A game by Dirk Henn for 2-6 players

Alhambra THE DICE GAME

QUEEN GAMES

This game offers 2 variations for play! The **Basic Dice Game** and the **Alcazaba-Variation.**
The basic dice game is a game in its own right from the Alhambra family and contains everything needed for play. The rules for this game are on this leaflet.
If you already have the Game of the Year 2003 "Alhambra", a whole new game possibility opens up for you.
By using the building tiles you can play the Alcazaba-variation, giving you a completely different, more tactical feeling to the game.
The adaptations to the rules, as well as the rules for 2 players are to be found on the second leaflet.

Equipment for the basic dice game

- **1 game board** – the front is used for the **basic dice game**.

- **8 white dice and 1 black die**

- **26 bonus-chips**

- **1 starting player chip**

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

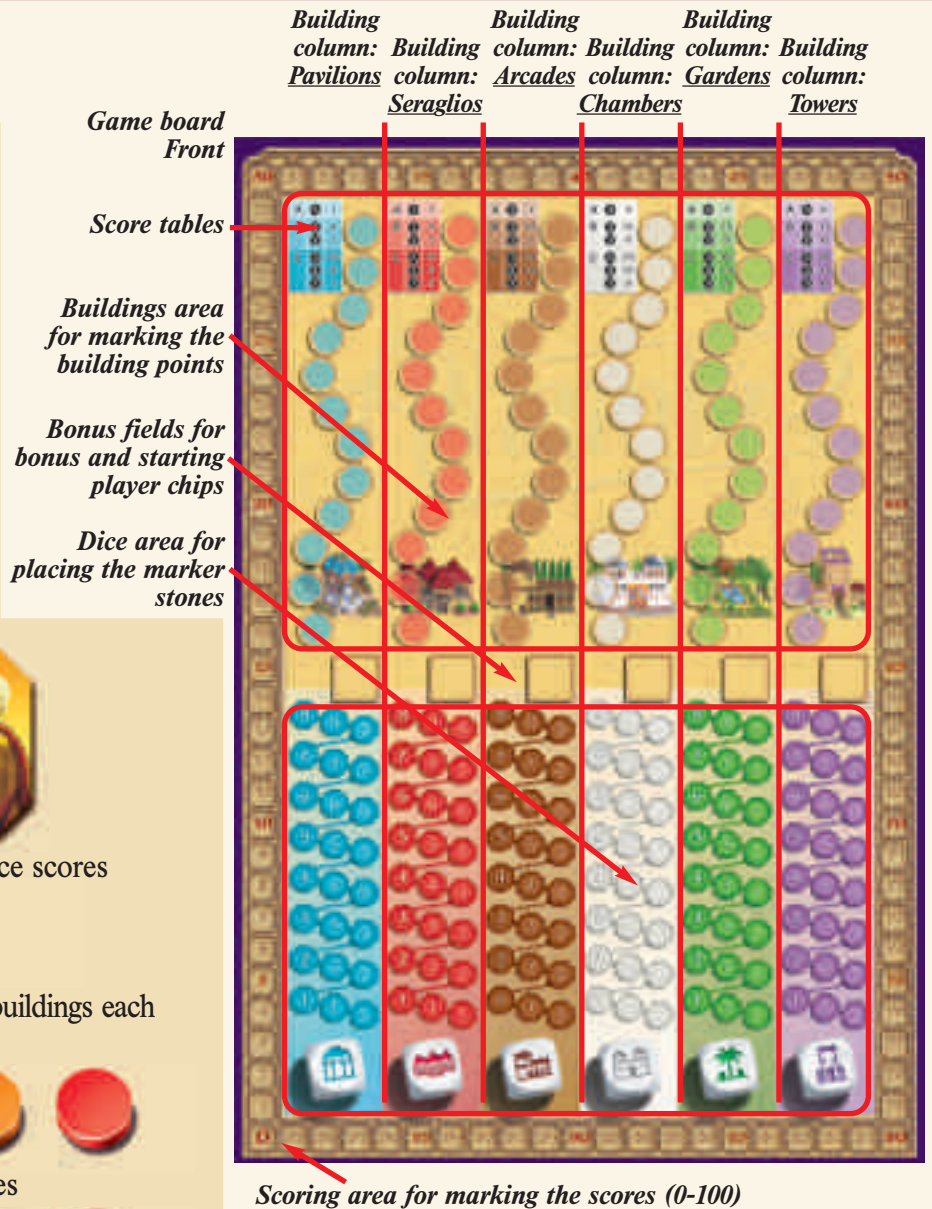- **30 octagonal marker stones** – indicate dice scores

- **36 building stones** – indicate how many buildings each player has

- **6 counter stones** – for marking the scores

- **1 leather dice cup**

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

Game board Front

Score tables

Buildings area for marking the building points

Bonus fields for bonus and starting player chips

Dice area for placing the marker stones

Scoring area for marking the scores (0-100)

- **1 set of instructions** for the **basic dice game**
- **1 leaflet** with the rules of the **Alcazaba-Variation** as well as the **2-player rules** for both possible games.

Object of the game

By throwing high dice scores, each player is trying to gain majorities in the 6 kinds of buildings thus scoring points.

Getting ready to play

The **game board** is placed face-up in the middle of the table.

Each player receives the following: – in a game of

- 6 and 5 players....................**3 marker stones**
- 4 players ....**4 marker stones**
- 3 and 2 players...................**5 marker stones**

as well as **6 building stones** (one for each building column) and **1 counter stone** in the colour of his choice.

Each player places the building stones at the ready and his counter stone is placed on the "0" field of the numbered border.

The **8 white dice** are placed at the ready with the **cup**, the **black die** comes into the game later.

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

The **six bonus-chips with dark backs** are picked out, shuffled and placed face down next to the board ready for the last round.

The remaining chips are shuffled. They are used to form 4 face-down stacks each containing 5 bonus-chips.

Lots are drawn before the game to determine who starts. He is given the **Caliph stone**.

5 marker stones (when playing with 2 and 3 players)

1 counter stone

6 building stones (one for each kind)

Starting player chip

The stacks with the bonus-chips give an overview of which round is currently being played since 1 stack is distributed in each round.

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 points.**

After the first, third and fifth rounds, scoring rounds A, B and C take place and the points are distributed.

Placing the bonus-chips

At the start of each round corresponding chips are placed on the the bonus fields.

Using a die, it is first established in which building column the **starting player chip** is to be placed.

Then the **5 bonus-chips** from one stack are placed left to right on the remaining bonus fields.

In the fifth and therefore **last round,** the starting player chip **is not used.** Instead, the 6 chips with the **dark backs** are distributed from left to right.

*Example: Before each round begins, the bonus fields are filled.
Firstly the starting player chip, then 5 bonus-chips.*

In the last round, the bonus-chips with the dark backs are used.

Taking turns

The player holding the Caliph stone starts and the others follow clockwise in turn.

The player who's turn it is **has to place one** of his marker stones and to do this he can **throw the dice up to three times.** For the first throw he takes all 8 white dice.

Before each subsequent throw he can put **any number of the dice** aside and carry on with the rest.

He may also pick up and throw any number of dice already put aside again with the other dice. It doesn't matter here which symbol the dice are showing.

At the end of his turn the player chooses **one kind of building** to score its symbols. The number of these symbols is then marked in the dice area of the game board using one of his marker stones:

- in the corresponding building column,
- in the line (1 to 8), which corresponds to the number of symbols,
- on the left field of the line for one throw,
  on the middle field for two throws,
  on the right field for three throws.

Only **one marker stone may occupy any one field** in the dice area. If a stone lands on an occupied field it must be moved back and placed on the next free field.

Then it is the next player's turn. Once all of the players have placed all of their marker stones the round has come to an end and the results are then awarded points.

Note: It may be wise not to use all three throws because if results are tied, the player who achieved the result with fewer throws is better.

The result "5 Seraglios in the 3rd throw" is marked. If there is already a stone on that field (regardless of whether it is the player's own or an opponent's) the stone must be placed on the next lowest free field.

Note: It is perfectly possible for a player to place several marker stones in one building column.

Results of a round

In turn, starting with the left-hand building column (pavilions) it is checked who has achieved the **highest result in each category**. The player whose marker stone is placed on a higher field is better.

The player with the best result in a category may **choose one of the two following rewards**:

- **2 building points** of the corresponding category.
- **1 building point** and the **bonus-chip** from this column.

Building points are marked down **immediately,** only afterwards does the player with the second best result in this category receive the other reward.

Building points are indicated on the round fields of the respective building column. For the first point a building stone is placed on the lowest field and for every subsequent point the stone is pushed up one field.

Example: Blue has the best result and chooses 2 building points as a reward.
His building stone is placed on the second field.
Orange receives the other reward – 1 building point and the bonus-chip.

Note: It is possible that the best and second-best result can be achieved by the same player. In this case the one player receives both rewards.

Note: If there is only one marker stone in the building column, the second reward is disregarded. If there are no marker stones at all, no rewards in this column are allocated in the round played.

If during the game a stone lands on a field that is already occupied, it is simply **placed on top**.

When a player receives a chip it is placed face-up in front of the player.

The following overview shows how these chips are used.

Note: In this way towers may also be formed from building stones. If at a later point a stone is pulled out of a tower and moved on, care must be taken that the order of the remaining stones is not changed.

Overview of bonus chips and starting player chip

In **every** scoring round, these chips score the **number of points** printed on them. They are kept until the end of the game. *[total available: 16x]*

When a player receives a building point he may **exchange** this for another kind of point. (Not valid for the building point just received with this chip.) The chip is handed back after this. *[2x]*

When placing a marker stone in the dice area this chip can be used to **push back** an opponent's stone on the same field onto the next lowest free field. (If this is also occupied, all stones affected are pushed back one space, thus preserving the order.) After this, the chip is handed back. *[2x]*

This allows a player to **annul** a throw, i.e. he can declare it invalid. Then the player may decide whether the annulled throw is repeated or his marker stone placed on the board. After this, the chip is handed back. *[3x]*

After the first throw of a player's turn, the player can use the black dice to indicate any symbol he chooses. This symbol is added to the result of the throw. Only one of these chips may be used per turn. After this, the chip is handed back. The **black die itself is never thrown**. *[3x]*

Whoever receives this chip, **immediately** determines who the next player to start will be (this player then receives the Caliph stone). If this chip **is not** handed out during a round, the **previous** starting player remains in place for the **next round**. *[1x]*

After the rewards have been distributed, **all players take their marker stones back**. Non-distributed bonus-chips are taken out of the game. The **starting player chip** is placed at the ready again. If the **first, third or fifth round** has just come to an end, the building point scores are tallied. Otherwise a new round starts..

Giving scores for building points

Scores are awarded for **each category of building**. Whoever has the **most building points** in a category is awarded the number of points indicated on the score table for first place.

In **scoring round B** (at the end of the 3rd round), the first two places are awarded points and in **scoring round C** (at the end of the 5th round) it is even so for the first three places.

In all three scoring rounds the **scores** for **bonus-chips** are added to the total.

If the stones of several players should be on the same field, the **stone lowest in the pile is better** and is given the points appropriately. If scoring round A or B has just occurred, the next round now begins.

Example: It is the 2ⁿᵈ scoring round. Blue has the most building points (5) in the "Pavilion" column and is awarded 8 points. Orange and green both have 3 building points in this column. Since orange is at the bottom, he is awarded a point for second place.

Score table for Pavilions on the upper border of the game board.

Note: There is always a definite order which means that points never have to be shared.

End of the Game

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