

Alhambra

Limited Designers' Edition



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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



■ 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.



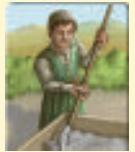
Goldsmith: When taking money, you may take money cards worth a total of 8 (*instead of 5*).



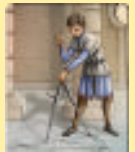
Coiner: The coiner allows buying a building with a combination of money from your hand and/or the display.



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

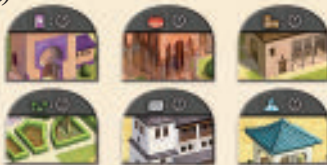
- 1 Project board (with 4 project spaces)
- 18 Project tiles

(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.

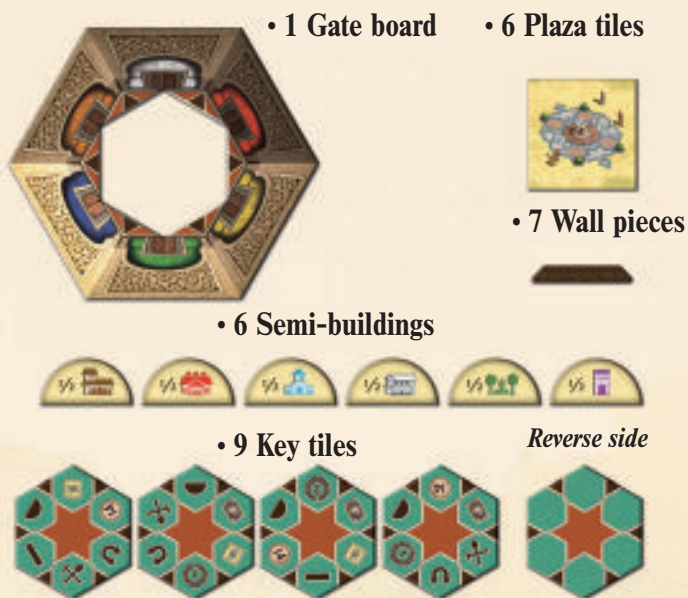


Example: 3 monkeys are on a garden (no other animals), the player scores 3 points. There are 2 pigeons and 1 cheetah on the player's second garden - no points at all.

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 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 victory 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.



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.

Fan Expansion Modules

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

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.



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



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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