Dirk Henn

Spiel des Jahres 2003 KRITIKERPREIS

Alhambra

FamilyBox

Rulebook



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QUEEN GAMES

Alhambra

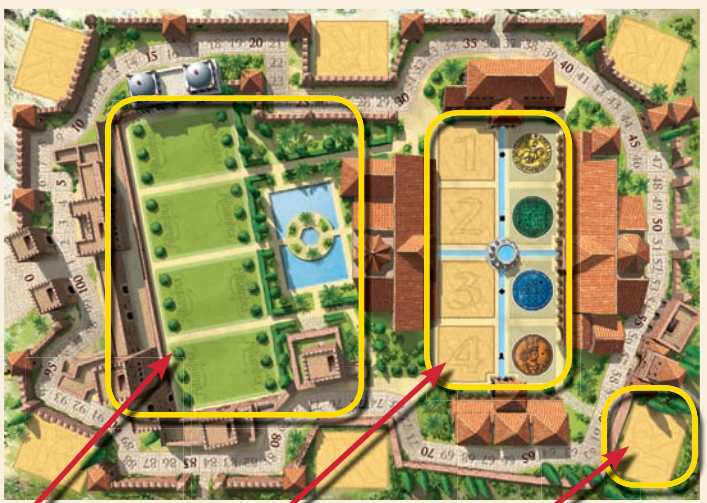
A game by Dirk Henn for 2-6 players

Equipment

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



- **6 Figures** – for marking victory points on the counting row.
- **1 game board** – with a counting row around the edge. It is used for placing:
  - Money cards
  - building tiles
  - reserve building tiles



4 spaces for money cards

Space for building tiles in reserve. Each player has his own reserve space.

The building site - shows four spaces, each for one building block. Each space belongs to a different currency.

- **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.



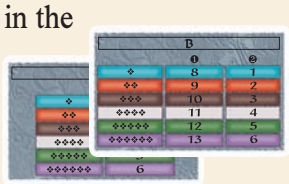


- **108 money cards in four currencies** – these are used to buy the building tiles from the market to make your own Alhambra.



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

- **2 scoring cards** – which turn up in the pile of money cards.



- **6 Point Tables**
- **1 bag**
- **6 „+100/200“-tiles** – these are used if a player has gained more than 100 or 200 victory points. They simply take a “+100” tile and continue to proceed on the victory points track.
- **1 rulebook**

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.**

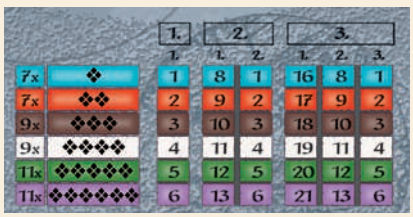
More points are awarded in each scoring round. The winner is the player who has been awarded the most points by the end of the game.

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

Price	Number	building
2-8	7x	❖
3-9	7x	❖❖
4-10	9x	❖❖❖
5-11	9x	❖❖❖❖
6-12	11x	❖❖❖❖❖
7-13	11x	❖❖❖❖❖❖

Getting ready to play

- Each player is given one **Lion Fountain** which he places on the table in front of him, as well as **1 figure in the colour of his choice.** Based around his Lion Fountain each player builds his Alhambra, his game figure is placed on the „O“ square on the counting row.
- The game board is placed in the middle of the table so that each player can easily reach his reserve space.
- The 54 building tiles are put in the bag ready for the start of play.
- **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 point 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.

NOTE! You will find the instructions for a game with two players on page 7 of the rules.



The starting tile without a city wall is used the same way as the building tiles.





Building market on the playing board

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.

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 your 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:

Take some 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.

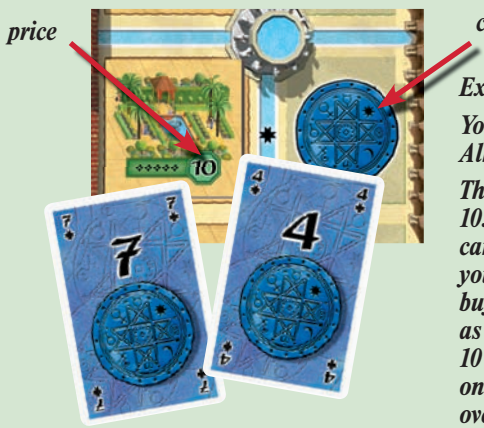
Buy and position a building tile

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.



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.

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).

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.

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.



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 Lion Fountains are used without a city wall, the same way as the building tiles.

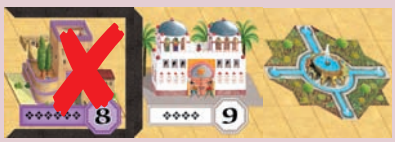
The following combinations are NOT allowed:



The tile is the wrong way round



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



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

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.

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

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.

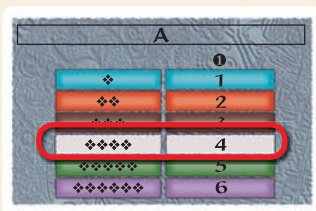
Points are awarded in the later rounds as follows: in the **"2nd Scoring Round"** (which takes place when the "2nd Scoring Round" card is drawn), **points are awarded to the players with the highest number and second highest number of building tiles of each kind.**

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

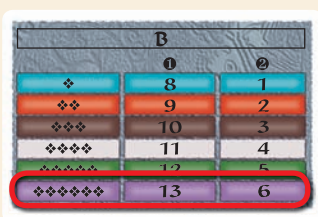


Note: the price of the building is not important for the scoring, just the number of tiles! You must have at least 1 building tile of a particular kind to be awarded points for that category.



Example:

The player with the most chambers is awarded 4 points.

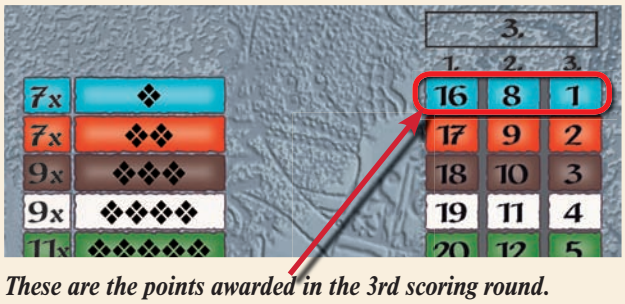


Example: The player with the most towers is awarded 13 points. The player with the second highest number of towers is awarded 6 points.

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.

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.



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.

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.**

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

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.

Special rules for playing with two

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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We are in Granada in the Middle Ages. The Alhambra has been completed and master builders from all over the world are flocking to the constantly growing city at the foot of the Sierra Nevada. Build schools and bath-houses, construct residential areas, markets and many more buildings that are important. Succeed in building the largest city

The basic rules of "The Palace of Alhambra" remain unchanged. Any changes are explained on the following pages.

Granada components



- **6 Starting tiles** – with the picture of the Alhambra. There is one starting tile for each player in their player color, this is the starting point of their individual city of Granada.
- **54 building tiles** – showing 9 different types of buildings on their front and back sides. There are 12 buildings of each type, their values ranging from 2 to 13. These building are used to build the city of Granada.

There is a different type of building on the front and back of each tile. A colored mark indicates the type of building on the reverse side. If the value on the front side is an even number, the next higher odd number is on the back side. There are moats on up to three edges of some tiles; the moats are on the same edges on both sides of the tiles.

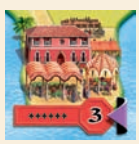


Front side with value 2.

Moat

Type of building and purchase price. An even number on the front side means there is the next higher odd number on the back side.

Colored mark indicating the type of building on the reverse side.

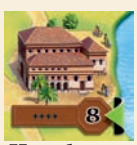


The back side with the next higher odd number, 3 in this case.

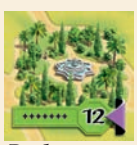
Summary of buildings:



Arena



Hostel



Park



Bath House



Hospital



School



Library



Market



Residential area

- **1 black Marker** – used on the game board to indicate with which side up the building tiles are replenished (even numbered or odd numbered price).
- **1 double-sided game board** – with circumferential scoring track. There are spaces for storing • money cards • building tiles • players' supplies of building tiles

Granada game board side



The construction yard - showing four spaces for four building tiles. Each space is affiliated to a different currency.

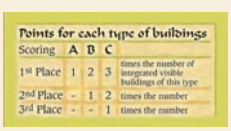
4 spaces for money cards

Space for the face down deck of money cards.

Spaces for the black marker

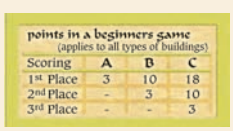
Space for storing the players' supply. There is a separate storing space for each player.

- **2 summary tables for scoring**



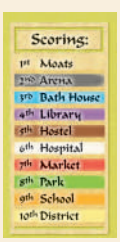
Points for each type of buildings				
Scoring	A	B	C	
1st Place	1	2	3	times the number of integrated visible buildings of this type
2nd Place	-	1	2	times the number
3rd Place	-	-	1	times the number

1 summaries for regular scoring. The front side shows how many points the players will gain during the individual scorings.



points in a beginners game (applies to all types of buildings)			
Scoring	A	B	C
1st Place	3	10	18
2nd Place	-	3	10
3rd Place	-	-	3

1 scoring summaries used for simplified scoring (see page 11).



On the back of all tables is a detailed listing of what has to be scored, in precise order.

Game components from Alhambra

- **108 money cards of four currencies • 2 scoring cards**
- **6 Scoring markers** - 1 of each player color
- **1 linen bag • 6 "+100/200"-markers • 1 rules booklet**

Object of the game

The players act as principals and employ construction units in order to develop the city's growth. The player having built the **most buildings of a certain type** at the right time - that is when a scoring takes place - gains victory points. Additionally each player gains victory points for the longest moat surrounding their city. At the end of the game, the player with the most victory points is the winner.

IMPORTANT! You will find the extra rules for a 2-player-game on page 11 of these rules

Setup

- Place the **game board** in the center of the playing area, Granada side up. Each player should be in comfortable position to reach their supply space on the board.
- Put all double-sided building tiles in the bag. Randomly draw **4 building tiles, one after the other, and place them on the four spaces of the construction yard, numbered 1 to 4 and with their even numbered side face up. Place the black marker on the space of the game board indicating the odd numbers.**
- Place the **two summary tables for regular scoring** next to the game board.

The distribution of scoring markers and starting tiles, the preparation of money cards, dealing start capital to the players and mixing in of scoring cards is just like in the basic Alhambra game.

Note: You will need the scoring summaries for simplified scoring for the variant "simplified scoring" only, see page 11.



Spaces for the black marker

The game board's construction yard

Sequence of play

The sequence of play is the same as in the basic game. Beginning with the start player and continuing in clockwise direction, the active player can perform one of the known actions.
Any changes of the actions are explained below:

Collect money

This action is unchanged, compared to the Alhambra rules.

Buy a building tile

Also this **action** is **not changed**, compared to the Alhambra rules. When **buying a building** tile, the player may **not turn it over.**

Rebuild your individual city of Granada

Also this **action** is not **changed**, compared to the Alhambra rules. When **rebuilding their city,** a player may **not turn over** the building tile.

Place one or more building tiles

In case a player decides at the end of their turn to **extend their city** by their acquired tile, they may place it with that side face up which was **visible when they bought** it.

If they want to add the tile to their city using its **turned over side**, they have to pay a minimum of **3 money of any one** currency. The player may now build the tile with its reverse side face up.

When replenishing the building tiles at the end of a player's turn to a total of four, the position of the black marker indicates if the new tiles are placed with their even numbered price face up or with their odd numbered price. When the marker is positioned on the odd numbered space, the new tiles are placed with their odd numbered price face up

After the construction yard has been completely restocked, move the black marker to its other position.

Now the next player performs their turn.

Scorings

During each of the 3 scorings players gain victory points both **for majorities of buildings** and for the **moats** of their individual cities.

Victory points for moats

Scoring for moats is the same as scoring for city walls in the basic game.

Victory points for majorities of buildings

Victory points are awarded for each type of building. The player holding the majority of a certain type of building gains victory points depending on the number of buildings of this type within the cities of all players.

In case of a tie for the majority of a certain type of building, the tied player owning the tile with the highest price of this type in their city is wins the tie.

1st scoring

Only the player holding the majority of a certain type of building gains victory points during the 1st scoring. They gain as many victory points as the total number of buildings of this type within the cities of all players.

2nd scoring

During the 2nd scoring both the player holding the majority of a certain type of building gains victory points and the runner-up.

If the player wants to add the acquired tile their **personal supply**, they may place it there with **any side face up.** They do not have to pay for turning the tile over.

Important: Once added to a player's supply or built as part of a city, a tile must never be turned over for the rest of the game!

Building rules for Granada

The building rules are exactly the same as in the basic Alhambra game.

Note: The same rules apply to the moats of Granada as to the city walls of Alhambra.



Example:

The tiles from spaces 2 and 4 had been bought, the spaces are now replenished in order – first, space 2; then, space 4. The black marker's position is indicating even numbers, so the new tiles are placed with their even numbered price face up. Then, the black marker is moved to the position indicating odd numbers.

IMPORTANT! Victory points as shown on the scoring cards are awarded in Alhambra only. In Granada, victory points are awarded in a different way, as shown on the scoring summary tables.



Example: Yellow has built 3 schools; both Red and Green have built 2 schools. So there are 7 schools in total. Thus, Yellow gains 7 victory points.

If both Yellow and Red had built 3 schools, they would have to check who had built the school with the highest price.

The player with the majority gains twice as many victory points as there are buildings of this type in the cities of all players.

The runner-up gains as many victory points as there are buildings of this type in the cities of all players.

3rd scoring

During the 3rd scoring the player with the **majority** gains victory points as well as the **runner-up and the second runner-up.**

The player with the majority gains thrice as many victory points as there are buildings of this type in the cities of all players.

The runner-up gains twice as many victory points as there are buildings of this type in the cities of all players and the player with third most buildings gains as many victory points as there are buildings of this type in the cities of all players.

Any buildings in the players' personal supplies are ignored when scoring.

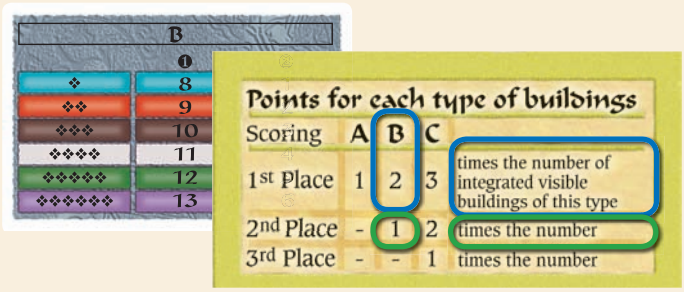
End of the game

Give the remaining tiles to the players following the known rules from Alhambra. A player receiving a tile must add it to their city at once – applying the usual building rules – before the next (or same) player receives a tile. These tiles cannot be turned over. Now, in order from 1 - 4, all tiles remaining in the construction yard are given to the players owning the most amount of money of the corresponding currency, ignoring the price of the tile. In case of a tie the tile in question is not given to any player. A tile received this way must be added to the player's city at once, obeying the building rules, before the next tile is given to the next (or the same) player. These tiles must never be built with their reverse side face up. *Note: It may be wise to forfeit building, if this would increase some other player's victory points.* After the construction yard has been emptied completely, the 3rd scoring takes place. Also in Granada the winner is the player with the most victory points after the 3rd scoring. In case of a tie, all tied players are winners

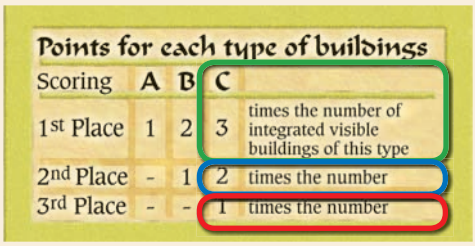
Special rules for 2 players

Use the same rules for a 2-player-game as for the basic game, except for the following change:

Dirk's initial 6 tiles are displayed with their even numbered side face up; the face up side of his new tiles during the game depends on the black marker's position.



Example (2nd scoring): Blue has the majority with 4 schools; Green has built 3 schools by now and Red still has 2 schools. There is a total of 9 schools; thus, Blue gains 2 x 9 = 18 victory points and Green gains 1 x 9 = 9 victory points.



Example (3rd scoring): Now both Blue and Green have 4 schools, Red still has no more than 2. There are 10 schools in total; Blue's most expensive school's worth is 9, whereas Green paid 12 for his most expensive school. This means that now Green holds the majority, he gains 3 x 10 = 30 victory points; Blue is runner-up and gains 2 x 10 = 20 victory points, finally Red gains 1 x 10 = 10 victory points as second runner-up.

Simplified scoring

When playing with children or when still learning the game, players may agree to use simplified scoring. With simplified scoring, players gain a fixed number of victory points for their buildings.

1st scoring

For each type of building the player holding the majority gains 3 victory points.

2nd scoring

For each type of building the player holding the majority gains 10 victory points, the runner-up gains 3 victory points.

3rd scoring

For each type of building the player holding the majority gains 18 victory points, the runner-up gains 10 victory points and the second runner-up gains 3 victory points.

points in a beginners game
(applies to all types of buildings)

Scoring	A	B	C
1st Place	3	10	18
2nd Place	-	3	10
3rd Place	-	-	3

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Alhambra + Granada

The rules of this combination of "Alhambra" and "Granada" are basically like the rules of "Granada". Any changes are explained below:

Game components

- **6 starting tiles of "Alhambra" –** The starting tiles of "Granada" are not used.

You will need all other material of both games.

Object of the game

Player start building their Alhambra. As soon as a player has built city walls in their Alhambra, they may start building the surrounding city of Granada.

Who will be the most successful builder of both their Alhambra and Granada?

Setup

- Place the **game board** in the center of the playing area, Granada side up. Each player should be in comfortable position to reach their supply space on the board.
- Each player places their "Alhambra" starting tile in front of themselves and puts a player marker in a color of their choice on top of it.
- When preparing the money cards deck only the 1st scoring card is mixed into the 3rd pile. Put **aside the 2nd scoring card for the time being**. It is mixed into the 2nd pile only when the discard pile is reshuffled because the draw pile is exhausted.
- Fill each of the 4 spaces of the construction yard with **one Alhambra and one Granada tile each.** All Granada tiles of this first delivery must at least show one moat. .

  ANote: Toss any drawn Granada building tiles without a moat back into the bag and draw a new one.

All remaining setup is the same as for **"Granada"**

Note: Since the players receive an Alhambra starting tile only and none for Granada, they must start building the Alhambra first. They begin to build Granada only later, as explained in the new building rules (see page 13).



When (re)filling the construction yard, always 1 Alhambra and 1 Granada tile are placed side by side

Sequence of play

The sequence of play is the same as in the basic game. Beginning with the start player and continuing in clockwise direction, the active player can perform one of the known actions.

Any changes of the actions are explained below:

Collect money

This action is absolutely unchanged, compared to the "Alhambra" and "Granada" rules.

Buy a building tile

Also this **action** is **not changed**, compared to the "Alhambra" and "Granada" rules.

However, the player can choose now between an Alhambra tile and a Granada tile for their money of one currency.

Note: A player may buy two building tiles during their turn, paying money of one currency only. This means that a player may perform a maximum of 9 actions in a row (8 times paying the exact price for a tile + 1 extra action)

Note: After the construction yard has been completely restocked at the end of a player's turn, move the black marker to its other position, if at least one Granada tile had been purchased.

Rebuild your individual city of Granada

Also this **action** is **not changed**, compared to the "Alhambra" and "Granada" rules.

Place one or more building tiles

In case a player decides at the end of their turn to extend their Alhambra or Granada, they must obey the usual building rules for the Alhambra and for Granada.

Additionally, there are two new building rules:

- When building an Alhambra and a Granada tile next to each other, their tangent edge(s) always **must** be composed of a city wall and a moat.

  When building their first Granada tile, a player starts building their city. This first Granada tile functions as a starting tile, and the player moves their player marker from their Alhambra starting tile to their first Granada tile in order to indicate this.

- The "pedestrian-rule" applies **separately** to both the Alhambra and to Granada.



No tile can be built on the marked space: The arcade demands another Alhambra tile; a Granada tile is required for the library

Split the discard pile into 5 smaller piles, when the money cards deck is exhausted for the first time after replenishing the money cards to 4 at the end of a player's turn. Mix the 2nd scoring card into the 2nd pile. Then, form the complete deck s usual.

After replenishing the construction yard, using the rules of "Granada", the next player performs their turn

Scoring

Scoring is done the same way as in the games "The Palace of Alhambra" and "Granada", i. e. when the scoring cards are revealed and at the end of the game.

- Score all **Alhambra buildings and city walls** as usual. Score any city walls running parallel to a moat as usual.
- Score all **Granada buildings and moats** as usual. Score any moats running parallel to a city wall as usual.
- Players gain additional points for their **longest** stretch of **parallel city walls and moats.** Each section of this city **wall-moat-combination** is worth 2 victory points.

End of the game

The game ends as soon as at least one space of the construction yard remains empty, because it cannot be replenished with an Alhambra respectively a Granada tile, i. e. the supply of either the Alhambra or Granada tiles or of both is exhausted.

Give the remaining tiles to the players as usual, except that now the player owning the most money of a certain currency may receive two tiles (one Alhambra and one Granada tile), if both tiles are still available for this currency.

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1. Alhambra

This extension contains four additional modules for the original game (the Palace of Alhambra); they can be used either singly or in any combination.

All rules changes and additions as well as additional game components are explained now.

The Vizier's favour

"Winning 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!
Can be combined with Granada!

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.

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 pay for the building tile with the exact money.

A player who make 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.
- At the end of the game it does not matter if a vezier's token is activated or not.
- Using the vizier piece does **not** allow a player to take a workers' hut *(See the "Workers' huts" module).*

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.

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**
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 him. This player would now have two gardens in a scoring round.

Notes

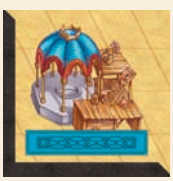
- If a player removes a building tile from their Alhambra after having already played the matching bonus card, the player must pick up the bonus card again. Neither the bonus card nor the building tile on the reserve board would then count during a scoring round. Only when the building tile has been 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..

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



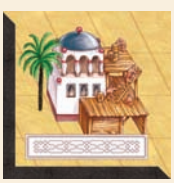
… 4 brown



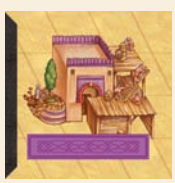
… 5 green



… 3 red



… 4 white



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.**

Build 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.

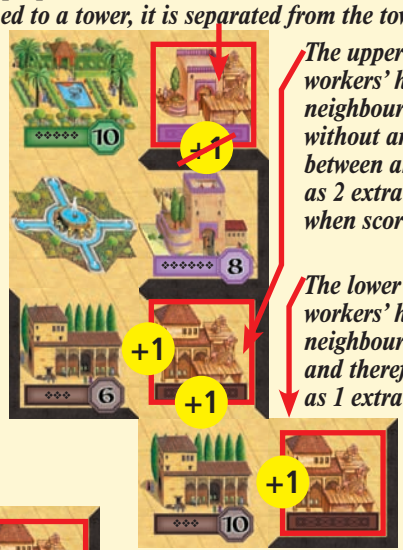
Example: The player has already used 3 workers' huts and is not allowed to take any more.



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.



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