 In this variation of the game it is assumed that the players are familiar with the rules of the basic dice game and the game "Alhambra".

Alcazaba-variation - Equipment

- 1 game board – for the Alcazaba-variation the back of the board is used.

- 8 white dice



- 1 starting player chip



- 1 octagonal Caliph stone – the symbol of the current starting player



- 30 octagonal marker stones – indicate dice scores



- 6 counter stones – for marking scores



- Extra tower tile
the number of towers increases to 12 with this tile!



- 1 leather dice cup

Additional material

(taken from the basic game "Alhambra")

- all 54 building tiles,
- 1 cloth bag
- 1 fountain start tile per player
- 1 reserve board per player

Building column: Pavilions *Building column: Seraglios* *Building column: Arcades* *Building column: Chambers* *Building column: Gardens* *Building column: Towers*

Game board - back

The building area (above)

Bonus fields for the starting player chip

The dice area (below)



Numbered border (0-100)



The new tower tile can of course also be used in the "Alhambra" game (either in addition or in exchange for another tower tile). This is why there is a price on the new tower tile.

Object of the game

In the Alcazaba-variation each player builds his Alhambra, just like in the basic game. However, the building tiles are not bought with money – they are won with the dice. Whoever has managed at the right time (whenever a scoring round is about to happen) to have included the highest number of building tiles of a certain kind in his

Alhambra, is awarded different numbers of points depending on the kind of tile. Each player also receives points for the longest piece of his outside wall. In every scoring round there are more points to distribute. Whoever has managed to win the highest number of points at the end of the game has won.

Getting ready to play

The **game board** is placed in the middle of the table with the back of the board facing upwards.

Depending on the number of players, each player receives the following:

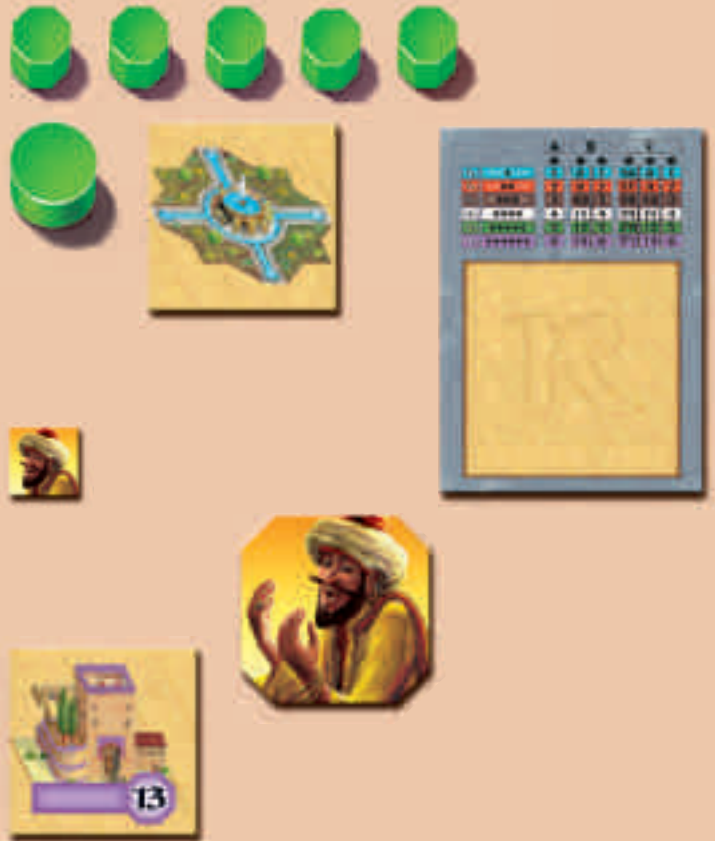
- 6 and 5 players3 marker stones
- 4 players4 marker stones
- 3 and 2 players5 marker stones,

He also receives the **counter stone** in the colour of his choice, as well as a **fountain start tile** and a **reserve board**. The counter stone is placed on the “0” field of the numbered border.

The **8 white dice** are placed at the ready along with the cup.

The **small starting player chip** is placed at the ready.

Lots are drawn before the game to determine who starts. He is given the **Caliph stone**. The **building tiles** from the basic game are separated according to category and shuffled. One of each of the six kinds of tiles is chosen and a face-down stack is made with these six tiles. Five stacks are formed in this way. The remaining building stones and the **new tower tile** are mixed and placed in the bag.



How to play

Five rounds are played. In each round, each player has exactly the same number of turns as he does marker stones. Once all players have finished their turns, the best-placed marker stones are **awarded building tiles**, which the players immediately build into their Alhambra.

After the first, third and fifth rounds, the three scoring rounds take place in accordance with the table on the reserve board and points are awarded.

Placing building tiles and starting player chip

Firstly the **building tiles from one stack** are placed face-up for all to see in the appropriate columns on the game board.

In addition, in each round **five building tiles** are chosen from the **bag** and also placed in the appropriate columns for all to see.

The dice are then thrown to determine on which bonus field the **starting player chip** is to be placed. In the fifth (last) round, no starting player chip is used.

Taking turns

The starting player throws the dice up to 3 times and places one of his marker stones in accordance with the rules of the basic dice game.



The starting player chip is placed in the Arcades column as determined by the dice. 11 building tiles (6 from the stack and 5 from the bag) are distributed amongst the appropriate columns.

Note: This means it is very likely that a varying mixture of buildings is distributed in each round.

Note: The other 5 bonus fields remain empty.

Then the other players take their turns in a clockwise direction. Once all players have placed their marker stones, the result of the round is established.

Rebuilding

If a player decides not to place his marker stone in the dice area after his first or second throw, he may carry out precisely one rebuild in line with the well-known Alhambra rules for rebuilding. In this case, the marker stone is not placed on the dice board but on the reserve board.

Note: If a player decides to take a third throw, this turn can no longer be used to redesign.

Results of a round

In turn, starting with pavilions it is checked who has achieved the best results in each category.

The player with the best result may choose as a Reward any building tile from the appropriate column and then has to immediately build this into his Alhambra or place it in his reserve. (The Alhambra building rules are valid here.)

If the starting player chip is in the building column in question, the player may also take this chip instead of a building tile. He then immediately determines the starting player for the next round.

After doing this, the player takes back his scored marker stone.

If there is still something else in this column (building tiles or starting player chip), the player with the next best result chooses a tile. This may well be the same player again.

This is continued as long as there is still something in the building column.

After the rewards are distributed, all remaining marker stones are taken back.

However, if there are more building tiles than marker stones in any one column, the non-distributed buildings are removed from the game and are placed face-up to one side.

If the first, third or fifth round has just come to an end, there is a scoring round. Otherwise a new round starts.

Note: The player is not permitted to wait until he receives another building.

Example: Blue has the best result in gardens and chooses one of the garden tiles as a reward. This he builds immediately into his Alhambra. As a reward, yellow receives the remaining building tile and builds it immediately into his Alhambra. This time red goes away empty-handed.

Note: If the starting player chip is not allocated, the previous starting player remains in place for the next round. The dice are thrown at the beginning of the next round to determine the place for the chip.



Scoring

Points are awarded in exactly the same way as in the original Alhambra (with the points being shared if the building numbers and wall points are tied!)

An overview of the points (score table) can be found on each reserve board.

	A	B	C
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17	17	17	17
18	18	18	18
19	19	19	19
20	20	20	20
21	21	21	21
22	22	22	22
23	23	23	23
24	24	24	24
25	25	25	25
26	26	26	26
27	27	27	27
28	28	28	28
29	29	29	29
30	30	30	30
31	31	31	31
32	32	32	32
33	33	33	33
34	34	34	34
35	35	35	35
36	36	36	36
37	37	37	37
38	38	38	38
39	39	39	39
40	40	40	40
41	41	41	41
42	42	42	42
43	43	43	43
44	44	44	44
45	45	45	45
46	46	46	46
47	47	47	47
48	48	48	48
49	49	49	49
50	50	50	50

End of the Game

The game ends after the third scoring round. The player with the highest number of points wins the game.

Special rules for 2 players

In a game with two players – as is also the case in the Alhambra basic game – there is a third imaginary player, let's call him Dirk, as in the original Alhambra game.

BASIC DICE GAME

Dirk receives **5 marker stones**, **6 building stones** and **a counter stone** in one colour.

Placing of Dirk's marker stones prior to every round

At the beginning of each round, Dirk's marker stones are placed in the dice area. The dice are thrown to determine the column for Dirk's first marker stone and the others follow as per the table:

1st stone...**right-hand 2-field** in the column determined by the dice

2nd stone...**right-hand 3-field** of the column to the right of this

3rd stone...**right-hand 4-field** of the column to the right of this

4th stone...**right-hand 5-field** of the column to the right of this

5th stone...**right-hand 6-field** of the column to the right of this.

If in doing the above a marker stone is at some time placed on the towers, the next is placed in the pavilions.

Note: Since Dirk – just as the other players too – only has 5 marker stones, one column remains in which he does not place a marker stone.

Results of a round

When establishing the results of a round, Dirk is also awarded building points. If he has the **best result**, he always takes **2 building points** as a reward.

If Dirk receives the starting player chip, he determines the starting player to be the one who **didn't start in the last round**.

If Dirk receives a bonus chip, he only keeps the number chips, all others are taken out of the game.

Scoring

When scoring, Dirk gets points for building points and bonus-chips just like the other players.

ALCAZABA-VARIATION

Dirk receives **5 marker stones** and one **counter stone** of one colour.

Placing of Dirk's marker stones before each round

After at the start of a round all the building tiles from one stack have been distributed, five further building tiles are pulled at random from the bag and placed in the appropriate columns (as described on page 2).

Dirk's marker stones are also placed in the appropriate columns in precisely this order.

In the column of the building tile, which was chosen first a marker stone is placed on the **right-hand 2-field**

In the second it is placed on the **right-hand 3-field**,

in the third, on the

in the fourth, on the

In the fifth, on the

right-hand 4-field,

right-hand 5-field,

right-hand 6-field.

Note: It is possible that several of Dirk's marker stones are placed in the same column.

Results of a round

If Dirk receives a building tile, he chooses the tile **closest to the bottom**. This tile is to be placed to one side in a clearly visible spot.

Even in the Alcazaba-variation both players may give Dirk building tiles.

Scoring

Dirk only receives points for building majorities.

Special cases

- *A result with 9 identical symbols scores the same as 8 identical symbols in the first throw (only possible to achieve using a bonus chip).*
- *If a marker stone is placed behind the last field in the dice area of the game board (because it has been pushed back or because the 1st field was already occupied) this stone is out of the game for the rest of the round. No reward can be received for this stone either, even if it is in second-best position.*

- *If a player achieves more than 12 building points, his building stone remains on the last field on the scale. Any building points over and above this are lost.*

