



This expansion contains four new, different modules. You may combine all of these modules or each single module or any combination of them with the basic game and with all other expansion modules. The general rules are the same as for the basic game; you will find any changes and rule additions of each new module on a separate page, together with the new game components.

The “New Score Cards” module completely revises the 6 building types from the basic game.



The allocation of the winning points now changes with each individual evaluation.



THE NEW SCORE CARDS

Game Materials

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

Preparing the Game

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

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



Example: In the 1st scoring, 1 winning point is awarded for the majority “Garden” (as opposed to 5 points in the basic game).

The Effects of the New Score Cards

When a scoring occurs, winning points are awarded for each building type in the same way as in the basic game, but the value of each building has now changed. The points indicator and adjacent score card show the number of points that can be won for each building type. Where the most points used to be awarded for the majority of towers, the highest number of points can now be given for the majority of serais, for example.

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





■ Overviews

The overview card provides a synopsis of the building counters from the basic game on its front and rear sides. One overview shows the buildings sorted by their walls, the other by their prices.

	2					7
		3			6	
			4			8
				5	7	
	3	5	6	7	8	
	4	6	7	6		9
		4	6	7	8	9
	5		5	8	8	9
	6		8		10	11
	7		8		9	13
		7		9	10	10
		8		9	12	11
	8	9	9	10	10	11
			10	11	11	12

Overview for the module:

THE POWER OF SULTAN

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:

THE 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					
7x	7					
9x	8					
8x	9					
6x	10					
5x	11					
3x	12			+	13	





With the “Power of Sultan” module, the players are given the option of deliberately acquiring building



counters when it is not their turn. The dice determines the type, however.

THE POWER OF SULTAN

■ Game Materials

8 sultan cards, 8 marker pieces,
1 building dice with the symbols of the
6 building types and 6 overview cards* .

■ Preparing the Game

Once the money cards from the basic game have been divided into five stacks, 3 sultan cards are shuffled into the 1st stack, 2 into the 2nd and 3 into the third. The marker pieces and dice are laid out next to the builder's yard.

Each player is given one overview card.

Building dice

Sultan cards



■ One sultan card is turned face up

Each overturned sultan card is laid out open next to the builder's yard. (Several cards can also be laid out open). A player then throws the building dice and marks the result with a piece on the map. More cards are turned over until the number of open money cards increases to 4.

Open sultan cards can be bought like buildings (the option “Buy a building counter”). The purchase price is 7 for each sultan card and the required currency is indicated on the card. A player who pays the exact amount gets an extra turn.



** [See the back of the “New Score Cards” game rules sheet.*





The buyer lays out the card with the marking face up in front of him. If the player does not like the building type marked on the card, he/she can remove the piece and throw the dice again.

The player now picks a symbol, either the one that he/she threw on the dice or the one opposite it on the dice (the covered side). The player must mark one of these two symbols on the sultan card.

The following symbols are opposite one another on the six sides of the building dice.



Example: If a player throws the arcade symbol, he/she must mark it or the chambers on the sultan card.

How is a sultan card used?

If a building counter is drawn when filling up the builders' yard (no matter whether during or at the end of the game), a player with a sultan card on which this building type is marked can take the counter free of charge and use it immediately in his/her Alhambra or keep it in reserve. The corresponding sultan card is taken out of the game. If several players have a suitably marked sultan card, the sequence of play applies, beginning with the player whose turn it would be next.

Remark: At the end of a move, it should be ensured that the money cards are replaced first (by making an evaluation if necessary). The building counters in the builder's yard are then replaced.

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

Remarks:

- The option "Grace of the Vizier" [1st extension] can only be used when necessary after the option "Power of Sultan".
- No sultan cards can be bought with a vizier [1st extension].
- Exchange booths [1st extension], diamonds [2nd extension] and coins [3rd extension] can be used to acquire sultan cards.
- The building counter newly drawn by Laila Wundabah [character card – 2nd extension] can be acquired by the "Power of Sultan".

Two players:

- After the first two evaluations, Dirk receives building counters 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.





The “Caravanserai” is a kind of variable money card. Its value increases slowly and it can



be used at any time. As many different building types as possible are required to get it, however.

THE CARAVANSERAI

■ Game Materials

8 caravanserai cards
8 marker pieces

■ Preparing the Game

The 8 cards are laid out and the marker pieces placed next to them.



■ Buying a caravanserai

A caravanserai card is acquired in the same manner as a building counter (using the option “Buy a building counter”. Each player can buy a maximum of 2 cards.

The price of a card depends on the number of different building types the player has built in to his/her 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 wants to buy his/her first caravanserai card must have built at least 4 building types into his/her Alhambra at that particular moment and at least 5 types for the second card (*only the 6 building types of the basic game count*).

The player buying a caravanserai picks one, lays it out open and places a marker piece on the “0” field.





■ Using the caravanserai cards

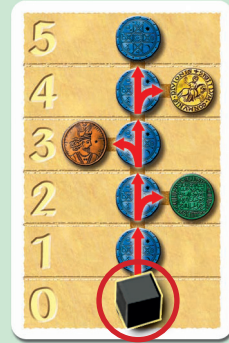
As the first action at the beginning of his/her move, a player who has one or two caravanserai cards can move 1 marker piece one space further.

The piece can only be moved upwards, and outwards at the branching points, but not back. It is permitted to leave the piece standing where it is.

The marked value constitutes money in the appropriately colored currencies. The full sum can be used during the game in the same way as a corresponding money card.

Once the money is used, the marker piece is moved back to the “0” field. The piece can be moved again at the beginning of the following round.

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



Starting position of the marker piece.



Even players who have 2 caravanserai cards may only move 1 marker piece at the most.

*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**.*

■ Remarks:

- Caravanserai cards cannot be bought out of turn with a vizier [1st extension].
- If it is a player's turn outside the normal sequence of play due to the “Grace of the Vizier” [1st extension] or “Power of Sultan” [5th extension], he/she may not move the marker piece on the caravanserai card.
- Yammerad [character card – 2nd extension]: caravanserais are not counted with the money cards that the players have in their hand.
- When the remaining building counters at the builder's yard 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 counted in with it.





The “Art of the Moors” module is used to introduce culture counters into the game. They are available for several



buildings with the same price and make it possible to gain more winning points.

THE ART OF THE MOORS

■ Game Materials

20 hexagonal culture counters
20 marker pieces, 10 docking strips
and 6 overview cards*.

■ Preparing the Game

The counters are sorted by the values on their reverse sides (brown) and laid out in stacks. The marker pieces and docking strips are laid out too. Each player is given an overview card.

Culture counter,
front ...

... and back

Marker pieces



■ 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 his/her move 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 his/her buildings with the same price by placing a checker on the corresponding culture counter.



* [See the back of the “New Score Cards” game rules sheet.]





The checker is placed on the section that shows the corresponding number of small black squares. If there are more sections of this kind, the checker is placed on the one with the highest number. This does not cost any money or constitute a move.



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 move, the corresponding marker pieces are updated.

The Effect of the Culture Counters

A player who owns culture counters has another option of play – the further development of culture counters.

With this option, all of the player's own culture counters are turned anticlockwise 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.

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



*A culture counter whose marker piece points to the gem may **not** be turned any further.*

Remarks:

- Only the buildings from the basic 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“, 1st and 5th extension] culture counters must be taken immediately, where appropriate, or the marker piece must be adjusted.
 - A culture counter can only be marked up to the highest value indicated. A player cannot receive more winning points than the number shown on the counter.
 - All buildings with the price „12“ or „13“ are regarded as buildings with the same price.
- Two players:** • Dirk does **not** get any culture counters.

