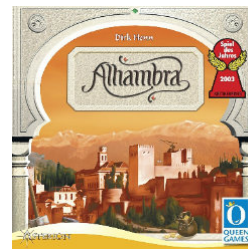


# Players' leaflets Alhambra

Don't print this page.

The next is a setting-up reminder, then come the player-leaflets.



## Printing

They're created at A5 size, which is half of A4.



*If you have any comments, suggested tweaks, corrections  
or criticisms, please contact me ►*

*FunGames4CasualPlayers.com*



# Alhambra

## Setting up money & buildings



### Money for the players

Shuffle the money-cards.

To each player in turn, deal cards face-up until they sum to 20 or more. It will often jump above 20, which means that they get a bit of extra cash.

Once that's done, their money cards go into players' hands and they do not display their wealth again until they use money to buy.

Place the top four money-cards face up onto the money spaces on the board.

### Money cards and Scoring cards

Split the remaining money cards into five roughly equal face-down piles - name them 1 to 5.

Place the first score card into pile 2 and shuffle well.

Place the second score card into pile four, and shuffle well.

Keeping the piles in order, with 5 at the bottom, combine them (unshuffled) into a single draw-deck, which is placed onto the board.

### Buildings tiles

Mix them up a bit and place face down into the dispenser.

Place the top four face-up into the building spaces on the board.

## Decide who will start, and go for it!

## Two player game



### Money - this is different

Each of the four currencies has cards worth nine values - from 1 to 9.

There are three of each value for each currency.

► For each currency, remove **one** card of each value. That's 9 cards per currency - 36 cards altogether.

### Money for the players

As usual.

### Scoring cards and money

As usual.

### Buildings tiles - this is different

After placing the top four tiles onto the board, take another **six** and place them face up somewhere visible to all.

These are "owned" by a dummy player, and cannot be used.

Another six will be placed after the **first** scoring.

After the **second** scoring, place a third (*rounded down*) of the remaining tiles with the dummy (*called Dirk, after the deviser*).

### Scoring - this is different

Dirk does not score for walls, but **is** included when determining who has **most buildings**.

This will possibly impact upon the scores that the real players can achieve at times.

### Placing buildings - this is different

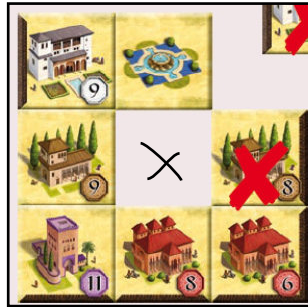
Rather than placing buildings within their Alhambra or their reserve, players can "give them" to Dirk.

They cannot take from Dirk at any time.

The Alhambra Palace is admired for its 'balance'.

Everything must be nicely proportioned, with no gaps

... that central gap cannot be created by the red-crossed tile.



## End of the game

If, at the end of a player's turn, the market cannot be totally refilled, the final round of scoring takes place.

## Scoring

### Buildings

At each scoring occasion, the person with most of each type of building within their Alhambra (*not in reserve*) gets the scores shown on the guides.

On the first scoring occasion, players who are tied split the score - rounded down.

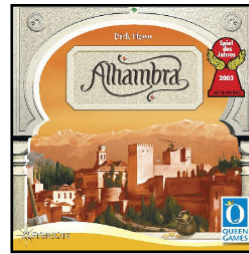
Subsequently, tied players share their own and the next score.

So, if two players tied for first place, they'd divide the scores for both first and second place, leaving third place for the others.

If three players tie for first, it's divided by 3. At round three they'd share all three scores.

### Walls

Continuous external walls are worth one point per segment of wall.  
Separated walls do not add together and internal walls have no points value.



**Build a prestigious Palace and gain victory by having most buildings & gardens, and the longest walls.**

**What can I do at my turn?**

**One of three things.**

### Option one - carry off currency

You can take money from the four on display - needed to buy structures.

You can take a **single** card of any value.

You can take **several** cards, but they mustn't add up to more than five.

Replace the money cards immediately.

### Option two - buy a structure

Pay using the currency displayed above the building-tile.

If you pay more than the asking price, no change is given.

If you pay the **exact amount** it remains your turn. Again, take any of the three actions.

You can even buy another for the exact amount and get another choice.

At the **end** of your turn, your new buildings (in the order you choose) must be placed either in the Alhambra alongside the fountain or a building already there, or into the **reserve** area for use later (as many in reserve as you wish).

Replace building tiles at the end of your turn, **not before** - in order 1 to 4.

### Option three - redesign your Alhambra

Either take a building from the reserve and add it to your Alhambra.

Or take a building from your Alhambra and add it to the reserve.

Or **exchange** a building from the reserve to replace one that's in your Alhambra - that one goes into the reserve.

# Money !

At the start you are randomly issued money until your treasure chest reaches 20, or a bit more if you're lucky.

There are four kinds of currency.

Suppliers of buildings want to be paid in their currency.

Macedonian denar - blue  
Persian dirham - green  
Venetian ducats - orange  
English florins - yellow



## ... buildings to be bought



The buildings that are on sale from the four suppliers are priced as shown at the tile's bottom right.

That number has no relevance to scoring: it's simply the price to buy and build.

The required currency is the one that's showing above each tile.

The different types of building pop up randomly.

As score guides show, some buildings cost more.

The more expensive they are, the more numerous.

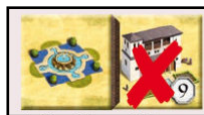
The more expensive ones also score higher.

**The numbers on the tiles are their cost  
... nothing to do with scoring.**

## What you mustn't do.

You can't put a building into the palace upside down or resting on its side.

They can't be rotated, then.



Walls .... you can't put up a wall directly alongside a part of the palace that has no wall.

You can place a wall to adjoin one that's already there.



Not allowed.

Permitted.



The point of a palace like the Alhambra is that people can perambulate and take in the sights at their leisure.

So it's forbidden to build anywhere that cannot be reached from the lion fountain.



Building tiles have to join at their flat edges

... not at their corners.

