

Alhambra



Mega Box

Limited
Designers' Edition

A game by Dirk Henn for 2-6 players

The best master builders from Europe and Arabia want to demonstrate their skills. However, whether they are stonemasons from the north or horticulturalists from the south, they all want a proper wage and insist in being paid in their native currency. Employ the best teams of builders and ensure you

Alhambra

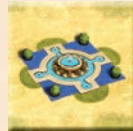
Revised Edition

have enough of the right currency, and with their help, you can construct towers, lay out gardens, erect pavilions and arcades, and build seraglios and ornate chambers.

Compete against your opponents to build the ALHAMBRA.

Components

- 6 starting tiles - Showing the famous Lion Fountain and the player color.
- 54 building tiles - 6 different kinds of buildings. These are the pieces you use to build your own Alhambra. Each tile has up to three wall segments.



- 1 game board - The top section shows the card display and holds the draw deck in the leftmost space. The bottom section is the building market and has four spaces for building tiles. Each space corresponds to a different currency.
- 1 scoring board - To mark each player's score.
- 6 counters - Each player has a counter for the scoring board.
- 6 tile reserve boards with points tables

- 108 money cards in four currencies - Currency cards are used to buy buildings from the building market to build in your own Alhambra.



Denar

Dirham

Ducat

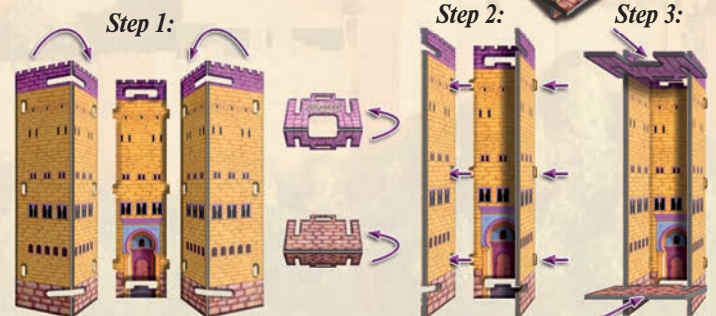
Florin

Money cards in four different colours, with values from 1 to 9

- 2 scoring cards - Are placed in the draw deck and are revealed to indicate a scoring round.



- 1 Tile dispenser tower



- 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 continuous wall built around their Alhambra.

The number of points awarded increases 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.

Name	Number	Price
Pavilion	7x	2-8
Seraglio	7x	3-9
Arcades	9x	4-10
Chambers	9x	5-11
Garden	11x	6-12
Tower	11x	7-13

Getting ready to play

- Put the **game board**, consisting of the building market and card display, in the middle of the table and the scoring board at the end of the table.
- Each player is given a **starting tile**, which they place on the table in front of them, and **1 counter** in their player color, which is placed on the 0/100 space of the scoring board.
- The **54 building tiles** are shuffled face down and then stacked in the **tile dispenser tower**.
- Four building tiles** are taken from the tower 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 should be placed in plain sight in front of them. The points table shows how many of each type of building there are and how many points each will score.

The points table shows how many of each type of building there are and how many points each will score.

- Set aside the **two scoring cards** and **shuffle the deck of currency cards**.
- Each player is dealt their **starting money**. One card at a time, deal currency cards face-up to a player until the **total is 20 or more** (*the color of the currency is not important at this point*). Continue doing this until all players have received their starting money. Players may now pick up their cards. From now on, the player's hand of currency cards should be 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 younger player starts.
- Finally, the **four spaces** of the card display are filled by drawing one **money card** and placing it face-up on each space.
- The rest of the money cards are divided into five roughly equal piles. Shuffle the first scoring card into the second pile and the second scoring card into the fourth. Then put the piles on top of one another with the fifth pile on the bottom, then the fourth, the third, the second and finally the first at the very top. The pile is placed on the left most space of the card display section on the game board.

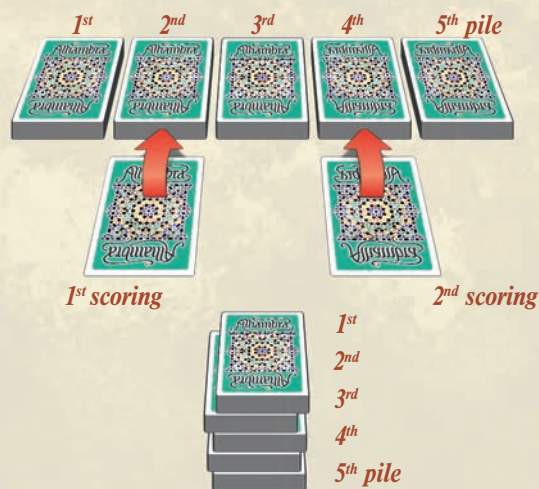


Starting tile



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.

How to play

Play proceeds in a clockwise direction, beginning with the starting player. The player whose turn it is must perform one of the three following actions:

 **Take money**

 **Buy a building tile**

 **Redesign the Alhambra**

If a player buys a building tile, they must build it in their Alhambra at the end of the turn.

 **Position a building tile**

The actions in detail:

 **Take money**

A player can take any **one of the money cards** from the display, 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.

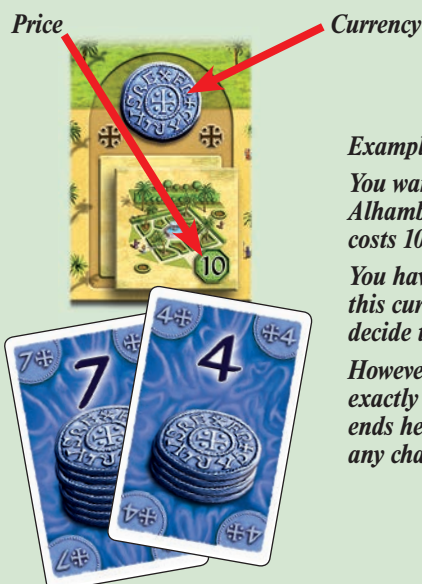
 **Buy a building tile**

A player can buy a building tile from the building market. They must play currency cards of the correct type, indicated by the currency above the tile, that total at least the price of the tile. But take care – no change is given!

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

Important: If a player can pay the exact amount, it is still their turn, and they may decide which of the three actions they would like to perform next. While it is the player's turn, no new tiles are placed on the building market. It is **only at the end of a player's turn** that the empty squares are refilled with new tiles. Building tiles which have been purchased are placed next to the player's Alhambra.

(They are built in the Alhambra only at the end of the turn)



Example:

You want a garden for your Alhambra. The garden on offer costs 10 denar (blue).

You have two money cards of this currency in your hand and decide to buy the garden.

However, as you cannot pay exactly 10 (only 11), your turn ends here; you do not receive any change.

 **Redesign the Alhambra**

There are three ways in which a player can redesign their Alhambra:

- They may take a building tile from their **reserve board** and **add it to their Alhambra** (see rules for building on page 5).
- They may remove a building tile from their Alhambra and **put it on their reserve board**.
- They may **exchange** a building tile on their reserve board for one in their Alhambra. In that case, the new building tile must go in exactly the same place in the Alhambra as the one that was removed.

When redesigning the Alhambra, players have to follow all building rules. It is **not allowed to remove the starting tile or exchange it for another tile**.

Example:

You buy a building tile and pay the exact amount, thus having another turn. The tile is placed next to your Alhambra (not in the reserve).

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 now redesign your Alhambra.

You can, for example, remove a building tile from your Alhambra and exchange it for one tile already lying on your reserve board.

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

End of your turn

Position a building tile

All purchased building tiles may only be placed at the end of a player's turn, either in their Alhambra, or on the player's reserve board. There is no limit to the number of buildings that may be on the reserve board.

If a player has bought multiple buildings in a turn, they may choose in which order to place them in their Alhambra or onto the reserve board.

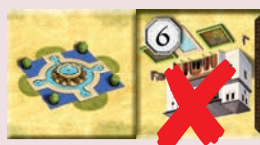


Rules for building the Alhambra

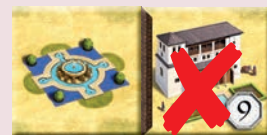
The following rules apply when building the Alhambra:

- All building tiles must be the same orientation as your own 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.
- Each building tile must be accessible "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).
- It is not allowed to leave any "spaces" (i.e. an empty area surrounded on all sides by building tiles).

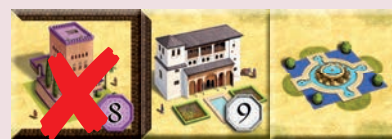
The following combinations are NOT allowed:



The tile is oriented incorrectly.



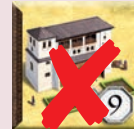
A side with a wall is joined to a side without a wall.



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.

When all bought building tiles are either built in the Alhambra or placed on the reserve board, the turn ends.

The money card display is now refilled by drawing one card from the pile for each empty space. If the pile is empty, the discard pile is shuffled and used as the new draw pile. Each empty space on the building market is filled with a new tile from the tile dispenser tower.

Note: The building market is always filled in ascending order from 1 to 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 in front of the next player in turn order and the next card or cards are used to fill up the display. Before the next player begins their turn the scores are calculated. When scoring is over, the player begins their turn.

In each scoring round, points are awarded to whomever has the most of each kind of building. Players also earn points for the length of the longest wall around their Alhambra.

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.

Points for the wall around your Alhambra

First players are awarded points for the longest continuous wall around their Alhambra.

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.

Points for having the most of each kind of building

Points are awarded for each kind of building. Depending on which scoring round takes place, players need to have the **most, second most or third most** of a building type to earn points.

If there is a **tie**, the points for the tied positions get added (*i.e. two players tied for second would sum the points for second and third positions*) and then split between the players, always rounding down.

Attention: Only buildings built in the Alhambra count, buildings on the reserve board do not.

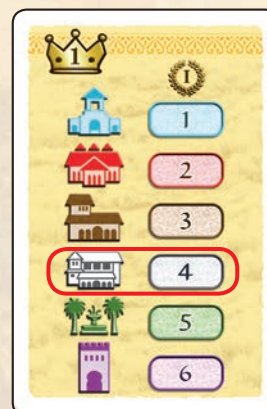
1 First scoring

The **first scoring** takes place when the first scoring card is revealed.

Only the player who has the **most** of one building kind built in their Alhambra is awarded points. How many points is depicted on the card next to each building.

2 Second scoring

At the **second scoring** (after revealing the 2nd scoring card) players who have the **most and second most** of a building kind are awarded points. The points are shown on the card.



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.

Third scoring

The third scoring takes place at the end of the game, when the building market can not be refilled any more. Here players who have the most, second most, and third most buildings of a kind can earn points. The points for each place are shown on the reserve board.



		
1	8	1
2	9	2
3	10	3

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 tile dispenser tower to refill the building market.

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 tied the game is a draw.

Rules for playing with two players

The normal Alhambra rules apply with the following changes:

The deck normally contains three of each money card. **With 2 players, remove one of each card resulting in a deck of 72 cards.**

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 from the tower 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.

Right after the first scoring round Dirk is given 6 more tiles. These are also drawn from the tower 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 tower (rounded down)**.

Only one rule is different for the two players: Whenever a building tile is bought, it can be given to Dirk instead of being placed in that player's Alhambra or reserve board.



est. 1989



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 turn!

■ Components

- 6 wooden vizier pieces in the players' colors. Stickers need to be applied to both sides. *One side shows the vizier awake, the other side asleep.*



■ Changes in setup

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

■ Changes in game play

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 building it. However, they can only do so if they meet the following conditions:

- their vizier piece must be awake (*awaken side up*)
- they must pay for the building tile with exact money.

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

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

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.

Players now have a new possible action on their turn:

Action: Bring the vizier back into play

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

■ 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 distributed at the end of the game, the vizier piece can no longer be used.
- At game end, it does not matter if the vizier is awake or asleep.
- Using the vizier piece does not allow a player to take a square (*see the "Squares" module, page 11*).

CURRENCY EXCHANGE CARDS

"The currency exchange" are six new playing cards which can be picked up like money cards. They make it much easier to pay exactly since if you hold one in your hand you can pay with two currencies instead of one. Unfortunately, you can only use an exchange card once. After that, it is placed on the discard pile.

■ Components

- 6 currency exchange cards, which show two different currencies.



■ Changes in setup

When the money cards are divided into five piles at the start of a game, two currency exchange cards are shuffled into the 2nd, 3rd, and 4th piles.

■ Changes in game play

How do you get the currency exchange cards?

When the top card taken from the money pile is a currency exchange card, you place it (like any other card) face up into the card display. There are always a maximum of four cards showing, no matter whether they are currency exchange cards or money cards.

The active player may now take a currency exchange card instead of money. There is no limit to the number of currency exchange cards you can hold in your hand.

How do you use the currency exchange 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 currency exchange 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 currency exchange 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 currency exchange card which he must then discard. He is not allowed to use his currency exchange card twice.



■ Notes

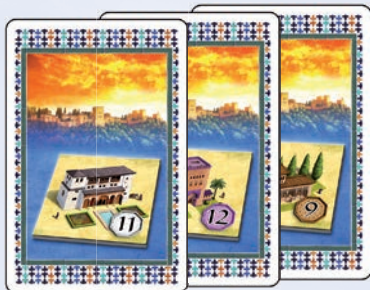
- When all the cards in the money pile have been used, the discarded cards – **including** the used currency exchange cards – are shuffled and placed face down to make a new pile.
- At the end of each turn, any cards which have been removed are replaced with new ones so that there are **four in total**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

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!

■ Components

- **10 bonus cards**, which show a picture of a particular building.



■ Changes in setup

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 are set aside face down.

■ Changes in game play

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 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.

SQUARES

There is a new kind of building for the Alhambra: the squares. If a square is positioned skilfully, it can count as up to three buildings of the same kind. But the squares 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 squares.

Components

- **24 building tiles**, which show six different squares. There are squares in the six colors of the buildings in the base game.



There are 3 blue ... 4 brown ... 5 green



... 3 red ... 4 white and 5 purple squares.

Changes in setup

Sort the squares according to color. Shuffle each of the six piles, and place them face down next to the building market. Turn over the top tile of each stack.

Changes in game play

Players now have a new possible action on their turn:

Action: Build a Square

You can take any one of the face-up squares from the six piles. Then the next square in the pile is turned face up.

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

At the end of a turn, the square (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 squares, including those on their reserve board. The rules for redesigning the Alhambra also apply to the squares.

Changes in scoring

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



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

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

The purple square does not count, although it is joined to a tower, it is separated from the tower by a wall.



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

The lower brown square has one neighbouring arcade and therefore counts as 1 extra arcade.

CITY GATES

"The city gates" enable players to place buildings in areas of their Alhambra which were previously not legal. 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.

■ Components

- 6 wooden city gates
- 6 city-gate cards



■ Changes in setup

Take one wooden city gate and one card for each player.

When the money cards in the base 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 near the building market.

■ Changes in game play

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 in the card display.

From now on a player can pick up the city-gate card instead of a money card (or a currency exchange card from the "Currency Exchange" module, page 9).

How do you use a city gate?

Placing a city gate does not take a separate action. Instead, when a player who has a City Gate card is placing a building tile in a position where a path back to the fountain cannot be traced (and thus normally would be illegal), a wooden gate is placed over the newly-created double wall. A path can be drawn through the city gate, allowing the tile to be placed legally. Discard the city gate card from the game.



The use of a city-gate card enables players to lay buildings in places which were previously illegal.

The city gate "opens" the city wall so that the "on foot" 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 turn.
- The city-gate card can also be used during an action 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.

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.

■ Components

- 10 Diamond cards showing diamonds with values from 3 to 9.



■ Changes in setup

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 base game.

■ Changes in game play

How do you get diamonds?

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

How are diamonds used?

The diamonds are a new (fifth) currency in the game. They can be used to buy any tiles from the building market. Diamonds may replace any other currency; however, they may **not be combined with any other currency**.

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.

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



■ Notes

- Diamonds **cannot** be used together with the currency exchange cards [page 9].
- 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” [page 14] with diamonds.

CHARACTERS

Each of the “characters” has a different ability which they use 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.

■ Components

- 10 character cards, which depict a person.

■ Changes in setup

When the money cards of the base game are divided into the five piles at the start of a game, shuffle **two character cards** into the 2nd, 3rd, and 4th pile. The remaining character cards are set aside face down.

■ Changes in game play

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 discards his money cards used for the 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. After the auction, play continues with the player who was auctioneer.

How do you use character cards?

The printed symbols on the cards show when and how often the characters’ can be used. A player may only use ⌚ in any one round. Cards with a crown symbol 👑 have an effect during scoring rounds and cards designated 1× are removed from the game after they have been used.

Note: A player may not use any character cards if they decide to use their vizier piece [page 8].

The character cards have the following abilities:

The Travelling Entertainer 1× – The player must decide **immediately**, whether they would like to retain the entertainer card (value: 8 points) or exchange it. The card 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.



The Beggar ⌚ – The player can, at the start of their turn, take the topmost money card from the pile, if they only **have 0, 1, or 2 money cards** in their hand. If this is not a money card, follow the rules for the type of card, and the player can take another card.



The Rich Patron 1× – When buying a building, the patron pays the exact amount, the player therefore gets the **building for free** and a **bonus turn**.



The Miser ⌚ – if the player buys a building at a price of 10 or more, they may immediately **pick up a face-up money card**.



The Master Builder ⌚ – provides the player with an **additional redesigning action** at the end of their turn (after laying any new buildings).



The Trader ⌚ – 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).



The Wise Man 👑 – 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.)



The Dancer ⌚ – may exchange a building in the **building market** for a new building (taken face down from the tower) before the player’s turn. The old building is returned somewhere to the tower.



The Moneychanger ⌚ – can discard a currency card in order to take **an available currency card of equal or lesser value** from the market.



The City Watch 👑 – Every time points are awarded for walls the player receives 1 point extra for every 3 points scored.



CAMPS

There is a new type of building for the Alhambra: "the camp". 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 built outside the city walls.

Components

- 8 camp tiles, which show one or two bastions to reinforce.

the city walls of the Alhambra.



Changes in setup

The camps are shuffled together with all of the building tiles during setup.

Changes in game 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 base game.

Positioning camps

Like other building tiles, camps must 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:

- Camps are positioned in the same orientation as the starting tile and the buildings.
- Camps can only be joined by their bastion to the city wall of another building tile.
- Camps can only touch **one another** with edges which do not have bastions.
- The "on foot" rule does not apply to camps.

Not allowed:

Placing a bastion against another bastion or a green side.



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

Not allowed:

A green side, or bastion, against a side of a building without a city wall.

Changes in scoring

The camps are included in every scoring round.

No points are awarded for camps themselves, but they give extra points for buildings in a straight line in the direction of the arrows. 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 tile and squares [from the "Squares" module page 11] are counted as buildings in this case.

For camps with two arrows, points are awarded in both directions.



Example: 4 points are awarded for the camp on the left; the opposite one counts for the same amount again. The bottom camps awards two points. 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.

CITY WALLS

The "City Walls" module enables players to add to, or close holes in, their city walls. To use a city-wall segment, the player first has to acquire the corresponding city-wall card.

■ Components

- 8 city-wall cards, showing a particular segment of wall.
- 12 wooden wall segments, which can be added to a player's own Alhambra wall.



■ Changes in setup

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

■ Changes in game play

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 new card is drawn from the deck to bring the total up to 4 again.

Players now have a new possible action on their turn:

Action: Build a city wall

A player may take any face-up city wall card. They then build the wall(s) on any tile, using one or two of the wooden city wall segments, in the pattern 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 walls are treated as part of the tile for the rest of the game.



■ Notes

- Players can build city walls on any appropriate building tile of their Alhambra, including on the starting tile.
- 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 [page 12] can only be used to build over printed walls.

THIEVES

"The Thieves" are twelve news cards which can be picked up and allow players to gain a currency card on other players' turns. After using the thief, it is removed from the game.

■ Components

- 12 thief cards, 3 in each of the 4 currency colors.



■ Changes in setup

The thieves are shuffled and dealt face-down to all players:

With 2 and 3 players each player receives 4 thieves, with 4 players 3 thieves, and with 5 and 6 players 2 thieves.

Thieves which have not been dealt out are removed, face-down, from the game.

■ Changes in game play

How to use the thieves during the game?

Every time a turn is completely over, a player may interrupt the normal order of turns and, as a **special turn**, use their 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.

Exception: A player cannot use a thief before his own turn.

■ Notes

- A player may play several thieves at the same time. After each thief is used, the card 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. 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 turn 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 [page 8], and another wants to play a thief, the order of play decides in this case as well. But a player is allowed to first play a thief and then the vizier counter. *(Note: the order of play is determined as above. A player is allowed to play a thief and then a vizier. The player whose turn is just ending may only play a vizier page 8)*



CHANGE

The “Change” module makes small change part of the game. If a player pays too much for a building, they now receive change. The player can buy buildings with the coins, just as with the money cards, making it easier to pay the exact amount for a building.

■ Components

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



■ Changes in setup

Place all of the coins in the bag and place it near the players.

■ Changes in game play

When is change given?

A player who pays too much when buying a building is entitled to change. For every two units of money paid in excess of the of the building cost, the player takes one coin from the bag.



Example: A player pays 17 of the blue currency for the garden although it only costs 10. She has paid 7 units too much, and may therefore take 3 coins from the bag.

The coins lie in front of the players. They have a value of 1 and are used like money cards 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 [page 14] or to buy a camp [page 15].
- Change is also given if too many diamonds are paid [page 13].
- Players also receive change if they pay too much using a exchange certificate [page 31].
- 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.

STREET TRADER

The "Street Traders" module allows citizens to 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 a citizen of the right color can move in.

■ Components

- 42 wooden citizens 7 in each of the 6 building colors
- 6 trader tiles



■ Changes in setup

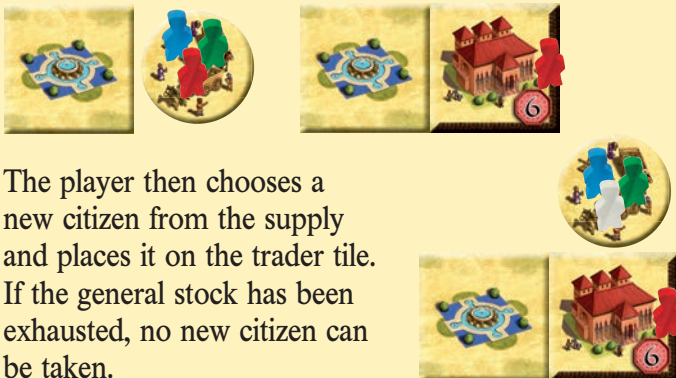
Before the building tiles are placed in the building market, each player is given a trader tile and a citizen of each color. The player secretly chooses three of these citizens and places them on his trader tile.

All other citizens go to form the general supply next to the building market. Each player places their trader tiles with the three selected figures on any side of his starting tile.

■ Changes in game play

Wie kommen die Bewohner in die Gebäude?

If a player builds a building where a trader tile has been placed (*either through building a new building or by redesigning*), the trader tile is first set to one side. If the color of the building matches the color of a citizen on the trader tile, the player can place this citizen on the building tile.



The player then chooses a new citizen from the supply and places it on the trader tile. If the general stock has been exhausted, no new citizen can be taken.

If the color of the building does not match any of the colors of the citizens on the trader tile, the player can exchange a citizen from the general stock for one of the citizens on the trader tile.

In both cases, the trader tile is, at the end of the turn (*after the building placement*) placed on an empty square again next to any building tile of the player's own Alhambra.

■ Changes in scoring

Points are awarded for citizens in sets based on the number of different colored citizens in the Alhambra during scoring.

A set consists of:

- 1 color = 1 point
- 2 colors = 3 points
- 3 colors = 6 points
- 4 colors = 10 points
- 5 colors = 15 points
- all 6 colors = 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 sets, which gives the following points: 10 points are awarded for the "red-white-greenblue" set, 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 color 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 color of the citizens does not match the building color. In this case, no citizen moves into the building.
- If a building with a citizen is dismantled, the citizen is returned to the general stock.
- The trader tile may be placed in any empty space, as long as it is orthogonally adjacent to a tile.
- Citizens may not be placed on squares [page 11].

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 color. This earns players extra points in the scoring rounds.

■ Components

- 42 treasure chests,
5x blue/red, 7x brown/white,
9x green/purple
- 1 treasure chamber
with 3 rooms
- 1 bag



■ Changes in setup

Place the treasure chamber in the playing area. All 42 treasure chests are placed in the bag, and 4 chests are drawn and placed in each room of the treasure chamber.

■ Changes in game play

How do players get the treasure chests?

Players now have a new possible action on their turn:
Action: Buy treasure chests.

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.

Attention: Players do not get an additional turn when paying the exact amount.

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 do treasure chests go?

The treasure chests must be distributed between **buildings of the corresponding color** during the turn 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 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 their 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.

■ Changes in scoring

The color of the chests does **not play any** role in the scoring; only the quantity is relevant.

In the first scoring, the player with the most chests is awarded points according to the scoring chart on the treasure chamber board. In the 2nd scoring players with the most and second most treasures gain points. During the final scoring three players are awarded points. In case of a tie, the same procedure is used as that for awarding points for buildings:



■ 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 squares [page 11].

MASTER BUILDERS

The “master-builder cards” make it easier to redesign an Alhambra. This is not only an advantage in the base game. It also makes attractive combinations possible when playing with other modules such as “squares”, “bazzars” or “street trader”. The cards can also be used as money, making them very flexible.

■ Components

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



■ Changes in setup

The master-builder cards are shuffled, and 2 cards are secretly given to each player. Then, each player is given their starting money.

When the money cards from the base game are divided up into five piles, 3 master-builder cards are shuffled into the 3rd pile and 3 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 are left over and are removed from the game.

■ Changes in game play

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

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 action 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

- The Master Builder, [a character card from page 14] can be used together with 1 master-builder card at the end of a turn.

INVADERS

Our Alhambra (and our points) are in danger, as buildings with missing walls are unprotected, causing the player to lose points.

■ Components

- **4 invasion cards**, which show what direction the invaders are approaching from.
- **6 scout cards**, which can be used to scout out the attacks.



Changes in setup

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

■ Changes in game play

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. the edge of the tile does not contain 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, showing what direction the Alhambra is being attacked from. Each player's Alhambra is compared with the direction of the attack, with each player's buildings being considered to be pointing north (*i.e. all roofs always point north*).

Invasion after the 1st scoring

For each side of a **building tile**, including the starting tile, 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 scoring

2 points are deducted from the player's score for each unprotected side.

Invasion after the 3rd 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 scoring affects a total of 3 unprotected sides of this Alhambra. 3 points are deducted from the player's score. After the 3rd 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 it to look at the top card of the pile containing the invasion cards.

The invasion card is returned to the deck face-down and the scout card is discarded.

Two new scout cards are turned over after the 1st scoring and two more after the 2nd scoring; any scouts still lying face-up are removed from the game.

Notes

With “Vizier” [page 8] and “The Rich Patron” [page 14], the exact money is paid. This also enables the scout to be used.

■ Variation with face-up invasion card

The current invasion card is turned face up. The scouts are not used.

BAZAARS

"The Bazaars." If they are carefully build they can score up to 24 extra points for neighboring buildings of the same color, but only on the last scoring round.

■ Components

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



■ Changes in setup

The bazaars are shuffled in with the building tiles and placed in the tile dispenser tower.

■ Changes in game play

If a bazaar is drawn from the tile dispenser when the building market is being filled, it is placed 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 using the same rules as the buildings from the base game.



This bazaar costs 4 Florin.

■ Changes in scoring

Points for bazaars are **only** awarded in the 3rd 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 color (*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 color if the color is shown on the bazaar.

The **number of matching buildings** neighbouring the bazaar is multiplied by the number of matching colors 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 color with the bazaar.

There are neighbouring buildings of all 3 of the bazaar's colors. This produces the following number of points: 4 buildings x 3 colors = 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 colors = 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 squares [page 11].
- **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" [page 8] and "The Rich Patron" [a character card from page 14].
- If "the street trader" [page 19] has to make way for a bazaar, the citizens may not move into the bazaar. A citizen may be exchanged as usual.

NEW SCORE CARDS

The "New Score Cards" module completely revises the 6 building types from the base game. The number of points awarded for each building type changes with each scoring round.

Components

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

1st scoring

2nd scoring

3rd scoring



Changes in setup

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

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

Changes in scoring

When a scoring occurs, points are awarded for each building type in the same manner as the base game, although the value of each building type has changed.

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

OVERVIEWS

The overview card provides a synopsis of the building tiles from the base 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:

Power of Sultan

2	3	4	5	6	7
3	4	5	6	7	8
4	5	6	7	8	9
5	6	7	8	9	10
6	7	8	9	10	11
7	8	9	10	11	12
8	9	10	11	12	13
9	10	11	12	13	14
10	11	12	13	14	15
11	12	13	14	15	16
12	13	14	15	16	17
13	14	15	16	17	18
14	15	16	17	18	19
15	16	17	18	19	20
16	17	18	19	20	21
17	18	19	20	21	22
18	19	20	21	22	23
19	20	21	22	23	24
20	21	22	23	24	25
21	22	23	24	25	26
22	23	24	25	26	27
23	24	25	26	27	28
24	25	26	27	28	29
25	26	27	28	29	30
26	27	28	29	30	31
27	28	29	30	31	32
28	29	30	31	32	33
29	30	31	32	33	34
30	31	32	33	34	35
31	32	33	34	35	36
32	33	34	35	36	37
33	34	35	36	37	38
34	35	36	37	38	39
35	36	37	38	39	40
36	37	38	39	40	41
37	38	39	40	41	42
38	39	40	41	42	43
39	40	41	42	43	44
40	41	42	43	44	45
41	42	43	44	45	46
42	43	44	45	46	47
43	44	45	46	47	48
44	45	46	47	48	49
45	46	47	48	49	50
46	47	48	49	50	51
47	48	49	50	51	52
48	49	50	51	52	53
49	50	51	52	53	54

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:

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.



6x	6	7	8	9	10
7x	7	8	9	10	11
8x	8	9	10	11	12
9x	9	10	11	12	13
10x	10	11	12	13	14
11x	11	12	13	14	15
12x	12	13	14	15	16
13x	13	14	15	16	17
14x	14	15	16	17	18
15x	15	16	17	18	19
16x	16	17	18	19	20
17x	17	18	19	20	21
18x	18	19	20	21	22
19x	19	20	21	22	23
20x	20	21	22	23	24
21x	21	22	23	24	25
22x	22	23	24	25	26
23x	23	24	25	26	27
24x	24	25	26	27	28
25x	25	26	27	28	29
26x	26	27	28	29	30
27x	27	28	29	30	31
28x	28	29	30	31	32
29x	29	30	31	32	33
30x	30	31	32	33	34
31x	31	32	33	34	35
32x	32	33	34	35	36
33x	33	34	35	36	37
34x	34	35	36	37	38
35x	35	36	37	38	39
36x	36	37	38	39	40
37x	37	38	39	40	41
38x	38	39	40	41	42
39x	39	40	41	42	43
40x	40	41	42	43	44

POWER OF SULTAN

With the “Power of Sultan” module, the players are given the option of acquiring building counters when it is not their turn. The type of building which can be obtained is determined by the die.

■ Components

- 8 sultan cards
- 8 marker cubes
- 1 building die with the symbols of the 6 building types
- 6 overview cards*



■ Changes in setup

Once the money cards from the base game have been divided into five stacks, 3 sultan cards are shuffled into the 1st pile, 2 into the 2nd, and 3 into the 3rd pile. The marker cubes and die are placed next to the building market. Each player is given one overview card.

Before the first game: The building stickers have to be pasted onto the die making sure that the opposite sites are correct. The picture on the right shows the opposite sites.



■ Changes in game play

When a sultan card is revealed

Each revealed sultan card is placed face up next to the building market (several cards could be available at the same time). A player then rolls the building die and marks the result on the card with a cube. More money cards are revealed until a total of 4 are face up.

Face-up Sultan cards can be bought like buildings for a price of 7, with the required currency indicated on the card. A player who pays the exact amount gets an extra turn.

The buyer lays out the card face up in front of them.

If the player does not like the building type marked on the card, they can remove the cube and roll the die again.



The player then picks either the symbol rolled or the one on the other side of the die. The player must mark one of these two symbols on the Sultan card.



Example: If a player rolls the arcade symbol, they must mark it or the chambers on the sultan card.

How is a sultan card used?

If a building tile is drawn when filling up the market (even at the end of the game), a player with a sultan card on which this building type is marked can take the building free of charge and use it immediately in their Alhambra, or keep it in reserve. The corresponding sultan card is removed from the game. If several players have similarly marked sultan card, the order of play applies, beginning with the player whose turn it would be next.

Note: At the end of a turn, the money cards ought to be replaced first, before the buildings are replenished.

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

■ Special rule for 2 players:

After the first two scorings, Dirk receives building tiles 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.

■ Notes:

- The option “Vizier’s Favour” [page 8] can only be used when necessary after the option “Power of Sultan”.
- No sultan cards can be bought with a vizier [page 8].
- Currency exchange cards [page 9], diamonds [page 13] and coins [page 18] can be used to acquire sultan cards.
- The building tiles newly drawn by “The Dancer” [character card – page 14] can be acquired by the “Power of Sultan”.

CARAVANSERAI

The “Caravanserai” is a kind of variable money card. Its value increases slowly and it can be used at any time. However, it requires many different building types to acquire.

■ Components

- 8 caravanserai cards
- 8 marker cubes



■ Changes in setup

The 8 cards are placed next to the building market in a stack, with the marker cubes next to them.

■ Changes in game play

Buying a caravanserai

A caravanserai card is acquired in the same manner as a building tile. Each player can hold a maximum of 2 caravanserai cards during a game.

The price of a card depends on the number of different building types the player has built in their 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 wished to build a caravanserai must have built four different types of buildings already in order to acquire the first, and 5 to get the second (*only the 6 base game building types count*).

The player buying a caravanserai picks one, places it face up in front of them, and places a marker on the “0” space.

Using the caravanserai cards

As the first action at the beginning of their turn, a player who has one or two caravanserai cards can move one marker one space forward.

The marker can only be moved forward or sideways (*at a branch*), but never backwards. It is permitted to leave the marker standing where it is.

The position of the marker indicates the current value and type of currency that the card may be used as.

If the currency is spent, the marker is moved back to the zero (0) space and may be moved forward on a subsequent turn.

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



Starting position of the marker.

Players who have 2 caravanserai cards may only move at most 1 marker.



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 [page 8].
- A caravanserai marker can only be moved on a player's normal turn. If a player takes an action out of sequence (through the “Vizier's Favour” [page 8] or “Power of Sultan” [page 25]) they may not move the marker.
- “The Beggar” [character card – page 14]: caravanserais are not counted with the money cards that the player has in their hand.
- When the remaining building tiles at the market 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 included in the total.

ART OF THE MOORS

The "Art of the Moors" module introduces culture counters into the game. They are acquired by having multiple buildings of the same value.

■ Components

- 20 culture counters
- 20 marker cubes
- 10 docking strips
- 6 overview cards*

■ Changes in setup

The counters are stacked by the number on the reverse (brown) side. The marker cubes and docking strips are laid out too. Each player is given an overview card.



■ Changes in game play

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 their turn 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 buildings which have the same price by placing a marker on the corresponding culture counter, by placing the marker on the space with the appropriate number of black squares. If there are more than one with the same number of squares, the marker is placed on the one with the highest number above them.

Adjusting the markers that indicate the number of buildings

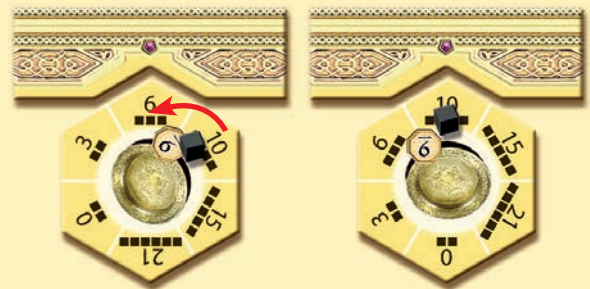
When newly purchased buildings are built into the Alhambra or kept in reserve at the end of a turn, the corresponding marker pieces are updated.



The Effect of the Culture Counters

Players now have a new possible action on their turn:
Action: Development of Culture.

If the player takes this action, all of their culture counters are turned counter clockwise 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 points to the gem may not be turned any further.

■ Changes in scoring

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

■ Special rule for 2 players:

Dirk does not get any culture counters.

■ Notes:

- Only the buildings from the base 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", (page 8 and page 25)*] culture counters should be taken immediately and markers adjusted if needed.
- A culture counter can only be marked up to the highest value indicated. A player cannot receive more points than the number shown on the counter.
- All buildings with the price "12" or "13" are regarded as buildings with the same price.

FALCONERS

"The Falconers" allows players to further develop their Alhambra by placing falcons at the intersection of four buildings.

Components

- 15 falcons, 5 tiles each of 3 types: black, brown, and white

Front side with 3 types of falcons



The back sides, showing the falcon's type and 2 building colors each

- 6 scoring summaries



Changes in setup

Sort the 15 falcon tiles by falcon type and place them next to the building market, with the back side up. Give one scoring summary to each player.

Changes in game play

Players now have a new possible action on their turn:

Action: Purchase and place one or more falcons

If chosen, this action is the only action possible this turn! You can't take this action as a bonus after making an exact payment!

A falcon costs one money card of any color and denomination. The player can choose among all still available falcons.

During a turn, a player can purchase as many falcons as they can afford, as long as they can be placed in the Alhambra.

Each falcon must be placed (*face up*) on the intersection of four building tiles of the player's own Alhambra, provided that at least one building of each of the two building colors shown on the rear side of the falcon tile touches the intersection.

Example: This falcon can be placed at this intersection, as there is at least one purple (tower) and one green (garden) building at the intersection.



Concerning the building colors. Only the colors of the buildings in the base game are considered, and only 1 falcon can be placed at each intersection.

Falcons can be placed on starting tiles, but these do not contribute any color. Falcons cannot be rebuilt or kept in reserve. If one of the four tiles on which a falcon is placed is rebuilt, that falcon is returned to the common supply. It can be purchased again by any player.

Changes in scoring

Players with falcons earn additional points during each scoring. The more falcons of a single type that a player owns, the more these falcons are worth.

Score the falcons of each type separately. The owner gains points for each type:

1 falcon _____ 2 points

2 falcons of a type _____ 6 points

3 falcons of a type _____ 12 points

4 falcons of a type _____ 20 points

5 all falcons of a type _____ 30 points

Notes:

- You may pay for falcons with diamonds [page 13] and masterbuilder cards [page 21.].

WATCHTOWERS

"The Watchtowers" gives players new ways to build their walls, as well as earn extra points by building a watchtower in their longest wall.

Components

- 18 Watchtower, 3 tiles each of the 6 building colors



Changes in setup

Sort the 18 watchtower tiles by color and place them next to the construction yard.

Changes in game play

Purchase and construct a watchtower

Each time that a player buys a building tile (from the base game), they may also purchase a watchtower of the same color (Note: there are only 3 watchtowers of the each color). Both tiles must be purchased in the currency required for the building tile. Buying a watchtower increases the purchase price of a building

- by 6, if bought prior to the 1st scoring,
- by 4, if bought between the 1st and 2nd scoring, and
- by 2, if bought after the 2nd scoring.

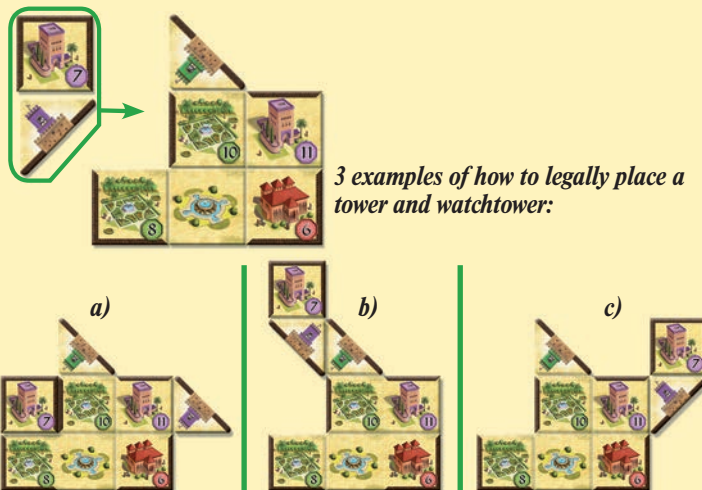
If he pays the exact amount, he takes one more turn immediately.

At the end of his turn, he adds his purchased building and watchtower tiles to his Alhambra in any order he likes. Each watchtower must be placed with at least one of its short edges adjacent to a building tile of the same color, although not necessarily the tile purchased this turn.

Watchtower tiles have no specific orientation and can be turned any which way when added to the Alhambra.

Watchtowers cannot be rebuilt or kept in reserve.

A building tile touching a watchtower may be rebuilt only if the watchtower still touches at least one building tile of its color after rebuilding is complete.



3 examples of how to legally place a tower and watchtower:

Additional rules for placing a watchtower

No tile can be placed adjacent to a watchtower's long edge.



In order to meet the "on foot" rule, a path may be drawn through a Watchtower.



Following rules of the base game remain unchanged:

Open edges may not touch walls.



No gaps are allowed.



Changes in scoring

Watchtowers have one edge showing a wall and count 1 point each when determining a player's longest contiguous wall. Each watchtower that is part of a player's longest contiguous wall additionally scores 2 points. If a player owns more than one longest wall of identical length, they may choose which wall to score.

Example: The examples shown above result in a) 4 points as neither watchtower is part of the longest wall; b) 11 points (wall 7 + watchtowers 4); c) 12 points (8 + 4).

Notes:

- A Watchtower cannot be purchased in combination with squares [page 11], camps [page 15] or bazaars [page 23]. The colors of squares and bazaars do not provide legal placement of watchtower tiles. Camps cannot be attached to watchtower tiles.

BUILDING SITES

"Building sites" allow players to purchase buildings for half the cost, but the building must be finished in order to count towards majorities.

■ Components

- 8 building site tiles, 2 for each currency



■ Changes in setup

Shuffle the building site tiles with the front (*construction site*) side face-up, then stack them and place them within reach.

■ Changes in game play

A building site allows a player to buy a building tile for half-price, with the option to complete the building later.

Establishing a building site

The player pays at least half (*rounded down*) of a building tile's cost and takes the tile. Such a purchase is never regarded as paying the exact amount.

The player takes 2 building site tiles, keeping the backs hidden from other players, and chooses one of them to place on top of the building tile just purchased, with the construction side face up.

The other tile is shuffled into the stack.

Note: If only 1 tile remains, the player must take that tile.

The player can add this building tile to their Alhambra or place it in their reserve. If added to the Alhambra, the walls on the tile count during scoring, but not the unfinished building itself.

Completing an unfinished building

On their turn, a player may choose to complete the building as an action, by paying the full amount for the building in the currency shown on the back of the building site tile. After completing the building, the building site tile is removed from the game.

Remember: *The player can't just pay the difference, but must pay the full amount!*

If the exact amount is paid, the player takes one more turn immediately.

■ At the end of the game

Before distributing the remaining building tiles, each player must reveal each building site tile in their Alhambra and discard all money cards of the currency shown on this tile.

Ignore all building site tiles in a player's reserve.

■ Notes:

- The Vizier [page 8] cannot be used to set up a building site.
- Camps [page 15] and bazaars [page 23] cannot be set up as a building site.
- City gates [page 12] and walls [page 16] can be built on building sites.
- You can pay with diamonds [page 13] when setting up or completing a building site.
- For "Street Trader" [page 19] and "Treasure Chamber" [page 20], residents and treasure chests can be placed on completed buildings only, not on building sites.
- For "Art of the Moors" [page 27], only completed buildings are scored, not building sites.
- A watchtower [page 29] cannot be purchased in combination with a building site.

EXCHANGE CERTIFICATES

"The Exchange Certificates" help players save money when they overpay for a purchase. They don't receive change in return, but they do acquire a voucher for a future purchase.

Components

- 6 Exchange certificate boards
- 12 Currency tokens, 3 each of the 4 different currencies



Changes in setup

Give each player one exchange certificate board, which players place in front of them.

Place a certain number of currency tokens in the center of the playing area, depending on the number of players:

- 2 Players _____ 1 currency token of each color
- 3 Players _____ 2 currency tokens of each color
- 4 Players _____ 2 currency tokens of each color
- 5 Players _____ 3 currency tokens of each color
- 6 Players _____ 3 currency tokens of each color

Return any remaining currency tokens to the game box; they are not used for this game.

Changes in game play

Storing money

If a player overpays when buying a building tile, they may take any one of the currency tokens from the center of the playing area.

They then place this marker on their exchange certificate to mark the difference between what was owed and what was paid. Only one currency token can be on an exchange certificate at a time.



Example: The player pays 9 florins (yellow) for a 4 Arcade, overpaying by 5 florins. They choose a blue currency token and mark on their exchange certificate that they have a credit for 5 denars (blue).

The player can use this credit when buying a building tile. They must spend the complete amount, as if paying with a money card in that amount.

Example: On his next turn, the player would like to buy a 12 Tower, but has only a blue money card worth 8. They can use the credit on their exchange certificate, overpaying for the tower by 1.

After using this credit, the player returns the currency token to the center of the playing area.

The player can use the exchange certificate again at any time, even immediately if they overpay when using the credit stored there.

Continuing the example above: The player may store the overpaid 1 denar on their exchange certificate immediately (with any currency token available).

Players cannot store more than 6 money. If a player overpays by 7 or more, no amount is stored, as the overpaid amount must be marked exactly on the exchange certificate.

Notes:

- Even if played with the exchange currency module, [page 18] players can store money on their exchange certificate boards.

MAGICAL BUILDINGS

The magical buildings have no orientation, meaning they can be built in the Alhambra in any direction that the player desires. During Scoring, they behave like normal buildings of that kind.

Components

• 6 Magical buildings



• 6 Orientation tiles



Changes in setup

Shuffle the 6 Magical Buildings in with the other tiles and place them in the tile dispenser tower.

The orientation tiles are placed next to the building market.

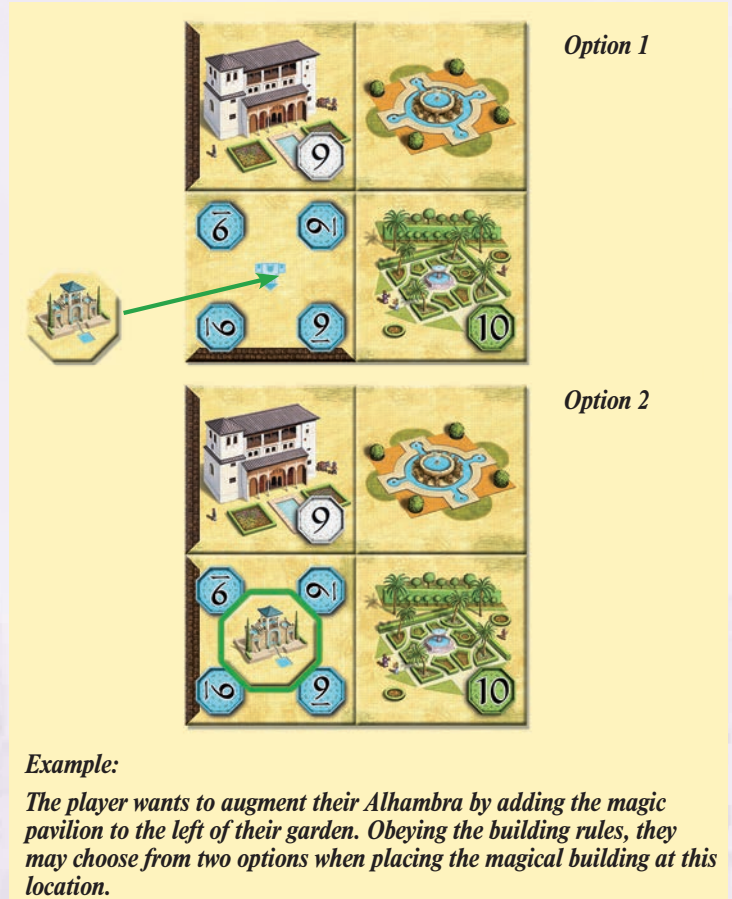
Changes in game play

When a magical building is drawn from the tower, it is placed on the building market and offered for sale as usual.

A player purchasing such a building may add it to their Alhambra according to the building rules, or store it in their reserve.

When adding a magical building to their Alhambra, the player may turn the tile in any direction; no matter if it was just purchased, taken from their reserve or if they are redesigning their Alhambra.

After a player has placed a magical building in their Alhambra they take the corresponding orientation tile and place it correctly on top.



Changes in scoring

For each scoring the magical buildings are considered a normal building of their respective type.

MEDINA

No one likes to have a “Medina”, or an artisan’s square, right outside their door; however, you will need the artisans to avoid negative points.

Components

- 9 Medina tiles



Changes in setup

The 9 medina tiles are shuffled with the rest of the buildings and then stacked into the tile dispenser tower.

Changes in game play

When a medina tile is drawn, it is placed on the building market like any other building tile.

If purchased the same rules for building apply like any other building tile including placing in the reserve.

Changes in scoring

The Medinas are scored after all other building types have been scored. In the first scoring round the player who has built the fewest Medinas scores negative points. In the second scoring, 2 players will receive negative points, and three players in the final scoring.

	1 st Scoring	2 nd Scoring	3 rd Scoring
Player with the fewest Medinas	-3	-6	-9
Player with the second fewest Medinas	0	-3	-6
Player with the third fewest Medinas	0	0	-3

If two or more players have built the same number of Medinas, the Medina who has the higher purchase price wins the tie. The player with the cheaper Medina gains the higher negative points.

	Built Medinas	3 rd Scoring
Player A		-3
Player B		-6
Player C		-9

Example: Player C has built the fewest Medinas and loses 9 points. Player A and B have both built 3 Medinas. Since player A has the Medina with the highest price 8 she loses 3 points and player B loses 6 points.

Special case: No Medinas built

All scoring rounds: Every player who has not built a Medina loses additional points:

1 st Scoring	2 nd Scoring	3 rd Scoring
1 negative point	2 negative points	3 negative points

Notes:

1st Scoring: All players without any Medinas split the 3 negative points (rounded up).

2nd Scoring: If two or more players have not built a Medina, the negative points for the first and second place are added together and then split between those players (rounded up).

3rd Scoring: If two players have not built a Medina, they split the negative points for the first and second place (rounded up), the negative points for third place stay the same. If three or more players have not built any Medina, 18 minus points are split (rounded up) between those players.

Example: Built Medinas			
Player A	Player B	Player C	Player D
3 rd Scoring			
-11	-11	-3	0

Dirk Henn: New Building Grounds

New buildings are available from the new building ground.

Components

• 8 Building sites



• 12 Buildings under construction (2 tiles of each building type with construction icon)



• 4 Number tiles



Changes in setup

Shuffle the 8 building site tiles in with the other Alhambra tiles.

Place the four number tiles in a row next to the building market. Then, randomly place 3 building under construction tiles in a column under each number tile.

Changes in game play

Whenever a building site is available at the market, the active player may buy it for the price shown on it.

Immediately, they choose one of the buildings under construction from the column with the matching number as the purchased tile and place it on that building site. It may be placed in the player's Alhambra or their reserve.

Example: This building site can be purchased for a price of 12 denari (blue currency). Then, the player decides if they want to build a pavilion, arcades or chambers, placing the chosen tile on top of the building site.



Changes in scoring

Buildings under construction count as any other buildings of that type.

Special rule for 2 players

If Dirk buys a building site, he takes the topmost building under construction of that column.

Dirk Henn: Major Construction Projects

Two new buildings are available – if you win the auction.

Components

• 6 Markers (1 of each player color)



• 15 Major projects



Changes in setup

Give each player the marker of their player color. Shuffle the major project tiles face down and keep them next to the building market. Reveal one of these tiles.

Changes in game play

The active player may perform a new action during their turn. Action: **Bidding for a major project**

If there is no offer yet for the major project currently on display, the active player may bid for it by offering money of **any one** currency with a total of at least 15. Cards used for a bid are placed next to the project on offer with that player's marker placed on top.

Example: Red bids 16 denari for the major project currently on offer. She puts her money cards and player marker next to it.



If there is an offer next to a project, another player may raise the bid by replacing the current offer with a new one, as long as the new bid is a higher amount, and of any one currency (*does not need to be the same*). The outbid player takes back their money and marker.



Example: Orange outbids Red, bidding 17 Dirham (green currency). Red takes her money and player marker back.

If the player's own offer is still valid at the beginning of their turn, their bid is successful and they take that tile, placing it in front of them. The player retrieves their player marker and discards the money of the bid.

The player reveals a new major project and may bid for it immediately.

At the end of their turn, the player adds the major project to their Alhambra, together with any other tiles they may have purchased, following the usual rules.

Note: When redesigning, treat a major project tile as one single tile.

Changes in scoring

The major project buildings count as any other buildings of their type when determining majorities.

Emanuele Ornella: Palace Staff

Different servants are working in each building of the palace, trying to offer the best possible comfort.

Components

- 54 Servant tiles (7x/ 7x/ 9x/ 9x/ 11x/ 11x in colors of pavilion, seraglio/ arcades/ chambers/ garden/ tower)



- 6 Court marshals (1 of each player color)



Changes in setup

Shuffle the servant tiles face down and keep them next to the playing area. Then, draw 6 servant tiles, and place them face up next to the building market.

Each player places the marshal of their player color on their Lion Fountain tile.

Changes in game play

Whenever a player chooses the **Action: Take money**, and takes money which **totals less than 6**, they may move their marshal from tile to tile across the Alhambra.

Note: It is not allowed to take money worth 0.

Subtract the value of money taken from 6, and the player is allowed to move his marshal that many tiles.

The marshal must have access to each tile by foot, i. e. he is not allowed to cross a wall or step down from a tile.

The player gains 1 servant tile of the matching color for each tile the marshal enters, if there is no servant on that tile.

Take the servant from the open display, if available, and place it on that building tile. After the player has finished their turn, they replenish the display to 6 tiles.



Example: The player takes 2 denari, thus may move their marshal $6 - 2 = 4$ steps. They choose his path entering the garden, chambers, arcades, and tower. The player places one matching servant tile each on the garden, arcades, and tower tile from the display. Unfortunately, there is no servant available for the chambers.

The tile occupied by the marshal may not be placed on the player's reserve board. Servant tiles are placed on the reserve board together with their building tile.

Changes in scoring

1st and 2nd scoring

After scoring all building types, deduct 1 point for each building from the base game (*besides the Lion Fountain*) in a player's Alhambra without a servant tile. A player may never have less than 0 points.

3rd scoring

Players deduct points, as above, but before leftover buildings are assigned.

Emanuele Ornella: Orchards

Workers do not only construct buildings, but also bring along exotic fruits for the court.

Components

• 7 Fruit boards



• 56 Fruit tiles (8 each of 7 types)



Changes in setup

Randomly give one fruit board to each player. Shuffle all the fruit tiles and place them face down in a supply.

Changes in game play

Each time a building from the base game is added to the market, draw a fruit tile from the supply and place it face up on the tile. When buying a building, the player receives the fruit as well (*with no extra cost*), and places it on a matching space of their fruit board.



Note: A player also gets the fruit if they add the building to their reserve.

In case all matching spaces are occupied, the player keeps the fruit tile face down next to their fruit board.

Note: This is not allowed if there is still a matching space available.

Changes in scoring

At the end of the game, players gain victory points for each complete group of their fruit board as shown. Each face down fruit tile is worth 1 point.



*Example:
The player succeeded in completing their groups generating 1, 2, and 11 points by placing matching fruit tiles. The groups for 4, 7 and 16 points are not complete. They have two tiles they could not place (2 points). The player scores a total of 16 points.*

Klaus-Jürgen Wrede: Travelling Craftsmen

Traveling craftsmen provide players with special abilities.

Components

• 13 Craftsmen



Reverse side

Changes in setup

When playing with 2 - 4 players, sort out the craftsmen marked 6 and 5/6, and return them to the box.

When playing with 5 players, sort out the craftsmen marked 6, and return them to the box.

When playing with 6 players, all craftsmen are in the game. Shuffle the craftsmen and deal 2 randomly to each player, which should be placed face up in front of them. The first player is dealt a third, face down, craftsman.

Changes in game play

During their turn, a player may use the special ability of one of their **face up** craftsmen.

At the end of their turn, the player passes their used craftsman to their left neighbor. That player puts it face down next to their two face up craftsmen.

If a player did not use a craftsmen, they still must pass a craftsmen, but may choose either of their face up cards.

Finally, the active player flips their face down craftsman face up, thus having a choice between two craftsmen during their next turn.

■ Special rule for 2 players

Dirk never gets any craftsmen.

■ The craftsmen in detail

Mosaic artist: The artist allows turning a building in any direction when adding it to your Alhambra. This may be done with a building from the reserve as well.



Carpenter: The carpenter reduces the purchase price of a building from the market by 1 or 2.



Blacksmith: Increase the display of money cards to 6 immediately. It is replenished to 4 cards only (*as usual*), if there are less than 4 cards at the end of a player's turn. If, when increasing the display, a scoring card is revealed, it is resolved at the end of the player's turn.



Goldsmith: When taking money, you may take money cards worth a total of 8 (*instead of 5*).



Coiner: The coiner allows buying a building with a combination of money from your hand and/or the display.



Mortar mixer: This craftsman may swap two tiles on the building market.



Builder: The builder gives a redesign action. In this action, one building may even be moved from one location in the Alhambra to another (*following usual building rules*).



Brickmaker: When buying a building, the new tile may be placed in the location of an already built building, provided it follows the building rules. Remove the previously placed building and place the new one in the same location. The old building may be placed in the reserve, or in any valid location in the Alhambra.



Stonemason: Exchange one money card from your hand with one money card of the same currency from the display.



Klaus-Jürgen Wrede: Bathhouses

To have buildings in good reach of the bathhouses is important!

■ Components

• 6 Bathhouse tiles



■ Changes in setup

Shuffle the Bathhouse tiles together with the building tiles.

■ Changes in game play

Whenever a bathhouse tile is drawn, place it next to the building market it was drawn for, and immediately draw a new tile and place it on the market location.

Note: If necessary, repeat drawing tiles until you draw a building tile rather than a bathhouse tile. In this case, place all drawn bathhouse tiles next to the market, all of them are available for purchase.



Wherever a bathhouse tile (*or more than one*) is next to the market, the player may choose to buy the building or the bathhouse tile. The purchase price of each bathhouse tile is 8 money of the appropriate currency.

Adding a bathhouse to your Alhambra

A bathhouse may be placed in a player's Alhambra in any orientation.



Changes in scoring

Each edge of a bathhouse tile shows a different type of building. A player gains victory points if they have buildings of that type in their Alhambra in that direction of their bathhouse.

The player gains as many points as the distance of the first building of that type from the bathhouse. The path may be traced across double walls, but not across gaps.

At the end of the game, any leftover bathhouses on the market board are not given to players.



Example: The player has built a garden and a chambers in the correct direction for the bathhouse. They will earn 2 points for the chambers and 3 points for the garden.

Klaus-Jürgen Wrede: Wishing Well

The water supply of the buildings must be ensured.

Components

• 6 Wishing well tiles



Changes in setup

Shuffle the wishing well tiles together with the building tiles.

Changes in game play

Whenever a wishing well tile is drawn, place it **next to the building market adjacent to the currency it was drawn for**. Draw a new tile immediately to place it on this currency's space on the market.



Note: If necessary, repeat drawing tiles until you draw a building tile rather than a wishing well tile. In this case, place all drawn wishing well tiles next to the market, all of them are available for purchase.

If there is a wishing well next to a market space, the player may choose to purchase the wishing well for the currency of that market. The purchase price is indicated on the tile.

A wishing well may be added to a player's Alhambra in any orientation.

Changes in scoring

Wishing wells score points if there are exactly as many tiles in a straight line from the waterspout (blue arrow) as the purchase price of the tile. If this is the case, the player scores that many points during scoring.

At the end of the game, any leftover wishing well tiles next to the market are not given to players.



The player gains 3 points for their wishing well, because there are exactly three buildings in the arrow's direction.

Marco Ruskowski & Marcel Süßelbeck: Fresh Colors

The Alhambra needs to be more spectacular. New paint and decorations is what is needed.

Components

- 1 Project board (with 4 project spaces)
- 18 Project tiles



(3 of each type of building)

Project side:



Building side:



- 36 Color tiles (6 each of blue, red, brown, white, green, and purple)



Changes in setup

Shuffle all the project tiles and stack them next to the project board, project side up. Put 1 project tile each on the 4 project spaces, one after the other taken from the top of the stack.



Return all project tiles showing a star at the bottom right corner to the game box when playing with two or three players.

Keep the color tiles next to the project board as common supply.

Changes in game play

Whenever a player performs the Action: Buy a building tile, and the currency card spent is higher than the cost of the building, the player may take the project tile from the project board that corresponds to that currency, or, one of the sets of color tiles indicated on that column, or, the top project tile from the stack.

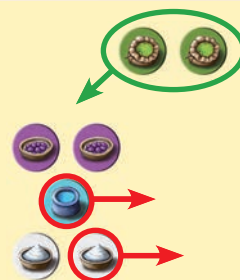


Example: The player buys a building and overpays it, using Florin (the yellow currency). Therefore, he may take the garden project tile, or the top tile from the stack or 2 purple color tiles or 1 blue color tile or 1 brown color tile.

At any time the players are limited to a maximum of 5 color tiles. If they take any more color tiles, they must discard any surplus tiles.

Example:

The player owns 5 color tiles already. Because of overpaying, he is entitled to take 2 green color tiles. If he takes them, he must discard 2 color tiles he owns. He may discard a color tile he just took.



No player may have more than 1 project tile for the same type of building and not more than 2 incomplete project tiles at any time. Once claimed, a project tile cannot be returned.

New Action: Complete a project

The player returns the color tiles required for one or two projects to the common supply and flips the project tiles to the completed side. All buildings of that type currently in the player's Alhambra, and those added later, are considered decorated now.

The players gain additional points during all scorings for their decorated types of buildings.

Changes in scoring

Players additionally score points for their completed projects. Each player counts all the buildings in their Alhambra that match projects they have completed. Each of these buildings is worth 2 points, which are marked on the scoring board immediately.



Example: The player has two completed projects, when the second scoring takes place (pavilion and chambers). His Alhambra contains three pavilions and 2 chambers.

He gains 10 points for these buildings (2 points per building). He will gain at least another 10 points during the final scoring. Until then, he can still add more pavilions and chambers to his Alhambra, thus gaining even more points.

Game with two players

Dirk cannot claim project tiles or color tiles.

Marco Ruskowski & Marcel Süßelbeck: Palace Designers

The Alhambra grows constantly. Following the palace designer's instructions grants points.

■ Components

- 6 Palace Designer tiles (1 of each player color)



Changes in setup

Each player takes the designer tile of their player color, placing it on their starting tile (*Lion Fountain*), aligning its straight edge (*the designer's feet*) with one edge of the starting tile.



■ Changes in game play

Whenever a player adds a building to their Alhambra by placing it next to the designer's current tile, they gain 1 or 2 points:

- If the new building is placed at the designer's feet (the straight edge), the player gains 2 points.

- If the new building is placed on one of the other three edges of the designer's tile, the player gains 1 point.

Record these points on the scoring board immediately.

Then, the designer goes to the new building. It is up to the player on what edge the designer's feet will go.

If the designer's current tile is removed from the Alhambra, the player relocates the designer to any other tile of their choice.

Example: The player gains 2 points, if they add the chambers above the seraglio; they gain 1 point, if they add it at its right edge.



Michael Schacht: Alhambra Zoo

Exotic pets are finding a new home in the Alhambra.

■ Components

- **24 Animal tiles** (3 each of 8 types)



Changes in setup

Shuffle the 24 animal tiles face down and keep them next to the building market. Two random tiles are placed back in the box unseen.

■ Changes in game play

Whenever a **garden** is revealed at the market, draw 2 animals and place them face up on the garden.

Any player buying the garden receives the animals as well for free, placing them together with the garden, following the usual rules.

A player with animals in their Alhambra may move them at the end of their turn by discarding a money card.

The value of the card equals the number of steps the animals can take from tile to tile (*the currency does not matter*).

The animals may move only orthogonally, and they cannot cross walls. The steps may be used for one animal only or can be split between several animals. A player may forfeit any steps if they want to do so.



Example: A player plays a money card worth 4, thus may move their animals up to 4 steps.

Changes in scoring

Each garden with exactly **one kind** of animal scores as many points as the number of these animals. Animals on other tiles than a garden are not worth any points.

Special rule for 2 players

If Dirk gets any animal tiles they are immediately discarded.

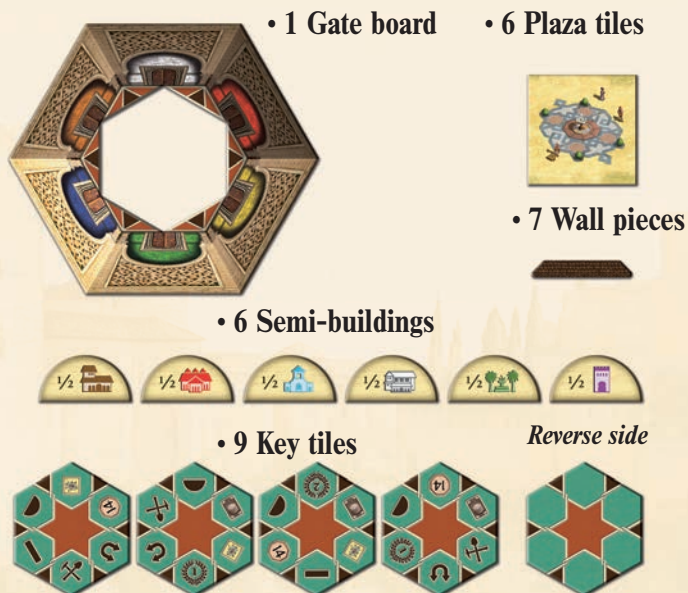


Example: 3 monkeys are on a garden (no other animals), the player scores 3 points. There are 2 pigeons and 1 cheetah on the player's second garden - no points at all.

Michael Rieneck: Gates without End

Buying arcades gives bonuses - for everybody!

Components



Changes in setup

Place the gate board in the center of the playing area. Shuffle the key tiles, and place them in a pile face down next to the gate board.

The wall pieces, semi-buildings and plaza tiles are kept next to the gate board as well.

Changes in game play

Whenever a player buys a an **arcades (brown)** tile they take the topmost key tile from the stack and place it face down in front of them. At the end of their turn, after placing any buildings and replenishing the displays, the player places the key tile into the center of the gate board in any orientation they like.



Then, starting with the active player and continuing in clockwise order, each player gains the bonus shown in front of the gate of their player color. Resolving this bonus is optional. After resolving a key tile completely, remove it from the game.

Note: Any key tiles a player may receive before their own turn will be resolved only at the end of their next turn.

In case a player has bought more than one arcades, the key tiles are resolved in order one after the other, and displays have to be replenished in between, if necessary.



Example:

In a 3-player-game, Yellow buys an arcades tile. He inserts the key tile into the gate board in such a way that he gains a redesigning action, and performs it immediately.

Then Red, sitting to his left, may take 1 money card from the display. At last Green, who is last in player order,

may swap 2 buildings on the market board. There are no players Blue, Orange, and White. Finally, the key tile is discarded thereafter.

If a scoring card is revealed when replenishing the money cards display, it is dealt with immediately before proceeding with the resolution of any further gates.

If there are not enough buildings left when replenishing the market after resolving a key tile, the game ends immediately. Skip resolving further key tiles (*if any*) in this case.

The bonuses in detail



Perform a **redesigning action** immediately. Instead of a regular redesigning action, you may even move a building within your Alhambra (*move it from one place to another*), following usual building rules.



Add **1 wall piece** to your Alhambra immediately.



Buy **1 building for a total of 14** (*combination of any currencies*). If the player buys arcades when doing this, they resolve that key tile at the end of their next turn.



Take **1 money card** from the display immediately.



Take **1 of the available semi-buildings**. It counts as half a building of that type when scoring. In order to score this, you must have at least 1 building of that type in your Alhambra.



Swap **2 buildings** on the market. This includes swapping with an empty space.



Add **1 plaza tile** to your Alhambra or your reserve immediately.



Gain **1 or 2 points**.

■ End of the game

If there are any arcades left at the end of the game, when left over buildings are assigned to players, the players do not take key tiles anymore.

■ Game with two players

Dirk never gets key tiles.

Mike Elliott: Buildings of Power

Powerful abilities are waiting for those players who add these buildings to their Alhambra.

■ Components

• 12 Special tiles



• 7 Dice (3 white, 3 black, 1 red)

■ Changes in setup

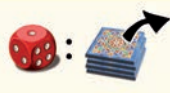
Replace the 12 base tiles with the same building type, price, and wall placement as the special tiles with the new special tiles. Put the special tiles into the tower, together with the other Alhambra tiles. Return the replaced tiles to the game box.

■ Changes in game play

When a player buys a special tile from the building market, they add it to their Alhambra or put it in their reserve as usual. When a player has bought a special tile, they may use its special ability (*as shown on the tile*) once at the end of their turn.



Building of Architecture



The player rolls the red die after money cards and buildings have been replenished, and draws as many tiles from the tower as the number of pips rolled. Then, they choose 1 of these tiles, and put it face down underneath one of the tiles on the market. Any remaining tiles are returned to the tower. *Note: The tiles are placed on top of the tiles in the tower, sorted in any way the player likes.* Whenever a player buys a tile from the market that has a tile underneath, flip this tile face up when replenishing the market instead of drawing a new one. No more than one tile may be underneath a tile.



Building of Wisdom



The player rolls the red die after money cards and buildings have been replenished, and draws that many cards from the pile as the number of pips rolled. They choose one of the cards and keep it. Any remaining cards are placed on top of the pile, sorted in any way the player likes. If they draw a scoring card, they may resolve it immediately (*without receiving any compensation*), thus triggering a scoring, or put it back on the pile together with any other cards, face down.

Building of Strength



Immediately after purchasing this tile, the player rolls a black die from the supply, keeping it on the tile.

When scoring, the player may score 2 walls as of now: Their longest wall, as usual, plus their second longest wall. However, the maximum score for their second longest wall is the total of all of their black dice.

Building of Prosperity



Immediately after purchasing this tile, the player rolls a white die from the supply, keeping it on the tile.

During each of their future turns, the player may use this die once only. If they have more than one white die, they may use only one at a time. The purchase price of a building is reduced by 1 when using the white die. Each time the die is used, it must be turned, showing 1 pip less than before. After the last pip has been used, remove the die from the game.

Example: The player has 2 black dice in their Alhambra (2 and 3 pips). Their longest wall counts 8, their second longest counts 6. The player scores $8 + 5 = 13$ points for their walls. With a higher die result (for instance, a 5 instead of a 2, for a total of 8), they would have scored $8 + 6 = 14$ points.

■ Changes in scoring

If there are any face down tiles on the market at the end of the game when the remaining buildings are given to players, the player with the most money of that currency may choose one of the two tiles. The player owning the second-most money of that currency takes the other tile.

In case of a tie for the most money, both tiles are removed from the game. In case of a tie for the second most money, the leftover tile is removed from the game.

■ Special rule for 2 players

Dirk does not roll any dice.

Rüdiger Dorn: Extensions

The players may now extend their buildings.

■ Components

- 1 Extension board
- 12 Extension tiles



Reverse side



■ Changes in setup

Put the extension board next to the building market.

Shuffle the 12 extension tiles and place them face up on the spaces of the extension board.



■ Changes in game play

A new action is introduced:

New Action: Extend a building

The player plays three money cards of one combination as shown on the extension board. Then, the player may take one extension tile from the column of that combination.



Example: The player plays the combination yellow 5 - yellow 2 - green 4, and may choose from pavilion, arcades or seraglio.

If the total of the played money cards is less than or equal to the amount shown next to the tile, the purchase is considered matching, and the player continues their turn. Otherwise, the purchase is not matching and the player's turn ends. *Example: Continuing the example above, both the seraglio or the arcades would be a matching purchase, but not the pavilion.*

A player may buy an extension tile only if they own that type of building (in their Alhambra or their reserve) or bought that type of building during this turn. The player places the extension tile on a building of that type immediately. The extension remains part of the building even when redesigning the Alhambra. A building can be extended only once.

■ Changes in scoring

An extended building counts as 2 buildings for majorities.

■ Special rule for 2 players

The players may give an extension to Dirk as a gift.

Stefan Feld: Handymen

The handymen earn points and help to pay the exact price of the buildings.

Components

- 48 Handymen (8 handymen of each player color) Reverse side



- 3 Dice (blue)

Changes in setup

Give each player one set of handymen of their player color. Keep the dice nearby.

Changes in game play

At the start of their turn, a player may roll the dice. If they decide to do so, they may perform the **Action: Take money** only.

Note: The player may roll the dice only at the start of their turn, not when resolving any additional actions gained by paying the exact amount.

1st roll: If the player decides to roll, they take one of the three dice and rolls it. They may **accept** the result or **refuse** it.

Accept: If the result matches the price of a building on the market, the player may place one of their handymen, front side up, on that market space.

If the result matches the price of one of the player's own buildings (as part of their Alhambra or on their reserve board), the player may place one of their handymen, reverse side up, on that building, provided there is no handymen on it.

Note: If the result fits for multiple buildings, the player has to chose one of them.

Refuse/2nd roll: If the player does not want to use the result of their first roll or cannot do so, they roll the second die. Now, the player may apply the sum or the difference of both results as explained above or refuse again.

Refuse/3rd roll: If the player does not want to use this second result or cannot do so, they roll the third die. In this case, the player may apply any combination of sum/difference of all three results as explained above.



1st roll



2nd roll



Example:

1st roll: 1 This roll is useless.

2nd roll: 6 Now, the player could use $6 + 1 = 7$, and place a handyman on the market space with 7 green money (face up) or $6 - 1 = 5$, and place a handyman on their Alhambra building priced 5 (face down). Also, they may continue rolling. For example, the player could place a handyman on their building priced 12 if they happen to roll a 5.

Triples (3 identical rolls) is wild, and the player may select **any** tile (on the market, in their Alhambra, their reserve, even their Lion Fountain or **any** other building without a price).

If the third result is not eligible, the results are lost.

Then, the player performs the **Action: Take money**.

Handymen on the building market

When a player buys a building from a market space occupied by their handyman, they may use him to increase or decrease the price by 1. In case there are more than one of their own handymen on a given space, the player may use as many of them as they want. Used handymen are removed from the game. If there are still handymen left on a given space after buying the building (the player's own or other players'), each affected player may decide to retain their handyman/ handymen or leave them on that market space, starting with the active player. This must be done before a new building is added to the market.

Handymen in a player's Alhambra

Handymen in a player's Alhambra earn points during each of the 3 scorings:

Points are awarded for the **highest number** of adjacent tiles occupied by handymen (*orthogonally adjacent, not diagonally*). Each handyman of that group is worth 1 point.

Note: Even tiles with a double wall between them count as adjacent.



Example:

Alhambra showing 4 adjacent buildings occupied by handymen, and 1 handyman standing diagonally. The player gains 4 points when scoring.

Louis-David Péloquin: Personal Building Market

Turn your reserve into a marketplace.

Components

- 24 Market tiles (4 for each player)



Changes in setup

Instead of their usual reserve board each player takes one set of market tiles (4 different tiles), and places them in front of them.

Changes in game play

Whenever a player does not want or cannot add a tile they bought to their Alhambra, or removes a building from their Alhambra when redesigning, they place that building below one of their market tiles.

From then on, other players may buy this building during their turn as if it were on the market. They pay the price in the currency shown above that tile. The money is paid to the current owner.



As long as a tile is still on their personal market, the owner may add it to their Alhambra with a redesigning action, at which point it may no longer be purchased.

Buildings without a purchase price may be placed on the personal market, but nobody can buy them.

Each market space may contain 1 building only.

If all 4 spaces are occupied, the player may discard the new tile, or discard a tile from one space and put the new tile in its place.

Frank Sander: Treasures

If you lack cash, you may take treasures instead!

■ Components

- **30 Treasure tiles** (6 sets in player colors, each set comprised of tiles valued 1 - 5)



■ Changes in setup

Each player takes the set of 5 treasures of their player color, and keeps it at their disposal.

■ Changes in game play

Whenever the player wants to buy a building and is short of money of any currency, they may bribe the market managers by giving them **one** of their treasures. The treasure tile reduces the cost of the item by the value of the treasure tile.

If a treasure tile is used, that reduces more than the amount needed, it is still considered matching (no matter what).



Example: A player wants to buy an arcade for a price of 9, but has only 7 money. The player has used their treasure worth 2 before, so now they give their treasure worth 3, still counting as paying the exact amount.

■ Changes in scoring

Any treasures still in a player's possession at the end of the game are worth as many points as their value.

Stefan Schiltz: Caliph's Guidelines

The caliph always has special requests - but grants high rewards for fulfilling them.

■ Components

- **9 Mission tiles**

■ Changes in setup

Shuffle the mission tiles, and place 3 of them face up next to the building market. These are missions that all players may fulfill, thus gaining additional victory points at the end of the game.

The remaining mission tiles are not used for this game; return them to the game box.

■ Changes in scoring

At the end of the game, players may gain additional victory points if they have fulfilled one or more of the mission tiles.

■ The missions in detail



3 points for each **row (horizontal)** in a player's Alhambra with at least 3 consecutive buildings (*no gaps, double-walls are allowed*).



3 points for each **2 buildings from the base game of the same type** built adjacent to each other (*side by side*).



3 points for each **column (vertical)** in a player's Alhambra with at least 3 consecutive buildings (*no gaps, double-walls are allowed*).



A player's **second longest wall** scores as well (*at the end of the game only!*).



2 points for each building along the **longest diagonal line**. The Lion Fountain may be part of this line (*but does not have to be*). If it is, it scores 2 points as any other building.



3 points for each **double-wall**.



1 point for 2 different types of buildings,
3 points for 3 different types of buildings,
6 points for 4 different types of buildings,
10 points for 5 different types of buildings,
15 points for 6 different types of buildings.



1 point for each building along the path from the Lion Fountain to the furthest building (*though the shortest possible path must be chosen*).



2 points for each **2 x 2 grid**. A tile may belong to more than 1 grid. Doublewalls in between are allowed.



Example: $3 \times 2 = 6$ points



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Alhambra

BASE GAME

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