded for a bazaar, a player must add up the number of neighbouring buildings of a matching colour (a maximum of 8 buildings). Buildings **diagonally adjacent** to the bazaar are **also** counted as neighbouring buildings. A building counts as being of a matching colour if the colour is shown on the bazaar. The **number** of **matching buildings** neighbouring the bazaar is multiplied by the number of matching colours involved. This is the number of points awarded to the player for this bazaar.



Example:
The bazaar has 6 neighbouring buildings as 2 adjacent areas are empty. 4 of these buildings are of a matching colour with the bazaar. There are neighbouring buildings of all 3 of the bazaar's colours. This produces the following number of points: 4 buildings x 3 colours = 12 points.

If the purple building in this example were not there, the number of points awarded would be far lower: 3 buildings x 2 colours = 6 points.

Notes

- A building can, if it is situated in the right position, count towards the points awarded for several bazaars.
- The number of points awarded for a bazaar is **not** influenced by walls.
- Points are never awarded for neighbouring bazaars and workers' huts *[1st extension]*.
- **Any number** of bazaars can lie **on offer** next to the building market.
- If the building which is needed to decide the price is not on the building market *(it has just been bought)*, the corresponding bazaar **cannot be bought at that point.**
- Unsold bazaars are **not** divided up between players at the end of the game.
- Bazaars can be bought with "Vizier" *[1st extension]* and "Abdul Karim, the rich patron" *[character card, 2nd extension]*.
- If "the street trader" *[3rd extension]* has to make way for a bazaar, the citizens may not move into the bazaar. A citizen may be exchanged as usual.

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5, Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The new Score cards

The **"New Score Cards"** module completely revises the 6 building types from the basic game. The allocation of the winning points now changes with each individual evaluation.

Equipment

18 score cards, each with a different sequence of the 6 building types and 1 points indicator with slots for holding 3 cards.



Example: In the 1st scoring, 1 winning point is awarded for the majority "Garden" (as opposed to 5 points in the basic game).

Getting ready to play

The 18 score cards are shuffled face down. 3 cards are picked at random and placed face up, one after the other from top to bottom, into the 3 slots on the points indicator. The remaining cards are removed from the game.

Note: The two score cards from the basic game are included in the usual manner and trigger the corresponding scoring when they are drawn.

The Effects of the New Score Cards

When a scoring occurs, winning points are awarded for each building type in the same way as in the basic game, but the value of each building has now changed. The points indicator and adjacent score card show the number of points that can be won for each building type. Where the most points used to be awarded for the majority of towers, the highest number of points can now be given for the majority of serais, for example.

Note: The winning points of the score cards and reserve tableaus of the basic game are not taken into account.

Overviews

The overview card provides a synopsis of the building counters from the basic game on its front and rear sides. One overview shows the buildings sorted by their walls, the other by their prices.

Overview for the module:

The Power of Sultan



The card shows all 54 building counters sorted by the structure of the walls.

The 6 colors represent the 6 building types.

The numbers in the boxes indicate the price.



Example: Chamber 9 with a wall on the lower edge of the counter.

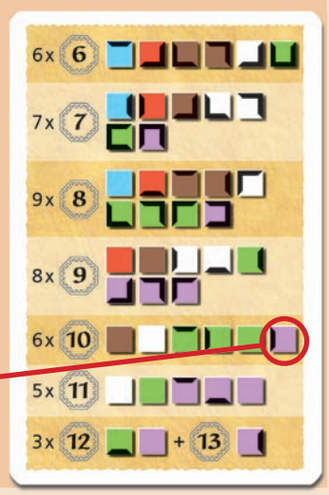
Overview for the module:

The Art of the Moors

The card shows the 44 building counters with a monetary value of 6 or higher, sorted by monetary value.

The 6 colors represent the 6 building types.

Each box also shows the position of each wall.



Example: Tower 10 with a wall on the left-hand edge of the counter.



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This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Power of Sultan

With the **"Power of Sultan"** module, the players are given the option of deliberately acquiring building counters when it is not their turn. The dice determines the type, however.

Equipment

Building dice



Sultan cards

8 sultan cards,
8 marker pieces,
1 building dice with the symbols of the 6 building types and
6 overview cards* .

Getting ready to play

Once the money cards from the basic game have been divided into five stacks, **3 sultan cards** are shuffled into the **1st stack, 2 into the 2nd and 3 into the third**. The marker pieces and dice are laid out next to the builder's yard.

Each player is given one overview card.

One sultan card is turned face up



Each overturned sultan card is laid out open next to the builder's yard. (Several cards can also be laid out open). A player then throws the building dice and marks the result with a piece on the map. More cards are turned over until the number of open money cards increases to 4.

Open sultan cards can be bought like buildings (the option "Buy a building counter"). The purchase price is 7 for each sultan card and the required currency is indicated on the card. A player who pays the exact amount gets an extra turn.

The buyer lays out the card with the marking face up in front of him. If the player does not like the building type marked on the card, he/she can remove the piece and throw the dice again.

The following symbols are opposite one another on the six sides of the building dice.



Example: If a player throws the arcade symbol, he/she must mark it or the chambers on the sultan card.

The player now picks a symbol, either the one that he/she threw on the dice or the one opposite it on the dice (the covered side). The player must mark one of these two symbols on the sultan card.

How is a sultan card used?

If a building counter is drawn when filling up the builders' yard (no matter whether during or at the end of the game), a player with a sultan card on which this building type is marked can take the counter free of charge and use it immediately in his/her Alhambra or keep it in reserve. The corresponding sultan card is taken out of the game. If several players have a suitably marked sultan card, the sequence of play applies, beginning with the player whose turn it would be next.

Remark: At the end of a move, it should be ensured that the money cards are replaced first (by making an evaluation if necessary). The building counters in the builder's yard are then replaced.

If no player with an appropriately marked sultan card wants the building, it is placed in the builder's yard which is then filled up further.

Notes:

- The option "Grace of the Vizier" *[1st extension]* can only be used when necessary after the option "Power of Sultan".
- **No** sultan cards can be bought with a vizier *[1st extension]*.
- Exchange booths *[1st extension]*, diamonds *[2nd extension]* and coins *[3rd extension]* can be used to acquire sultan cards.
- The building counter newly drawn by Laila Wundabah *[character card – 2nd extension]* can be acquired by the "Power of Sultan".

Two players:

- After the first two evaluations, Dirk receives building counters which cannot be taken from him by the "Power of Sultan".
- A building acquired by means of the "Power of the Sultan" can be given to Dirk.

** [See page 24 "New Score Cards" , overview "The power of sultan"]*

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5, Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game. Rule changes, additional rules, and new equipment are explained on the following pages.

The Caravanserai

The **"Caravanserai"** is a kind of variable money card. Its value increases slowly and it can be used at any time. As many different building types as possible are required to get it, however.

Equipment

8 caravanserai cards
8 marker pieces



Getting ready to play

The 8 cards are laid out and the marker pieces placed next to them.

Buying a caravanserai

A caravanserai card is acquired in the same manner as a building counter (using the option "Buy a building counter". Each player can buy a maximum of 2 cards.

The price of a card depends on the number of different building types the player has built in to his/her Alhambra (buildings in reserve do not count). With 4 building types, the card costs 8, with five types 4 and if all types are included in the Alhambra, the card costs 2. The price must be paid in one currency, which can be chosen as desired. A player who pays the exact sum gets another turn.

A player who wants to buy his/her first caravanserai card must have built at least 4 building types into his/her Alhambra at that particular moment and at least 5 types for the second card *(only the 6 building types of the basic game count)*.

The player buying a caravanserai picks one, lays it out open and places a marker piece on the "0" field.

Using the caravanserai cards

As the first action at the beginning of his/her move, a player who has one or two caravanserai cards can move 1 marker piece one space further.

The piece can only be moved upwards, and outwards at the branching points, but not back. It is permitted to leave the piece standing where it is.

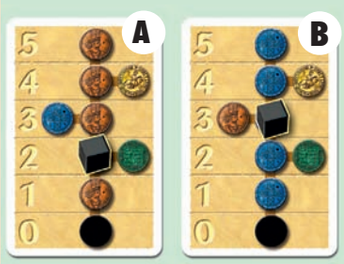
The marked value constitutes money in the appropriately colored currencies. The full sum can be used during the game in the same way as a corresponding money card.

Once the money is used, the marker piece is moved back to the "0" field. The piece can be moved again at the beginning of the following round.

The arrows in the illustration indicate the directions in which the marker piece can be moved.



Starting position of the marker piece.



Even players who have 2 caravanserai cards may only move 1 marker piece at the most.

This example shows the flexibility of the caravanserais: If no piece is moved, the player has 2 ducats and 3 denars at his/her disposal. Alternatively, Piece A could also be moved to 2 dirhams or 3 ducats.

If Piece B were to be moved instead, the player would have 3 ducats or 4 denars.

Notes:

- Caravanserai cards cannot be bought out of turn with a vizier *[1st extension]*.
- If it is a player's turn outside the normal sequence of play due to the "Grace of the Vizier" *[1st extension]* or "Power of Sultan" *[5th extension]*, he/she may not move the marker piece on the caravanserai card.
- Yammerad *[character card – 2nd extension]*: caravanserais are not counted with the money cards that the players have in their hand.
- When the remaining building counters at the builder's yard are distributed among the players who have the most money in the corresponding currency at the end of the game, the current sum of each caravanserai is counted in with it.

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5, Alhambra

This extension contains four different modules which can all be combined singly or in combination with the original game and the modules in the extensions.

Play is still based on the rules of the original game.
Rule changes, additional rules, and new equipment are explained on the following pages.

The Art of the Moors

The **"Art of the Moors"** module is used to introduce culture counters into the game.

They are available for several buildings with the same price and make it possible to gain more winning points.

Equipment



20 hexagonal culture counters, 20 marker pieces, 10 docking strips and 6 overview cards*.

Getting ready to play

The counters are sorted by the values on their reverse sides (brown) and laid out in stacks. The marker pieces and docking strips are laid out too. Each player is given an overview card.

Taking culture counters and marking

A player who owns two or more buildings with the same price (in the Alhambra or in reserve) and does not already have a culture counter with the corresponding price can take one at the end of his/her move along with a docking strip. If this applies to several prices, the player can also take the other culture counters with the corresponding prices. *(If a player already has docking strips with free spaces, these should be used first before the player takes a new one).*

Each new culture counter is attached to the docking strip face up with the value "0" pointing to the gem. The player now marks the number of his/her buildings with the same price by placing a checker on the corresponding culture counter. The checker is placed on the section that shows the corresponding number of small black squares. If there are more sections of this kind, the checker is placed on the one with the highest number. This does not cost any money or constitute a move.



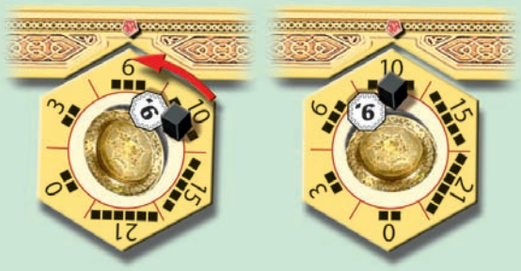
** [See page 24 "New Score Cards", overview "The Art of the Moors"]*

Adjusting the markers that indicate the number of buildings

When newly purchased buildings are built into the Alhambra or kept in reserve at the end of a move, the corresponding marker pieces are updated.

The Effect of the Culture Counters

A player who owns culture counters has another option of play – **the further development of culture counters.** With this option, all of the player's own culture counters are turned anticlockwise by one position. A counter whose marker piece is standing on the section that points to the gem on the docking strip is **not turned** any further.



A culture counter whose marker piece points to the gem may <u>not</u> be turned any further.

The players receive additional winning points for the culture counters with every evaluation. The number on the ulture counter that points upwards (in the direction of the gem) indicates the number of winning points the player is to receive.

Notes:

- Only the buildings from the basic game count.
- Each player may only possess a maximum of one of each type of culture counter.
- For buildings acquired outside a player's regular turn *[„Vizier" and „Sultan", 1st and 5th extension]* culture counters must be taken immediately, where appropriate, or the marker piece must be adjusted.
- A culture counter can only be marked up to the highest value indicated. A player cannot receive more winning points than the number shown on the counter.
- All buildings with the price „12" or „13" are regarded as buildings with the same price.

Two players: • Dirk does ***not*** get any culture counters.

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