



Alhambra

Dirk Henn

Game Rules

Best game rules award:



2003 –
Goldene Feder
The game with
the best rules.



Connecting Generations

Est. 1989



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



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.

Spielmaterial

- **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.

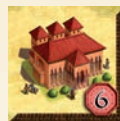


Wall

Price



Tower



Seraglio



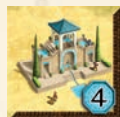
Garden



Chambers



Arcades



Pavilion

- **1 game board** - with a revolving scoring track, the building market with 4 spaces and the card display.



Scoring Track

Building Market

Card Display

- **6 scoring figures**



- **6 reserve board**



- **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 Scoring overview



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.

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

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

Getting ready to play

- The **game board** is placed in the middle of the table.
- Each player is given a **starting tile**, which they place on the table in front of them, and **1 scoring figure** in their player color, which is placed on the 0/60 space of the scoring track.
- The 54 **building tiles** are shuffled face down.
- **Four building tiles** are taken and **placed** in order on the four numbered squares of the **building market**, beginning with square 1.
- Each player receives a reserve board, which they place face up in front of them.



Starting tile



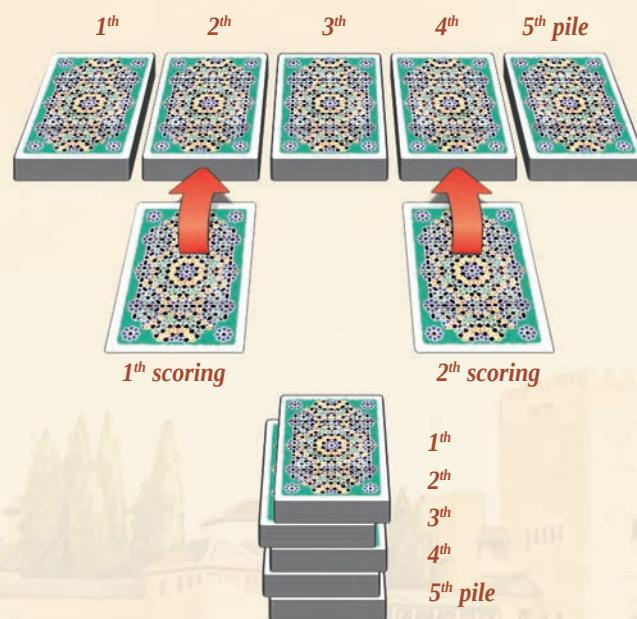
Reserve board



Building Market

- 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.

***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 next to 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)

Currency

Price



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 7).
- 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 for 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

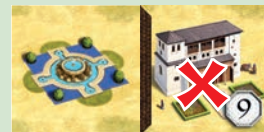
The following rules apply when building the Alhambra:

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

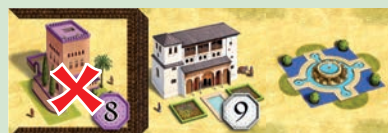
The following combinations are NOT allowed:



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.

Once the pile of money cards has been used up, the discard pile is shuffled to form a new face-down pile

The building tiles are also replenished to four.

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 track. Each player moves their scoring figure 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.

3 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.

Building	Points
Towers	1
Pavilions	2
Chambers	3
Alhambra	4
Palaces	5
Castles	6

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

Building	Points
Towers	8
Pavilions	1
Chambers	9
Alhambra	2
Palaces	10
Castles	3
Towers	11
Pavilions	4
Chambers	12
Alhambra	5
Palaces	13
Castles	6

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.

Building	Points
Towers	1
Pavilions	8
Chambers	1
Alhambra	16
Palaces	8
Castles	1
Towers	2
Pavilions	9
Chambers	2
Alhambra	17
Palaces	9
Castles	2
Towers	3
Pavilions	10
Chambers	3
Alhambra	18
Palaces	10
Castles	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 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). 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.

Note:

If two or more players have the same amount of money then that building tile remains on the building market.

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 start of the game, 6 randomly drawn building tiles are 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 randomly 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** (*rounded down*).

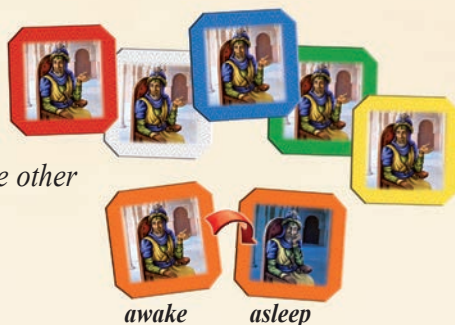
Only one rule is different for the two players: Whenever a building tile is bought, it can be given to Dirk instead of being placed in that player's Alhambra or reserve board.

Module „The Vizier’s favour“

■ Components

• 6 vizier tokens

One side shows the vizier awake, the other side asleep.



■ Changes in setup

Before the game begins, each player receives the vizier token in their color which they place with the awake side up in front of them. (You can only use the vizier token when it is awake.) The viziers 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 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 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 is turned over so that it is awake. It can now be used at any time for the special action.

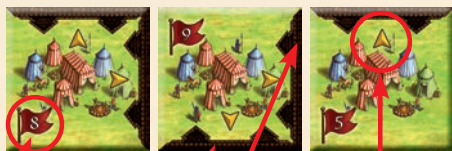
■ Notes

- 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.
- When the last building tiles are being distributed at the end of the game, the vizier can no longer be used.
- At game end, it does not matter if the vizier is awake or asleep.

Module „The Camps“

■ Components

- **8 camp tiles** – they show one or two bastions to reinforce.



Price 2 Bastions Direction of scoring

■ 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 greed 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 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.

Module „The Bazaars“

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.

Changes in game play

If a bazaar is drawn 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 garden costs 10 Dirham.

■ 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.



■ 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.

- **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 11]

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.

Module „The Falconers“

■ 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

- **1 scoring summary**



■ Changes in setup

Sort the 15 falcon tiles by falcon type and place them next to the building market, with the back side up. The scoring summary is placed next to the game board.

■ 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.

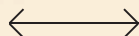
Falcons can be placed on starting tiles, but these do not contribute any color. Falcons cannot be rebuilt or kept in reserve. If one of the four tiles on which a falcon is placed is rebuilt, that falcon is returned to the common supply. It can be purchased again by any player.

■ 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



**Alhambra has been published in more than 30 languages
and is available in over 50 countries world wide.**

**In the last 35 years (since 1989) Queen Games has developed,
working with various game designers and has developed and
published more than 400 games.**



Est. 1989



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